

Advanced Dungeons & Dragons

2nd Edition

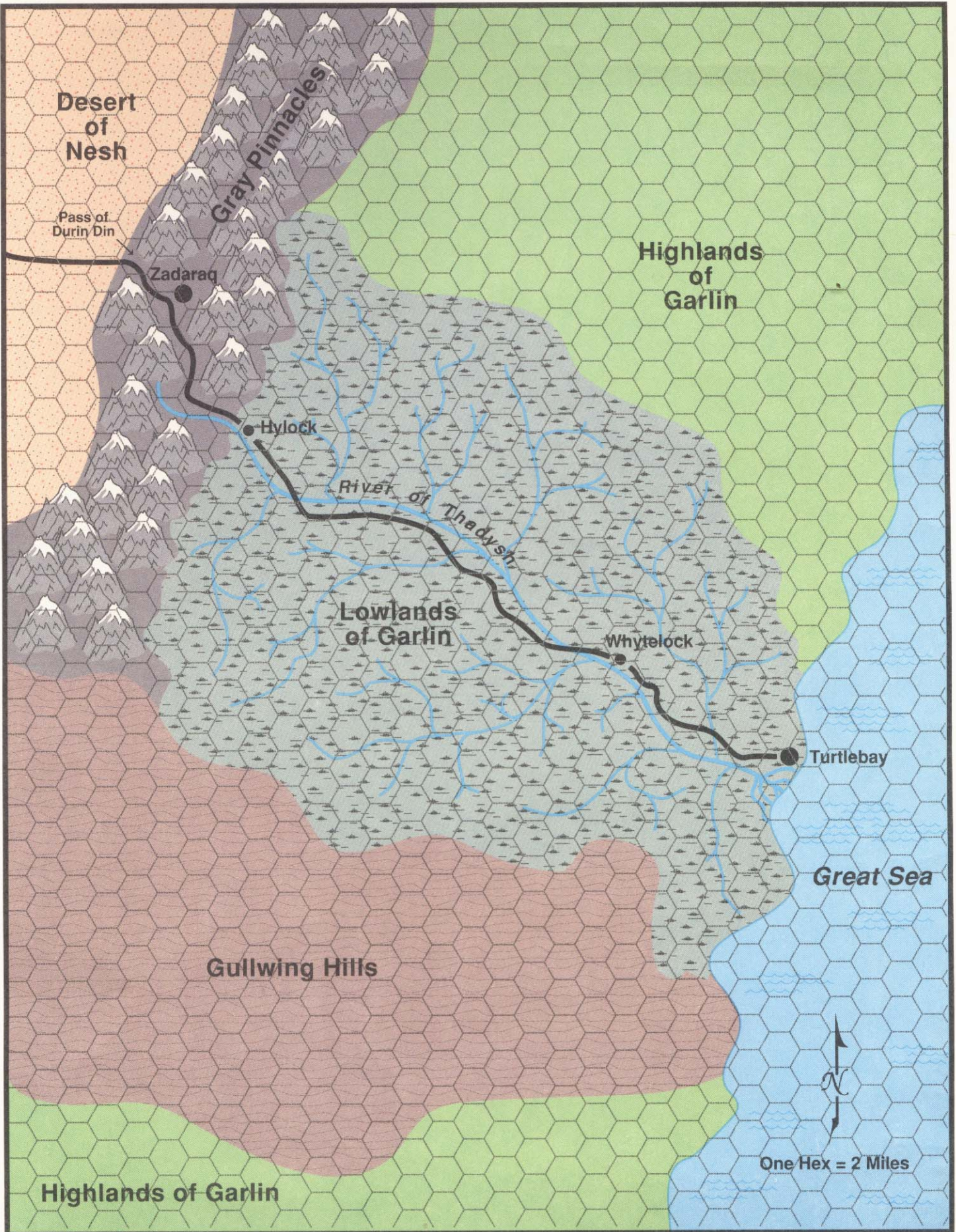
Official Game Adventure

Thief's Challenge

by Troy Christensen



The Lands of Garlin





Thief's Challenge

by Troy Christensen

Introduction	1
I. Adventure Background	2
Starting the Player Character	3
DM's Information	3
II. Personalities	4
III. Places of Interest	10
Hylock	11
Whytelock	16
IV. Plot Points	19
Meeting with the "Moll"	19
Hideout of the Gullwing Bandit	28

Credits

Design: Troy Christensen
Editing: C. Terry Phillips
Cover Illustration: Jeff Easley
Interior Illustration: Gary Williams
Cartographer: John Knecht
Typography: Tracey Zamagne

ADVANCED DUNGEONS & DRAGONS and AD&D are registered trademarks owned by TSR, Inc. DUNGEON MASTER, DM, and the TSR logo are trademarks owned by TSR, Inc.

All TSR characters, character names, and the distinct likenesses thereof are trademarks owned by TSR, Inc.

Copyright © 1993 TSR, Inc. All rights reserved. Printed in the U.S.A.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

This product is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork contained herein is prohibited without the express written permission of TSR, Inc.

TSR, Inc.
PQB 756
Lake Geneva
WI 53147 U.S.A.

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

9420

ISBN 1-56076-562-3

Thief's Challenge is an adventure designed for a DUNGEON MASTER™ (DM™) and a single player character: a thief. It's perfect for the thief who'd like additional experience points or a chance to use his special talents without having those troublesome fighters and spellcasters about to steal the show.

The scenario is suited to a thief of levels 2 to 4, and is ideal for a character of 3rd level. With minor adjustments by the DM, *Thief's Challenge* may also test the skills of a thief as inexperienced as 1st level or as skilled as 6th level. A multi-class thief may also be used in this adventure, though the scenario will emphasize his thieving background rather than spellcasting or fighting.

Thief's Challenge is primarily a mystery, a story thick with finger-pointing and double-crosses. The plot depends greatly on the player character's actions. But the choices that the PC makes will depend largely on how you, as the DM, portray each nonplayer character and how you present each clue. Do not be too tough on the character, for a single mistake can prove disastrous in a solo scenario.

Combat and the acquisition of magical oddities are rare in this adventure. To compensate for the lack of experience points, the DM is encouraged to award experience for other activities. Suggestions are made throughout the adventure. Also consult the optional rule titled "Individual Experience Awards" in Chapter 8 of the *DUNGEON MASTER™ Guide*.

Here's a summary of the pages to come. Chapter 1, "Adventure Background," describes the setting and its history, and offers the DM tips for getting started. Chapter 2, "Personalities," describes important NPCs. Chapter 3, "Places of Interest," describes the adventure's setting: the towns of Hylock and Whytelock, and the surrounding lands. Chapter 4, "Plot Points," outlines the scenario, detailing the various plots and subplots of the mystery. The DM must read the adventure in its entirety before play.

Chapter I: Adventure Background

Years ago, trade along the river Thadysh was a dangerous and difficult affair. Neither man nor monster was the enemy; it was geography. The Thadysh snaked from the Grey Pinnacles in the west, across the swampy lowlands, to finally flow into the warm sea at Turtlebay. Along the way it was knotted with rock-strewn rapids, and the lands bordering the raging river lay in a stagnant quagmire.

High among the Grey Pinnacles, the town of Zadaraq mined lustrous ores of silver, gold, and iron. The minerals were smelted and forged into bars bearing the stamp of the duke of the land, Lord Zadaraq, a cruel and ruthless ruler.

The men and dwarves of Zadaraq led a grueling life. Little profit was garnered from the gloomy mines, since much was lost in transport to Turtlebay and what was left was taken by the duke. The people of Zadaraq had but one pleasure: partaking in the sweet harvests of the lowlands.

Far down the Thadysh River dwelt the men and elves of Turtlebay, who harvested grapes, barley, and hops along the windswept coast. They produced the fragrant wines, heady beers, and spicy ales sought by the miners of Zadaraq. The lowlands, however, lacked the mineral deposits of the Grey Pinnacles, making trade with Zadaraq ideal.

For many generations trade fluttered up and down the river, but countless flotillas of heavily laden barges broke upon the rocks. Caravans left by foot as well, but the dangerous quagmire made more widows than rich merchants.

The reign of the evil Lord Zadaraq came to an end when the people revolted, throwing off Zadaraq's loathsome yoke. Duke Garlin—a Paladin of some repute—then claimed the lands. A wise and noble warrior, he listened to the people's needs and quickly appreciated the wealth to be gained from a *stable* trade route between the two settlements. He commissioned a study to help remedy the trade route situation.

It was decided that two locks would be constructed along the Thadysh. The first, called Hylock, would be the trading port for minerals coming out of the Grey Pinnacles. It would gently lower the barges 20 feet to the level of the middle Thadysh, now made smoother by the second lock, called Whytelock, which lay within a three-day march of the port city of Turtlebay. This lock acted primarily as a dam for the rough and rapid stretch of river between Hylock and Whytelock, ensuring a placid stretch of open water. At Whytelock, river traffic was lowered another 10 feet to the becalmed reaches of the lower Thadysh.

Construction of the locks proved to be a boon for the two cities, which over the years grew rich and powerful. Wealth from all over the world flowed through Turtlebay up the Thadysh to the castles and towers of Zadaraq. New mines cracked open huge deposits of gold, silver, and platinum, and veins of iron and mithril were discovered that stretched for miles underground.

Wealth of this caliber also brought thieves and rogues from the farthest corners of the land. Soon a cadre was formed amongst the powerful thieves. Then a guild formed to regulate and manage the illegal activities in the area. This thieves' guild controlled the gambling, thieving, and rackets along the river. They established their guild in the quiet village of Whytelock.

Every barge leaving the locks paid the guild protection money, which guaranteed a safe, uneventful trip up and down the river. After generations of hazardous travel along the churning waterway, river merchants were easily convinced that a such protection was well worth a few pouches of gold. The guild grew rich as it "served" the merchants, protecting their barges from pirates and other hazards.

Over the years, factions within the thieves' guild broke from the main body to form a second, closely aligned guild. The second guild formed its headquarters in the northern town of Hylock. From the two locations, the guilds

Chapter I: Adventure Background

oversaw all river trade operations.

Everyone seemed content. Duke Garlin grew rich on his taxes, the people were pleased with their luxuries, the merchants enjoyed their profits, and the guild got a cut from almost everyone involved.

For years, this has been the way of the lands of Garlin—until the recent arrival of the Gullwing Bandit. The masked rogue, from his secret hideout, has stopped and pillaged every barge coming and going on the river for the last three months. No one knows who the bandit is or from whence he came. Fingers of blame are pointing in all directions. Some think the “bandit” is really a new faction of the thieves’ guilds. Others whisper that the Gullwing Bandit is protected by the duke and is out to destroy the thieves. Still others mumble that the guilds themselves are in a power struggle. Needless to say, the thieves’ guilds of Hylock and Whytelock are offering a handsome reward for the unmasking of the pirate; any man or woman in their ranks who can perform this task is promised great favor in future advancement.

Starting the Player Character

The ideal situation for launching this adventure is to have a PC who is a native of Whytelock—or, barring that, to have a PC who is located somewhere near the lands of Garlin.

If the character does not hail from Whytelock, the DM can invent a few short, improvised acts of thievery to get the PC acquainted with the town and lands around Garlin. The PC will not have access to the local thieves’ guild, however, nor will he know the identity of the guild master.

If it is impossible for the PC to start in Whytelock, the DM can launch the adventure with this setup: The PC approaches the local thieves’ guild bearing papers of transfer from his own guild—a guild which may be larger and more affluent. The papers are addressed

to the guild master of Whytelock (see “Mistress Mary Reisyk” in the “Personalities” chapter). The transfer is being made at the request of a master thief (20th level or higher). The larger guild may have some stake in what is occurring in the lands of Garlin or may even be positioning the player character for possible future subterfuge. In any event, the PC won’t know the identity of the master of the Whytelock thieves’ guild until after the scenario has begun.

Tips for the DM™

It is imperative that the DM convey the sense of corruption and mystery cloaking the events of *Thief’s Challenge*. Ideally, the PC should be kept guessing at all times, suspecting that at any moment he may be double-crossed or stabbed in the back.

Study the next chapter carefully to learn who’s who and to understand the NPCs’ motivations. There is no ultimate “bad guy,” though the Gullwing Bandit may be labeled as such. Every notable NPC is scheming to get something—often risking everything in the process. As DM, you must play each NPC’s role using the motivations described. Try to maintain the mystery of the scenario; don’t give away too much. Allow the player to make any assumptions he desires about the situation, no matter how far off base those assumptions may be.

Many of the events in this adventure are brought about by the PC’s decisions. Set up each plot, and then allow the PC to move through it at his own speed. Don’t lead the player by the nose, but allow the PC to discover clues and to react according to his own motivations. Pacing is important, but generally it’s best to let the PC (and the player) take as much time as needed to figure things out.

Chapter II: Personalities

This chapter describes Garlin's most interesting characters and their motivations for the adventure. Equipment lists include commonly possessed items. The DM may elaborate or develop further background as he sees fit.

Mistress Mary Reisyk, the "Moll" (T8): Human; AC 5; MV 12; hp 32; #AT 1; Dmg by weapon; Str 10, Dex 16, Con 11, Int 12, Wis 16, Cha 15; AL CG; THAC0 16.

Special Abilities: Pick Pockets 15%, Open Locks 25%, Find/Remove Traps 95%, Move Silently 30%, Hide in Shadows 30%, Detect Noise 15%, Climb Walls 60%, Read Languages 55%.

Weapon Proficiencies: dagger, short sword, sling.

Nonweapon Proficiencies: swimming 10, disguise 14, appraising 12, jumping 10, reading lips 10.

Equipment: *studded leather* +1, daggers (x3), short sword (only outside the guild), pouch with 25 silver and 2 gold.

Mistress Reisyk, or the "Moll," as she is known to the thieves of Whytelock, is easily 6 feet tall with a lithe, hard frame. When working as a thief, she wears a studded leather jerkin, which is dyed red, and knee-high black boots. Otherwise, she dresses like the townsfolk.

Mistress Reisyk is the master thief of the Whytelock guild, but she is also proprietress and operator of Whytelock's general store, market, and warehouse.

Motivations: The "Moll" is a tough, strong-willed woman who has worked long and hard to reach her current station, and she commands the loyalty of the Whytelock thieves. Recent events have vexed her greatly, though, and she has decided to use the PC as bait to uncover the Gullwing Bandit. She cares nothing

for the PC's well-being, but will seemingly take him into her confidence. In truth, she is setting the PC up to be "snuffed out" by the Bandit, thereby hoping to catch the rogue and end the mystery of his bothersome existence.

Kyma the Axe (T3): Human; AC 8; MV 12; hp 18, #AT 1; Dmg by weapon; Str 12, Dex 13, Con 15, Int 8, Wis 11, Cha 9; AL CN; THAC0 19.

Special Abilities: Pick Pockets 45%, Open Locks 15%, Find/Remove Traps 10%, Move Silently 15%, Hide in Shadows 15%, Detect Noise 20%, Climb Walls 60%, Read Languages 0%.

Weapon Proficiencies: hand axe, sling.

Nonweapon Proficiencies: juggling 12, tight-rope walking 13, cooking 8.

Equipment: leather armor, hand axe (x2), short sword, pouch with 5 silver and 2 electrum pieces.

Kyma the Axe is a swarthy young woman with flowing black hair and heavy eyebrows. She has a light build and stands roughly 5 feet 6 inches tall. Her movement is fluid and her touch is dextrous. She applies both traits to a pastime that fascinates her: juggling hand axes.

Kyma is Mistress Reisyk's chief lieutenant. Publicly, she serves as the cook at the Gullwing Tavern.

Motivations: Kyma, like most thieves, is self-centered and power hungry, but she is intensely loyal to the "Moll." She will make it known that she dislikes any other thief who tries to "get in" with Mistress Reisyk, particularly the PC. In several of the plots, Kyma will work closely with the player character. It should be evident that she dislikes and distrusts the PC, however. The DM may find it interesting and easy to implicate Kyma as the Bandit. (She isn't.)

Chapter II: Personalities

Miri Softouch (T2): Halfling; AC 7; MV 6; hp 10, #AT 1; Dmg by weapon; Str 8, Dex 17, Con 12, Int 12, Wis 10, Cha 16; AL NE; THACO 20.

Special Abilities: Pick Pockets 45%, Open Locks 10%, Find/Remove Traps 5%, Move Silently 10%, Hide in Shadows 35%, Detect Noise 15%, Climb Walls 60%, Read Languages 0%.

Weapon Proficiencies: dagger, staff.

Nonweapon Proficiencies: disguise 15, animal handling 9, local history 16, gaming 16.

Equipment: brocaded dress with small encrusted gems (worth 6 gp), silver belt, gold earrings, pouch with 14 ep and 2 sp.

Miri is a slender and attractive halfling with rosy cheeks and curly brown hair. Her eyes sparkle with mischief but can be alluring to

the point of enchantment.

Miri is the lieutenant to Hap Farfoot, master of the Hylock thieves' guild. She is also an expert gambler, capable of nearly imperceptible cheating when it suits her.

Motivations: As a child, Miri was a content shepherdess. After her family was killed by merciless human ranchers, she was forced into a life of thievery. Her lovely, sweet appearance is a mask hiding an evil countenance. She wants nothing more in life than to hurt other people, especially humans.

Hap Farfoot (T6): Halfling; AC 8; MV 6; hp 25, #AT 1; Dmg by weapon; Str 13, Dex 15, Con 17, Int 15, Wis 9, Cha 15 AL NE; THACO 18.

Special Abilities: Pick Pockets 45%, Open Locks 15%, Find/Remove Traps 10%, Move Silently 80%, Hide in Shadows 25%, Detect Noise 45%, Climb Walls 85%, Read Languages 25%.



Chapter II: Personalities

Weapon Proficiencies: dagger, short sword, hand crossbow.

Nonweapon Proficiencies: blind-fighting, musical instrument 14, appraising 15, gem cutting 13.

Equipment: robe, dagger, hand crossbow, short sword, *hand crossbow* +1 (only outside the guild), 12 bolts, flask of sweet wine, pouch with 143 electrum and 2 gold pieces.

Hap ("Happi" to his friends) is a rotund halfling of middle years. He has frosted orange hair and bushy eyebrows that shade bright green eyes. He appears to be the typical halfling: he has an overwhelmingly bubbly personality, is always quick with a pun or joke, and readily plays the buffoon. These traits only serve to disguise his true nature.

Hap is the master thief of the Hylock thieves' guild. He is also the bard in the local pub called the Grey Griffon. Underneath the tavern is the hideout and lair of the guild, which uses the bar as a front. Here Hap can play his harp and keep an eye on things.

Motivations: Hap seems to be content with his small operation, but in truth the scheming little thief is far from satisfied. As wily and ruthless as Mistress Reisyk, he will go to any lengths to upset the balance as it stands. In recent months, he has been paying huge sums of bribe money to the court of Garlin, persuading the military advisors to send Garlin's forces to Whytelock and seize control of the locks (thus ending the rule of the thieves' guild there and taking the "Moll" out of the way).

Mayor Dag Saborus (P3): Human; AC 5; MV 12; hp 16, #AT 1; Dmg by weapon; Str 12, Dex 9, Con 15, Int 11, Wis 17, Cha 10; AL CN; THAC0 20.

Weapon Proficiencies: mace, morning star.

Nonweapon Proficiencies: etiquette 10, heraldry 11, local history 10, religion 17, healing 15.

Spells: *Bless*, *Command* x2, *Cure Light Wounds*, *Chant*, *Dustdevil*, *Hold Person*.

Equipment: Chain mail (outside), robes (inside), *mace* +1, water skin, pouch with 12 copper pieces.

Dag Saborus is a bloated, pompous, overbearing official in the town of Hylock. He is an adequate administrator, if not a little overzealous. He lavishes himself in a luxurious estate and performs his duties in opulent style. He has been able to maintain his hold on the town because he deals with the thieves' guild. Recently he has been taking bribes from about everybody with a concern over the Gullwing Bandit—the merchants, the duke, both thieves' guilds, and the military. In short, he's growing filthy rich because of the situation.

Motivations: The mayor is not looking to end the Gullwing Bandit's exploits. He will foil and harass anyone, including the PC, who starts poking around. Bribery will most certainly help the PC deal with Dag because, unless there is something in it for him, the mayor won't lift a finger to help.

Captain Mav Lakorak : Dwarf; AC 3; MV 6; hp 20, #AT 1; Dmg by weapon; Str 17, Dex 11, Con 16, Int 10, Wis 10, Cha 10; AL LG; THAC0 19.

Weapon Proficiencies: Long sword, long bow, broad sword, halberd.

Nonweapon Proficiencies: blind-fighting, bowyer/fletcher 10, weaponsmithing 7.

Equipment: Chain mail and shield, *longsword* +1, medals of the battle of Durin Din, water skin, pouch of 34 silver pieces.

Chapter II: Personalities

Mav Lakorak comes from an upstanding clan of dwarves from the Grey Mountains. He served as the standard bearer against a large orc invasion several years ago and was responsible for mustering the final charge. For his efforts he was awarded the medal of Durin Din and was made captain of the Hylock garrison. He is a noble and brave warrior, with the convictions of a paladin.

Motivations: Strict enforcement of the law of the land is his highest motivating factor. He doesn't believe in bribery or corruption. Only because of his naivete has he been able to stay out of trouble with the guild; Hap has used Mav's influence to the guild's profit more than once. Mav doesn't even believe there is such a thing as a thieves' guild in his city.

Mellbourne Greystreet (W1): Human; AC 10; MV 12; hp 3, #AT 1; Dmg by weapon; Str 7, Dex 14, Con 16, Int 17, Wis 15, Cha 11; AL NG; THAC0 20.

Weapon Proficiencies: dagger.

Nonweapon Proficiencies: ancient history 16, spellcraft 15, ancient language 17, engineering 14.

Spells: *Identify*.

Equipment: Robes, waterskin, thief's tools, dagger, spell book.

Mellbourne is a meticulous, elderly man standing 6 feet tall and weighing a slender 140 pounds. He is delicate but not feeble.

His demeanor is that of a careful planner and purveyor. Besides his "hobby" of being a mage, he is wealthy philanthropist, instrumental in the construction of the locks that have brought such wealth to the area. His manner rivals even the duke's.

The merchant's main love in life is the acquisition of rare antiquities. He is searching for a black hawk made of porcelain. Accord-

ing to rumor, the porcelain is only a veneer; the core is platinum and encrusted with gems from head to toe.

Motivations: Rich beyond most people's understanding, Mellbourne spends all of his time researching his finds and antiquities. At present he is eager to find the hawk and will pay greatly for information regarding the bird's whereabouts.

Lyke Knor (T5): Human; AC 6; MV 12; hp 32, #AT 1; Dmg by weapon; Str 15, Dex 17, Con 16, Int 16, Wis 14, Cha 18; AL CN; THAC0 18.

Special Abilities: Pick Pockets 15%, Open Locks 10%, Find/Remove Traps 5%, Move Silently 95%, Hide in Shadows 35%, Detect Noise 90%, Climb Walls 60%, Read Languages 0%.

Weapon Proficiencies: broadsword, hand crossbow, club.

Nonweapon Proficiencies: swimming 15, seamanship 18, appraising 16, tightrope walking 16.

Equipment: In town—leather armor, leather boots, half-empty wine bottle, pouch with 6 coppers, and gold signet ring; as the Bandit—*studded leather* +2, *broadsword* +1, *boots of elvenkind*, *potion of strength*, *potion of invisibility*, pouch with 34 gp.

Lyke Knor lives two lives. In Hylock he is the town fool—the wandering, mumbling idiot, begging for a copper or a drink from any stranger. Lyke stoops to about 5 feet 6 inches tall and weighs 160 pounds. He acts and dresses his role very well except for a gold signet ring that he attempts to keep from public view under a pair of tattered cloth gloves.

Outside the town, he's the Gullwing Bandit. Wearing heavy-heeled boots, he stands 6 feet 3 inches tall. With his flowing cloak, he ap-

Chapter II: Personalities

pears much heavier than he really is.

Lyke is a very smart, quick, and methodical individual. His own henchmen don't know his true identity. The only way to prove that Lyke is the masked bandit is to acquire the matching signet ring that he guards in his lair (see "Hideout of the Gullwing Bandit" in Chapter IV). The ring marks him as the last living heir to the Zadaraq line—the previous ruling family of this land—and ties him to his "drunken" alter-ego in the town of Hylock.

Motivations: The Gullwing Bandit wants revenge. The masterful plan implemented several months ago calls for the "bandit" to harass shipments up and down the river to the point where Duke Garlin must call out Imperial troops. The thieves' guilds, in disarray, will try to secure their positions by assassinating the duke. This action is being garnered with well-placed bribes (see Kon Bardiche's motivations) and actions by the Gullwing Bandit. After the removal of the duke, Lyke Knor will return as the new Duke Zadaraq.

Lt. Kon Bardiche (F4): Half-elf; AC 3; MV 12; hp 40, #AT 1; Dmg by weapon; Str 18/15, Dex 12, Con 16, Int 7, Wis 11, Cha 9; AL NE; THAC0 16.

Weapon Proficiencies: heavy lance, broad sword, two-handed sword, mace, pike.

Nonweapon Proficiencies: swimming 18, land-based riding 14, endurance 16, survival 7.

Equipment: *elven chain mail*, shield, helmet, boots, *broadsword +1*, daggers (x2), pouch with 12 electrum and 16 silver pieces.

Kon Bardiche is second-in-command in Hylock. Many question how this self-serving warmonger has been able to subordinate himself to the self-righteous commander Mav Lakorak. Kon is a very different sort of person than Mav; he enjoys a fine kill, the hunt and stalk, and the killing blow.

Kon stands 5¹/₂ feet tall and weighs a hefty 170 pounds; he is all muscle. The scars across his face bear testimony to his many battles.

Motivations: For the last several months Kon has been taking bribes (from the Gullwing Bandit) to assure his participation in the crackdown on the Hylock thieves' guild. Kon has agreed to be cruel and tirelessly aggressive, pushing the guild over the edge. He doesn't know why the Gullwing Bandit is asking him to do this.

Mysh "the Toad" (W4): Human; AC 9; MV 12; hp 10, #AT 1; Dmg by weapon; Str 6, Dex 10, Con 15, Int 18, Wis 12, Cha 9; AL CN; THAC0 19.

Weapon Proficiencies: dagger, staff.

Nonweapon Proficiencies: ancient history 17, astrology 18, herbalism 16, reading/writing 19, spellcraft 16.

Spells: *Alarm, Burning Hands, Feather Fall, Deerpockets, Fools' Gold.*

Equipment: Robes and pouch with 15 gp.

Mysh was given his nickname when his former master temporarily turned him into a toad for eating a rare herb that was worth hundreds of gold pieces. Mysh is now Hylock's herbalist and resident mage.

Mysh stands 5 feet tall. He has black, greasy hair and deep-set eyes. His teeth are crooked and he speaks with a wispy drawl. He wears black or drab brown robes.

Motivations: Recently Mysh has been procuring batches of *strength* and *invisibility* potions, which he has been selling to a heretofore "unknown" customer. Mysh, however, has gathered that the customer is Lyke Knor, but doesn't know he's the Gullwing Bandit. Mysh knows the location of the black porcelain hawk sought by Melbourne Grey-street but cannot access it. With the proper

Chapter II: Personalities

bribe he may reveal the bird's location to the PC; he may even pay the PC to acquire it, hoping to be able to award it to Greystreet. (Mysh hungers to examine Greystreet's library.)

Trevor Hawks (F6): Human; AC 6; MV 12; hp 20, #AT 1; Dmg by weapon; Str 17, Dex 15, Con 16, Int 12, Wis 15, Cha 7; AL NG; THAC0 18.

Special Abilities: psionics (50 PSPs)

Weapon Proficiencies: long bow, spear, long sword, hand axe.

Nonweapon Proficiencies: set snare 14, animal lore 12, hunting 14, tracking 15.

Equipment: studded leather, helm, soft knee boots, water skin, food pouch, bow, quiver of 12 *arrows* +1, spear, hand axes x3, snares and traps, pouch of 12 cp.

Trevor Hawks is a rough, reclusive hunter and trapper who has lived in the swamps of Garlin for most of his adult life. He stands 6 feet tall and weighs 180 pounds. He has a thick and unkempt beard, wildly tousled hair, and the look of a wildman. Psionically, he is a "wild talent" and can use the powers of contact, mindlink, and truthhear.

Trevor stays out of the concerns of most of Garlin and is making no open claims of what he knows about the Gullwing Bandit. He regularly comes to Hylock, and occasionally to Whytelock, to re-provision and to sell the skins he has collected. He speaks little and prefers to have even less to do with the locals, having determined through his psionic powers that most of them are trying to cheat him or be dishonest (hence his reclusiveness).

Motivations: Trevor has no real allegiance to any of the factions involved in the power struggle. But he has witnessed the construction of the Bandit's hideout and is very con-

cerned about its effect upon trapping and hunting in the swamp.

Trevor simply wants to be rid of the hideout and its inhabitants. He will tell the PC the location of the hideout only if the PC will be absolutely truthful about his reasons for being in the swamp. (Hawks' psionics will help determine the PC's honesty.)

Luci Janns (B3): Race: Human; AC: 7; MV: 12; hp: 13, #AT: 1; Dmg by weapon; Str 10, Dex 13, Con 12, Int 16, Wis 15, Cha 18; AL LN; THAC0: 19.

Special Abilities: Pick Pockets 10%, Detect Noise 20%, Climb Walls 50%, Read Languages 35%.

Weapon Proficiencies: dagger, staff sling.

Nonweapon Proficiencies: musical instrument 12, reading lips 14, dancing 13.

Spells: *Light, Magic Missile.*

Equipment: studded leather, lyre, high leather boots, staff, wide-brimmed hat, pouch with 12 silver pieces.

Luci Janns is a traveling minstrel that rides the rough-hewn barges up and down the river singing stories and telling her tales in ballads. She stands 5 feet tall and weighs 100 pounds. On several of her trips, the Gullwing Bandit hijacked the barges on which she sailed.

Motivations: Along with Trevor Hawks, Luci is the only other NPC the player character can trust. She will gladly tell the PC everything she knows for a piece of a silver or a merry jig.

Luci doesn't know who the Gullwing Bandit is or exactly where his hideout is located. But she knows, through her travels (and discreet conversations), that his raids originate from within the Garlin Swamp and that the Bandit is not part of either thieves' guild.

Chapter III: Places of Interest

The plot of *Thief's Challenge* revolves around the town of Hylock, but several other localities may be of interest and are described below. (See accompanying maps for numbered locations.)

Garlin Swamp

The quagmire known as the Lowlands of Garlin, or the Swamp of Garlin, extends from the rocky foothills of the Gray Pinnacles along the river Thadysh to the shores of the Great Sea, with the Highlands of Garlin to the north and the Gullwing Hills to the south.

Traversing the lowlands is an extremely dangerous task. Aside from the marsh and ebbing mists, the land is home to a number of hideous and strange monsters. It is rumored that orcs and goblins from the mountains make trips into the swamp to waylay foolish merchants and adventurers.

For every 4 hours the PC spends traveling in the swamp, roll 1d6; a 6 indicates that an encounter occurs. To determine the encounter, roll 1d10:

1d10	Encounter	1d10	Encounter
1	Catoblepas (1)	6	Gnolls (d2)
2	Centipedes (d4)	7	Kobolds (d4)
3	Giant Crayfish (1)	8	Lizardman (1)
4	Giant Frog (1)	9	Orcs (d4)
5	Goblins (d4)	10	Skeletons (d4)

Rumors abound that the Gullwing Bandit has a secret base located somewhere in the lowlands of Garlin. From this secret base, he launches his raids upon unsuspecting merchant barges.

Thadysh River

The often swift-flowing river that runs from the Gray Pinnacles across the Lowlands of Garlin to empty into the Great Sea is named after a local water spirit. The Thadysh, until only recently, was an untamable river choked with boulders and raging rapids.

Twenty years ago, the men, dwarves, and elves of the area constructed two locks, one near the head of the river (at the foot of the Gray Pinnacles) and the other just beyond the Great White, a bend in the river known to have smashed a hundred barges. These two locks control the flow of the raging river, turning most parts into placid eddies that can be easily navigated by the large trading barges carrying ores and other precious commodities up and down the river.

Until recently, passage on the river has been tranquil. By staying midstream, barges were ensured security, for the horrors of the Garlin Swamp rarely invade the center of the wide river. But of late the Gullwing Bandit has been striking from an unknown base in the swamp, stealing and looting almost every barge that sails from Hylock and Whytelock.

A PC traveling the river in a small boat has but a 1 in 12 chance of encountering the Gullwing Bandit. If the PC is aboard a barge or similar craft, however, the odds are 4 in 6 that an encounter occurs.

Gullwing Hills

A broad range of low, rolling gray hills line the southern edge of the Lowlands of Garlin. The hills are as old as the Gray Pinnacles and almost as dangerous. Bands of orcs and goblins and tribes of giants dwell in the hills bordering the swamp.

A single PC would be a quick lunch for most of the creatures and monsters that dwell in the forbidding rocky escarpments. The DM should emphasize that any adventuring into these lands would end in a most grisly fashion.

In case the PC insists on checking out the Gullwing Hills, the DM should plan an encounter with a force large enough to intimidate the PC and prompt him to go back to Hylock, Whytelock, or the swamps of Garlin, where most of the adventure takes place.

Highlands

Traveling north from the Lowlands of Garlin, the PC will eventually climb out of the swamp and find a broad, windswept plain reaching as far as the eye can see.

The Highlands are bare plains with little or no adventure to speak of. They are bordered on the west by the Gray Pinnacles, on the east by the Great Sea, and on the south by the Lowlands of Garlin. Far to the north there may be lands undiscovered, but they are many days' journey from this location and are not detailed here.

Desert of Nesh

Beyond the Gray Pinnacles lie the harsh sands of the Desert of Nesh. The mountains prevent all but a few drops of rain from falling on the desert each year, making the ground as hard as stone or turning it into waves of searing sand.

Temperatures in the deep desert range from well over 100 degrees during the day to as cold as freezing at night. Winds gust up to 80 miles per hour, creating sandstorms capable of sheering clothing and skin to tatters.

What little adventures wait here are not for the weak or faint of heart. The DM should gently steer any adventurer away from the great desert of Nesh.

Gray Pinnacles

The band of snow-capped mountains range to the west of the Lowlands of Garlin and are known as the Gray Pinnacles. The only safe route of travel is to keep to the King's Road (marked by the dotted line on the map). Veering from the road into the shadows of the Gray Pinnacles means almost certain death.

Pass of Durin Din

To the north of Zadaraq, the pass of Durin Din empties into the wasteland of the Desert of Nesh. Over the course of hundreds of years, the pass has seen countless battles

waged within its grassy bowels. Decaying orc and goblin bones and the rotting standards of many bands and regiments litter the ground here. Nothing of much use will be found in this deep-shadowed valley.

Zadaraq

High amongst the mountains lies the city of Zadaraq. This city of perhaps 2,000 people is home to rich miners of steel, mithril, and precious metals. Named after the previous duke, the people have kept the name to remind themselves of the past. Now, Duke Garlin holds court year-round in this boisterous but drab mining town, garnering the wealth of a dozen other kingdoms. However, no part of *Thief's Challenge* takes place within the walls of Zadaraq.

Turtlebay

At the mouth of the Thadysh, the river broadens to a wide delta. The city of Turtlebay is named for the thousands of turtles that journey there each spring.

Turtlebay is about the same size as Zadaraq but, although far warmer and pleasant, the community of farmers here is quite tedious and conservative. They produce great quantities of wine, but are not known to partake of the flavorful liquid. They are also well known for their heady beers and spicy ales, but there is not one tavern in all of Turtlebay. The citizens of this town find great enjoyment in community barn raising and quilting contests.

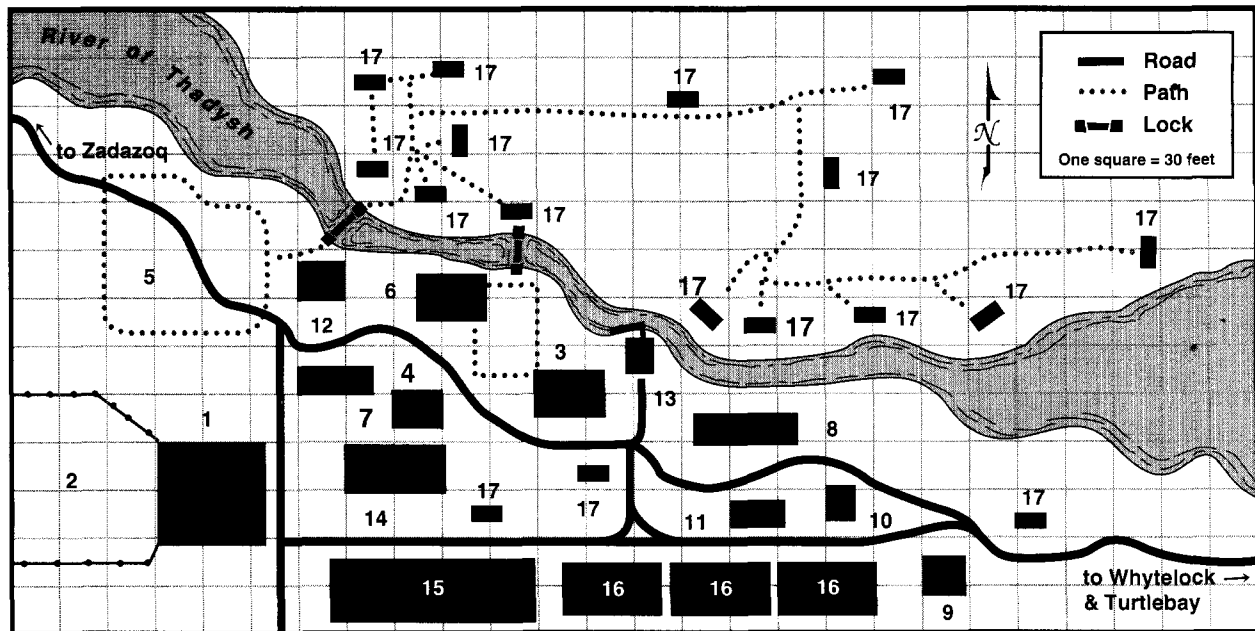
No thief in his right mind would want to stay more than a day here. No part of *Thief's Challenge* takes place within Turtlebay.

Hylock

Hylock is a small community of 80 families, or about 500 total inhabitants. Of all the towns and hamlets within the lands of Garlin, Hylock is the wildest and bawdiest. Most of the locals come from the dreary, cold town of Zadaraq. The brighter and warmer climate of

Chapter III: Places of Interest

Hylock



the lowlands causes a perpetual spring fever to blanket the town; revelry often lasts all night, only to begin anew in the morning.

1. Temple

The temple of Hylock is an eye-catching building. Most of the local taxes are funnelled into the church by the mayor, Dag Saborus, who is also the priest of the area.

The building is two stories tall, built from stone and mortar. Two white granite towers rise heavenward and are topped by blazing banners and symbols of the local deities. The path leading up to the main entrance is made of engraved granite flag stone, with every stone of a different color (each is a color associated with a local deity).

Presiding over the temple is Dag Saborus who is there every other day from dawn to dusk. During the off days, Dag can be found in the administration offices across the way. Dag has an apartment in both the temple and at the office and will stay at the apartment

where his day's work was done.

The temple is also home to ten lesser priests and acolytes. The duties of the priests include teaching the local children basic mathematics, symbols of writing, popular laws of science, and religious dogmas. The acolytes also tend services, funeral rights, and maintain the temple. A PC will find four priests always on duty somewhere within the granite hall.

2. Graveyard

Alongside the temple lies an expansive and ill-kept graveyard. Tombstones dating back well over fifty years can be found here, covered with grass and debris. Newer arrivals are equally ill-tended.

Rumor has it that at night ghosts and ghouls hide amongst the stones hoping for a foolish passerby to stumble into their ambush. Though untrue, enough strange things happen there to keep these rumors alive.

In truth, the graveyard is home to a rabble of thugs and cutthroats who rob from the

Chapter III: Places of Interest

dead and kill anyone getting too suspicious. The thieves' guild takes a hefty cut to allow the thugs to operate here, and Hap Farfoot (as bard) uses his story-telling to perpetuate the horrific stories of undead stalkers.

3. Inn

A large log cabin rests along the river Thadysh and acts as the local inn for travelers coming and going from Hylock. The sturdy one-story building has stout cedar logs and grey shale shingles. It also boasts a spacious entrance with hearth and fireplace. Several wide plank tables and chairs sit squarely in the middle room. Most of the chairs are filled with merchants and miners, who swig warm beer and ale and spout tales of heroism from the old days (before the locks were built).

The owner of the inn is a chubby halfling, Chip Homsford. He charges each guest 6 silver pieces for a night's lodging and a hearty breakfast. A dinner costs an extra 2 silvers. Chip's two children, both young boys, scurry about the inn, tending to customers and to the maintenance of the old shack.

4. Smithy

In the midst of Hylock stands a square, solid building made of rough-hewn pine logs strapped together with rusted iron links and steel bands. Working from dawn to dusk is a spry dwarf named Grog Irontooth, who can forge anything from simple nails to the finest in chain or plate (given enough time, of course). Most of his money comes from shoeing horses and making the stout iron nails used in crafting barges. He has two apprentices, one human, the other a distant cousin from the Gullwing Hills. Both young men work alongside their master.

Grog lives in a small apartment over the smithy with his two apprentices.

5. Market

Situated along the winding path that leads into the Grey Pinnacles, and ultimately to Za-

daraq and the Pass of Durin Din, is the market where the inhabitants of Hylock sell their wares. Most of the merchants sell their products from outstretched blankets, but a few have wagons or carts with awnings.

The shops open two hours after sunrise and close at approximately six in the afternoon. If the PC enters the market, roll 1d20 three times for every 20-minute period he stays in the area. Results determine the types of individuals he encounters. The DM should improvise any encounters.

- | | |
|-----------------|------------------|
| 1. Town Guard | 11. Drunk |
| 2. Astrologer | 12. Farmer |
| 3. Leech | 13. Farmer |
| 4. Sage | 14. Dentist |
| 5. Fisherman | 15. Herbalist |
| 6. Trapper | 16. Florist |
| 7. Woodworker | 17. Perfumer |
| 8. Actors | 18. Food Vendor |
| 9. Tailor | 19. Food Vendor |
| 10. Pickpocket* | 20. Leathersmith |

* 45% chance to attempt picking the PC's pocket; 60% chance that the next time the PC visits Hylock, Hap will give the item back—after a good-natured ribbing.

6. Butcher/Stable

Located near the inn and smithy, this barn and accompanying corral offer a place for travelers to leave their mounts. The cost is 3 silver pieces a day, which includes hay, grain, and a grooming. Rubdowns and baths cost an extra 2 silver pieces.

This building is also used to slaughter cattle and sheep, and the stench of meat and the stink of the smoke cabins is pervasive throughout this area.

The owners of the barn are the O'leerys, an unruly family of red-headed humans who tend to spend more time in jail for fights and brawls than they do tending their charges. The father seems to have been born with a meat cleaver in one hand and a pitchfork in the oth-

Chapter III: Places of Interest

er. Though rather quarrelsome, they are honest and hard-working.

7. Tavern (The Bloated Boar)

For those entering or leaving the bustling market place, the Bloated Boar tavern offers a quiet retreat. The quaint log cabin with a wide sheltered deck invites all to stop in for refreshment.

The building is one-story tall with a stone foundation and black brick running waist high. From the brick, red-stained pine logs make up the walls supporting a pitched ceiling. The tavern's customers tend to be the local farmers, their families, and the rich and upstanding merchants of the Thadysh.

The tavern offers a wide range of brews costing from one copper piece (for a watery beer) to one silver piece for a flavorful wine made by a distant clan of wood elves. The tavern also offers meals ranging from 10 coppers to 1 gold piece.

The owner, a gaunt, grey-haired man named Brule, is the quiet barkeep and owner. He has three attractive young barmaids that tend to the customers.

Brule pays a stiff "protection tax" to the local thieves' guild, but he doesn't know from where the guild operates or who is in charge. (Hap, the owner of the Gray Griffon, often laments to Brule about the outrageous tax he pays as well. If only Brule knew who Hap really was.)

8. Tavern (The Gray Griffon)

The Gray Griffon is a two-story tavern made from aged gray timber. Two authentically carved griffons stand watch on the building's roof. As one enters Hylock from the southeast, the tavern can be seen across from the baker and barber. Its porch is always filled with merrymaking sailors and adventurers, playing a variety of instruments and tipping mugs of heady beer.

From inside, the PC may hear the playing of a beautiful harp (4 in 6 chance). Looking into

the shadowed but clean tavern reveals the owner and bard of the Gray Griffon, Hap Farfoot.

The Gray Griffon patrons tend to be sailors, adventurers, rough miners, and the spunkier crowd of Hylock. Drink prices range from one copper piece to one gold piece, with the latter rumored to come from the king's own winery.

Except for the cadre of thieves, pickpockets, and thugs, no one else knows that the Gray Griffon is also the home to the local thieves' guild. The proper salute of recognition to those in the guild is the tossing of two coins in the air. The coins will correspond to the level of importance one has within the guild; that is, flipping two gold coins infers great authority while tossing two coppers means the thief is among the guild's lower echelons.

9. Baker

As one nears the town of Hylock from the southeast, the smell of baking bread and mouth-watering pastries fills the air. The bakery is a small wooden shack of five or six rooms with three smokestacks and a wide bay window displaying all the delicious morsels. (A loaf of steaming hot bread or a dozen of the tempting pastries will cost 6 copper pieces.)

The owner of the shop is a balding little man, Jaz Colgon, who runs the store with his wife. Three years ago their son went on an expedition into the wild Gullwing Hills and never returned. Recently a trapper came to their door and offered a package to the couple, saying that it was their son's dying wish to give this item to them. Peeling away the wrapper the parents found a rather ugly-looking black porcelain hawk. They have placed the bird statuette in their living room, which is an apartment above the bakery.

10. Barber

The barbershop is a building about half the size of the bakery. There the PC can get a haircut, a shave, or a bath for 5 copper pieces

each. The operator, Qwik Thom (a spry, gray-haired man), lives in an apartment behind his shop.

Using the services of the barbershop will give the PC a fair rundown of all the local events including some of the following rumors:

- Mysh is by far a greater wizard than he appears, but he can't find any spell books.
- The patrons of the Gray Griffon are nothing but thieves and cutthroats.
- The warehouse has been receiving a lot of night shipments lately.
- The duke is sending two cohorts of soldiers to operate the locks.
- Kon Bardiche killed two visitors last week for littering.
- Mellbourne Greystreet is looking for antique birds and rare feathers.

11. Herbalist

Just down the path from the baker and barber, a tall, gray-stone tower commands attention. Standing 15 feet back from the road, the tower is partially obscured by gnarled trees. A large wooden sign marks this as the home of Mysh (the "Toad"), the local herbalist and town magician, who works in the stone tower, offering herbs, cures, potions, and sage advice for sale. All prices are negotiable and dependent upon the size of the PC's purse.

Two large black ravens nest in a tree along the path to the tower and will defiantly caw and cackle at any who pass by. Harming the birds will cause Mysh to become angry and summon the city guards.

12. Lock/lockhouse

Where the river Thadysh narrows to less than 50 feet, two large gates comprising the locks of Hylock span the waterway. The large metal and wood doors swing open or close, allowing the heavily laden barges access to the two different levels of the river.

The great lock mechanisms are powered by

a team of eight powerful oxen prodded by stinging whips. The lockmaster, an exceptionally stout dwarf, and a corps of wise-cracking gnomes laden with wrenches and oil cans keep the locks in peak operating condition.

A number of small houses and apartments are located near the lockhouse to accommodate the lockmaster and his crew.

13. Boatwright

The boatwright's house can be found below the lower lock along the southern side of the River Thadysh. Beside the squat, timber house, a long pier can be seen protruding into the river. Boats and barges of all sizes and shapes are docked there. The road leading to the boatwright's home is well-paved and kept clean since most of the loading and unloading of cargo is performed at the pier.

The boatwright charges a docking fee of 5 coppers. He also sells transport down river for 5 silver pieces plus 1 copper piece for every 10 pounds of cargo brought abroad. A PC may also rent a canoe or raft for 3 silver pieces a week (with a deposit of 1 gold piece that is returned when the craft is brought back).

There are countless packages, parcels, and boxes strewn across the pier and along the shore near the boatwright's building.

14. Barracks

The barracks is a sturdy stone building two stories tall. The building can be easily defended from small arrow slits that serve as windows. All doors are made of heavy, reinforced timber with double latches and bars.

The upper story serves as officer's quarters, including Mav Lakorak's and Kon Bardiche's living quarters. A heavy iron jail and a safe are also found on the second floor. Both are supported by a solid floor of stone—keeping people from digging or collapsing the two from beneath.

The first floor is the residence of a small garrison of soldiers. In past months not more than ten would room here; but since the arriv-

Chapter III: Places of Interest

al of the Gullwing Bandit, the barracks houses a compliment of twenty well-armed and eager soldiers.

15. Administration Building

Surprisingly (given the small size of the town), the administration building of Hylock is an opulent building with highly polished granite floors, sweeping panoramic tapestries, and the heavy air of power, which invades every nook of the massive stone lodge. The building is three stories tall, with the top story being a personal penthouse for the mayor, Dag Saborus, who is rumored to have his own pool and gardens in the suite.

Dag can be found in the administration office every other day from dawn to dusk, dressed in rich togas and sandals; during his "off" days he can be found in the temple across the way.

16. Warehouse

A series of three large wooden buildings make up the warehouses of Hylock. These buildings are patrolled by the soldiers from the barracks and are barred and locked shut.

The content of each warehouse varies, but most are used to store timber, wheat, and casks of wine and beer. Weapons, wagons, and stout war schooners are also said to be stashed away here.

17. Basic House

Small cottages can be seen throughout the town. They are typically one-room affairs with stone flooring, wooden walls, and thatched roofs. Most have a garden and any number of chickens and goats poking around.

Whytelock

Most of the PC's adventure takes place in and around the town of Hylock. For several brief missions or forays, the character may return to Whytelock for clues or questions. In this case, the following map and brief descrip-

tion of buildings have been supplied.

Whytelock is composed of about 60 families or 350 people, most of them originating from the quiet and peaceful community of Turtlebay. Although more brave and bold, the residents still live rather hum-drum lifestyles.

1. Gullwing Tavern/Inn

A large, two-story log cabin rests high above the river Thadysh and acts as the local inn for travelers. The sturdy building is of rough granite boulders and framed, shaved, and lacquered oak and maple timber. In the large entrance hall, several round cedar tables and chairs rest next to a blazing, open hearth, within which a pot of simmering stew can always be found.

The owner, Olaf the Wax (so named for his stiffly waxed moustaches), is a tall man, who charges 5 silver pieces a day for lodging and a hearty dinner. Breakfast costs an extra silver piece. Olaf's barmaids are not nearly as pretty as those of the Gray Griffon, but they are efficient and enjoy making the customers feel welcome.

2. Dock

A long pier can be seen from the bank, and boats and barges of all sizes and shapes are docked there. Most of the loading and unloading of cargo is performed at the pier.

The dock master charges a docking fee of 3 copper pieces. He also sells transport down the river at 6 silver pieces plus 2 coppers for every 15 pounds of cargo brought abroad. A PC may also rent a canoe or raft for 2 silver pieces a week with a deposit of 5 gold pieces, which is reimbursed when the craft is returned.

3. Barracks

A sturdy, stone building houses the barracks. The building can be defended quite well from the small arrow slits that serve as its windows; all doors are made of heavily reinforced timber with double latches and bars.

Chapter III: Places of Interest

The main floor is where a small contingent of soldiers room. It is also where a wooden jail house and the officer's quarters are located. In past months, not more than three guards and a lowly sergeant would room here. However, since the arrival of the Gullwing Bandit, the barracks' compliment has been strengthened to include ten well-armed and eager soldiers and a captain *and* a major itching to see some action.

4. Lock/lockhouse

Where the river Thadysh narrows to less than 40 feet, two large gates that comprise the locks of Whytelock span the river.

The great lock mechanisms are powered by a docile and simple-minded mountain giant named Cecil. For a pittance in coppers (and all the wine and beef he can eat), the giant easily swings the gates open and closed, as directed by the lockmaster, a gnome named Gwarkin.

A team of dull and rather motley gnome en-

gineers keeps the gates in some semblance of working order.

5. Stable

A barn and corral offers a place for travelers to leave their mounts. The cost is 5 silver pieces a day, which includes hay, grain, and a grooming. Rubdowns and baths are an extra 2 silver pieces.

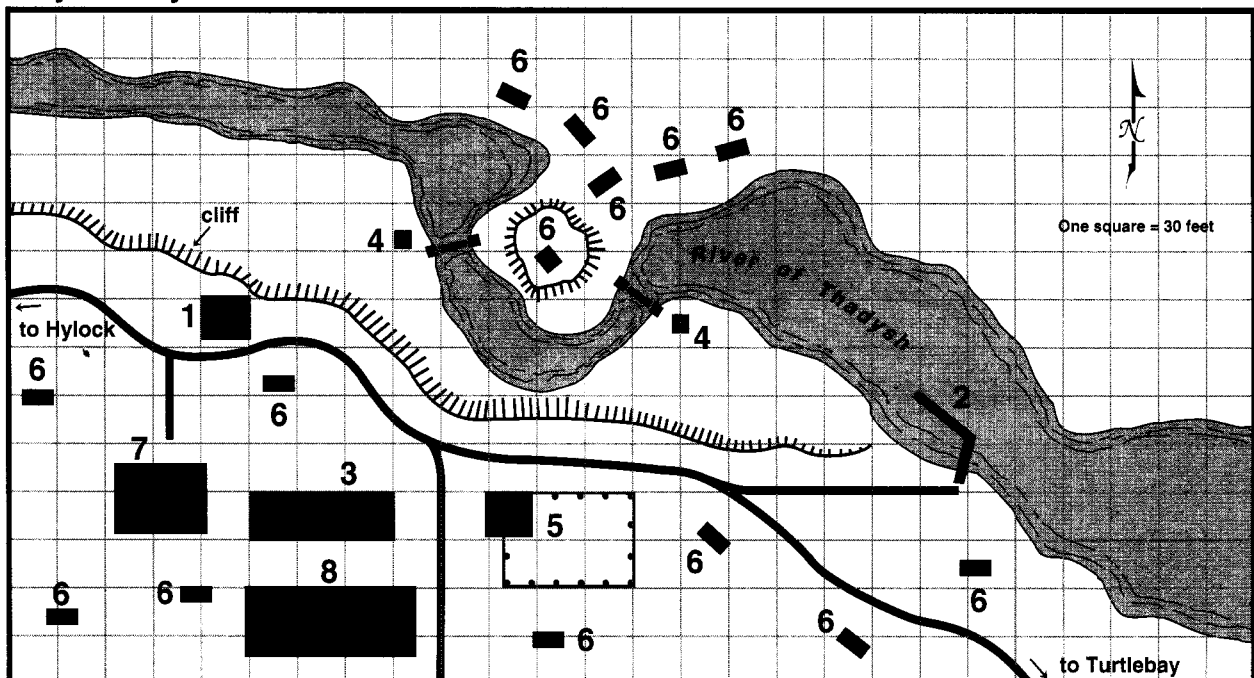
6. Basic House

Small cottages can be seen throughout the town. They are typically one-room affairs with stone flooring, wooden walls, and thatched roofs. Most have a garden and any number of chicken and goats poking around.

7. Temple

A simple temple offers the people of Whytelock services and funeral rights. It is an unpretentious wood-frame building with a single friar performing all the ecclesiastical services.

City of Whytelock



Chapter III: Places of Interest

8. Market & Trading Post

This large building serves as an open market for Whytelock's citizens as well as a trading post and large warehouse for river commerce. It is owned and operated by Mistress Mary Reisyk, who firmly controls all traffic through the establishment (for she is also Whytelock's thieves' guild master).

"Mistress Mary," as she is known to the townsfolk, runs an honest, above-board business. Her prices are generally fair (except for weapons or magical oddities, which can bring a high price) and she keeps them that way; this is the perfect cover for the activities of her guild.

She runs most of the guild's business from beneath the warehouse section of the building, which is protected by her own hand-

picked guards. She is very concerned, however, that the town's newly strengthened garrison may take it upon themselves to guard her establishment if something isn't done to stop the Gullwing Bandit's activities.

The Bandit's Hideout

The bandit's hideout is hidden along one of the many small tributaries that drain the lowlands into the Thadysh. Exactly where is up to the DM; the site has not been marked on the area map because players may need to look at that map. The DM can position the hideout anywhere, within these guidelines: it must be along one of the tributaries; it should be within 4 or 5 miles of the river; it must be between Hylock and Whytelock and it should be closer to Hylock than to Whytelock.



Chapter IV: Plot Points

In this section, the DM is supplied numerous plots and subplots that can be used to unravel the mystery of the Gullwing Bandit. As explained earlier, the DM should allow the PC to discover and uncover each plot at his own speed and time. Some plots, as with the first one below, are mandatory and may seem somewhat direct. However, these forced encounters can add to the suspense of the adventure by keeping the PC a little off balance throughout the scenario. Not all of the plots or subplots need be used, though each does give a particular clue or set of actions that will help unravel the identity of the Gullwing Bandit. The plot points are listed in chronological order, though the DM should be familiar with each in case the PC's actions and decisions circumvent the linear order of things.

Initially, the PC shouldn't know anything more about the adventure than a brief description of the lands of Garlin and the most recent events. The PC won't even know that Mistress Reisyk is the Whytelock guild master, even if he or she is from the guild itself.

It is recommended that the DM keep all time lines open and free and not close out any plot unless incidents have caused the plot to be unplayable (e.g., the main antagonist is killed).

Meeting with "The Moll"

No matter how the PC enters the scenario—as an ambitious underling in the Whytelock guild or as an agent sent to the small town from an outside brotherhood—the first action for the PC is to meet with Mistress Reisyk, "the Moll."

He will be instructed by his superior to enter the Gullwing Tavern and sit at any one of the tables, slowly flipping two copper coins (befitting his rank). The PC is to wait there until his contact person approaches, flipping two silver coins.

The PC will initiate the pass by saying, "Two for two is a fair trade?" The proper re-

sponse is, "Not when coins are involved." The DM may allow a number of encounters with people responding incorrectly to the pass to add suspense to the real encounter.

The agent meeting with the PC is Kyma the Axe. If the PC has been in town long, he will recognize her as the cook in the tavern.

Kyma will take the PC down through a maze of tunnels to finally end in a small, dimly lit room. After the a short wait, Mistress Reisyk will enter—her head and body cloaked, her face hidden in the shadows. When she speaks, her voice is a rasping whisper. The PC will be unable to determine the identity or gender of the guild master.

Getting Started

Mistress Reisyk will tell the PC she has heard much about his exploits and thinks the PC has a chance of really making something of his career. She will tell the PC she has specifically chosen the character for a special mission—the unravelling of the Gullwing Bandit mystery. Great rewards will be heaped upon the PC if he succeeds. He must find out who the Bandit is and show proof of it. Mistress Reisyk will tell the PC that she believes the bandit is someone from the Hylock guild.

Of course, Mistress Reisyk doesn't really care much about the PC and is setting the young thief up, hoping the Bandit will reveal his hand trying to eliminate the PC.

Mistress Reisyk will further confide to the PC that of late the thieves' guild has been forced to pay huge bribes to keep the duke from sending legions of soldiers into Whytelock. To regain the capital loss, and to prove his "trustworthiness," the PC is to undertake a simple thieving mission.

Mistress Reisyk hands the PC a phony diplomatic pouch, instructing him to "case" the mansion of Mellbourne Greystreet, a rich merchant in Hylock, using the forged letters of introduction in the pouch to gain access to the manor. After a careful inspection, the PC

Chapter IV: Plot Points

is to return and steal as many small baubles as he can carry, staying away from large objects or one-of-a-kind items that will be hard to fence. Kyma will accompany the PC there and back. Mistress Reisyk also gives the PC 20 gp for expenses.

With the information and pouch the character begins his adventure.

On the Road to Hylock

Kyma will allow the PC as much time to prepare as the young thief requires. She will also allow him to explore both Whytelock and Hylock to his content. But if the PC initiates anything other than Mistress Reisyk's orders, Kyma will remind the character of it in blunt terms.

On the trip to Hylock, Kyma will explain her position within the guild as lieutenant and will make it clear that she doesn't like the PC grabbing all the attention.

River Encounters

The only "safe" way to Hylock is aboard a barge or large raft. Either craft has a 4 in 6 chance of being stopped by the Gullwing Bandit. If the encounter does occur, the DM should make it known to the PC that Kyma is nowhere about when it happens—strangely disappearing, then reappearing after the bandit makes his escape. While this may appear to implicate Kyma, she is really only hiding in the hold of the barge.

The Gullwing Bandit raids the barges with more than 20 men, making any combat fruitless. If the character does initiate combat, he will be quickly overpowered, knocked unconscious, and thrown into the hold, waking hours after the bandit has made his escape.

The Songs of the River

While traveling up or down the river the PC has a 3 in 8 chance of encountering Luci Janns, the traveling bard. She is a friendly individual, filled with stories and songs to gladden

any heart. If the PC listens to her music or stories and pays a gold piece in gratitude, she will regale the character with any of the following:

- the story of the lands of Garlin, and how the locks were built.
- the tale of a local Paladin and his battle with a dragon, his reward (see Black Hawk Plot), and his demise.
- the tale of Duke Zadaraq, merciless ruler of days gone by and how he whipped his subjects into obedience, only to be crushed by a revolt led by the knight, Sir Garlin.
- the history of the elves of Turtlebay and how they squeeze the fruits of land into delightful wines and drinks.
- the tale of the men and dwarves of the mines of the Gray Pinnacles, and the riches that are dug from the gray stone.

Scouting the Swamp

One of the more dangerous tasks that is set before the PC is the exploration of the Lowlands of Garlin. The swamp is home to monsters and creatures that would prove most dangerous for a young thief with few hit points or little strength to combat them. And Kyma may or may not accompany the PC into the swamp, thinking it to be a waste of time when more important matters are pressing. She may attempt to dissuade the PC with a false tale of the "wildman of the swamp, who'd sooner kill intruders as look at'em."

Eventually the swamp must be explored to discover the hideout of the Gullwing Bandit. It is up to the DM on how much time must be spent prowling around in the quagmire, but sooner or later the player will encounter Trevor Hawks.

This hearty albeit reclusive woodsman will help the PC survive in the swamp, but it should be evident that Hawks is neutral about what happens to the lands of Garlin. He will even reveal the location of the Gullwing Bandit's hideout provided the thief meets two conditions. First, the PC must be alone, and

second, he must tell Trevor the absolute truth about his mission into the swamps. Trevor's wild psionic talent, *truthhear*, will help him tell if the PC is lying.

The DM should feel free to role-play this "interview" as intently or lightly as he wishes, and the PC *must not* know that Hawks has psionic powers. If the PC tells the whole truth, Hawks will lead him to the hideout. If a half-truth or a blatant lie is told, role-play Hawks' psionics fairly close to the rules in *The Complete Psionics Handbook*. Hawks has enough PSPs to try to catch the PC in a lie four times. If Hawks discerns that the PC is lying, the woodsman will lead the PC on a "wild goose chase" until the character either tells the truth or gets led right out of the swamp. If Hawks' *truthhear* fails him, and he cannot tell if the PC is lying, the woodsman will assume the character is trustworthy and lead him to the Bandit's hideout anyway.

Casing the Mansion of Greystreet

At this point, Kyma will refuse to accompany the PC to the mansion, fearing she may blow his cover if Greystreet has ever seen her at the tavern in Whytelock. She will await the PC's return at a pre-arranged spot in Hylock.

Upon arrival at the mansion, the PC will only be allowed access to the front gate by showing the guard the diplomatic pouch. If the letters are revealed, the guard will then guide the character into the mansion, to the study where Mellbourne is pouring over reference books on various ancient artifacts.

Mellbourne will read the papers, which introduce the PC as a courtier interested in antiquities, and hand them back to the character. Mell will then comment on his antiquities, and if asked further about them, he will literally go through the house showing off his pieces. After this "tour," Greystreet will lead the PC to the front gate and bid him farewell.

The DM may allow a bonus of 100 experi-

ence points for each item the player can recall with distinction, at least giving its proper composition, weight, and general appearance and value. (The DM should encourage the PC to make notes.) Kyma will scold the PC if he cannot remember many of the objects. She will then ask the PC to give ideas on robbing the manor. Make sure to give the PC good ideas, as well, playing Kyma as a true artful thief.

Heist of the Greystreet Mansion

The manor is a two-story brick building. The specific rooms are described below in detail. Kyma will work alongside the PC, helping out as best she can.

The Wall

Surrounding the house is a 12-foot brick wall that is somewhat difficult to climb (-10%). Four guards patrol the inside of the wall at regular intervals, with any given spot being unguarded for no more than ten minutes. The wrought iron gate is locked at night (-5% to open).

The Gardens

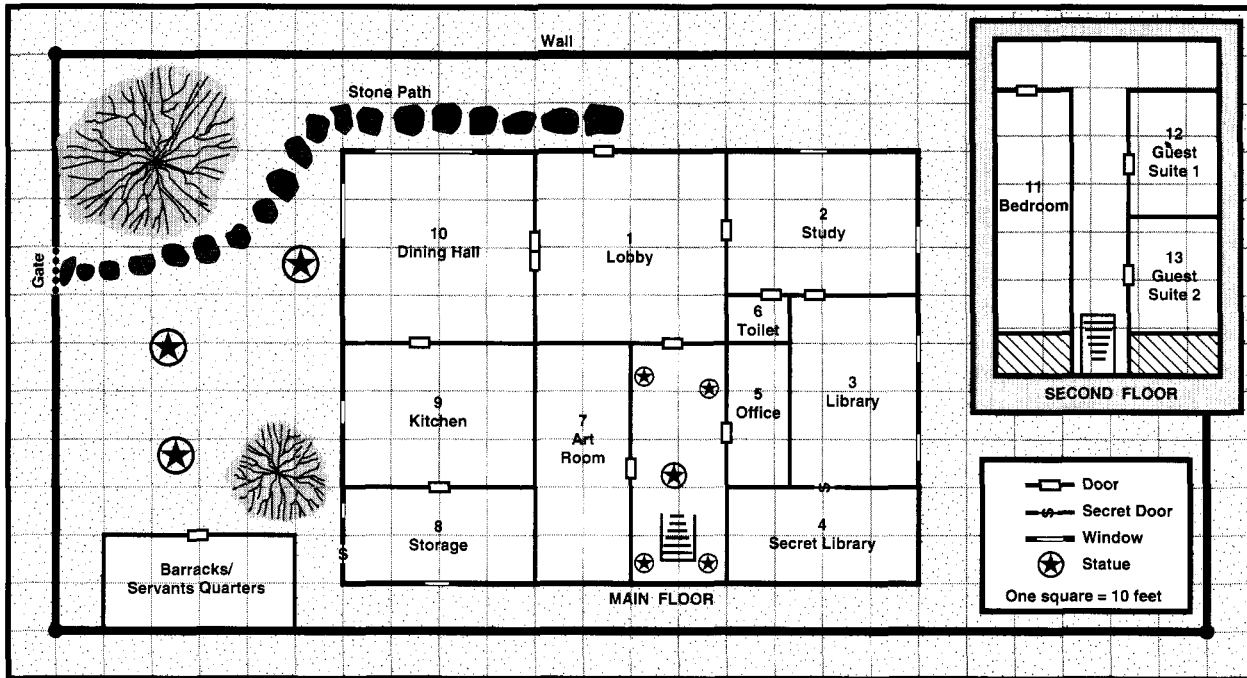
Inside the wall and outside the house are the gardens of Greystreet Mansion. In addition to the beautiful flowers and rare trees, a number of rare pheasants and hares scurry about. Aside from the cute bunnies and birds, several guard dogs prowl the garden. They will attack any strangers, but have been trained to co-exist with the fauna in the garden. They can be silenced quickly with a bone or chunk of meat, or they can be killed. Needless to say, the guards will come running if the dogs make too much noise. Several life-sized statues adorn the gardens.

Barracks/Servant Quarters

This wood-framed building acts as both barracks and servant's quarters (in the left half) and as stables and carriage house (the

Chapter IV: Plot Points

Greystreet's Mansion



right half). Nothing of value can be found in this building. Eight patrol guards are asleep while four patrol guards watch the premises. There are about ten servants that make their home here; all are loyal to their master.

1. Main Lobby

This large room is indicative of the mansion's grandeur. The highly polished granite walls are layered in sheer silk curtains and four tapestries of bold design and color. Each tapestry weighs 30 pounds and costs 100 gp. Overhead, a sparkling crystal chandelier is always lit, though at night only one-third of the candles are alight. In the far corner is an orchestra podium upon which rest several exquisite-looking instruments. Each instrument weighs approximately 8 pounds and costs 50 gp; there are seven instruments. White-granite busts of Lord Zadaraq and Lord Garlin stand in two of the other corners, facing the center of the room. Each head has a pair of luminous sapphire gems for eyes. The busts weigh 60

pounds and are worth 500 gp apiece; the eye gems are each worth 250 gp and have no real appreciable weight.

2. Study

The richness of this room is evident from the lacquered mahogany paneling and wall-to-wall plush carpet. Mounted on the walls are game and monster trophies of every description. Several are small creatures the size of a hand, while other monsters are 10 feet tall and resemble polar bears. They vary in weight from next-to-nothing up to impossible-to-move with values ranging from 25 gp to 1,800 gp. In the center of the room is an elvenwood desk and chair dating back five hundred years (450 pounds and worth 2,000 gp). On the desk are five gold, five platinum, and five mithril art objects, all of little weight but each worth at least 100 gp. Ten silver candlesticks dot the room; each weighs 2 pounds and is worth 35 gp.

3. Library

The stoic and quiet room is bare except for bookshelves lining the wall and a simple wooden table and chair in the center of the room. Several iron candlesticks are placed about (of little weight and value). Hundreds of volumes of history books lining the shelves constitute the real prize in this room. Each book weighs a hefty 4 pounds and is worth 2d20 gp.

On the weekends, Mellbourne can be found within this library during the day.

4. Secret Library

Known only to Mellbourne Greystreet, this room is hidden from view and may only be accessed through a complicated mechanism (Find/Remove Traps roll required). The room is far more spartan than the rest of the house, with only one bookshelf, fifteen books, a simple desk and chair, and a dragon-bone candlestick (2 pounds worth 300 gp). Each book weighs 6 pounds and has a value of 10d10 gp—all of the books are magical in nature. Each details a number of spells and magical items. There is also a locked safe located under a loose plate in the floor. An Open Locks roll will breach the lid, revealing two *potions of extra healing*, two *philters of persuasiveness*, a scroll with seven first-level wizard spells, and a *wand of metal and mineral detection* (42 charges left).

5. Office

Within the office, Greystreet keeps all of his business records and accounts. The doors leading to this room are always locked (+5% to open). The room is plain compared to the rest of the house. The floor is inlaid with jade tiles. (A hundred tiles equal one pound, with each tile worth a silver piece; there are 8,640 tiles in the room.) The cabinets and desk are ordinary, as are the candlesticks. The drawers to the desk are locked (-5% to open). A quick perusal of the papers in the desk reveals the following:

- a receipt of payment for 100 swords, studded-leather tabards, and shields.
- papers of foreign travel from Garlin to a distant land (DM's choice), for one person and his body servant.
- a note to Kon Bardiche indicating a meeting (in two days from the time the PC finds the note) at the warehouse of Hylock.
- a note describing bribes taken by Dag Saborus, mayor and priest of Hylock.

There is a 5 in 6 chance that Mellbourne will be here during the daylight hours working on his investments.

6. Toilet

This room is an elegant indoor toilet, with mosaic-tiled floors and walls. An arrangement of perfumes can be found on a shelf near a wash basin. The perfumes are each worth 10 silver pieces. There is a 1 in 20 chance of Mellbourne being found here.

7. Art Room/Museum

This room has a sign on its door proclaiming in gold letters: PRIVATE NO ADMITTANCE. The Art Museum is always kept locked (-8% to open). The door also has a fairly easy trap (+20% to detect) with a poison dart inflicting 1d10 poison damage (a +1 saving throw vs. poison for half damage). Inside the room are Greystreet's rare antiquities. Of special note is a black basalt table naked of any item except a small plaque reading, "Black Hawk of Thaltyse." Greystreet also has the following treasures displayed here: a silver lyre topped by a golden goat's head with a lapis-lazuli beard (six pounds and 950 gp); a toy chariot with mother-of-pearl sideboards, silver tongue and wheels, three turquoise ponies, and a miniature warrior made of ivory and jade (bulk weight, three pounds; worth about 650 gp); two scrolls scribed in elven moon runes upon cured umber hulk skin prophesying the next three hundred years of major social-economic events (weight 1

Chapter IV: Plot Points

pound; worth, questionable); a steel helmet inlaid with garnet, with silver cheek pieces and a magical visor that allows +1 to hit with missile weapons.

There is a 1 in 4 chance that Mellbourne may be found in this room during the early afternoon.

8. Storage

This room is used for storage. The PC will find kegs and barrels filled with foodstuffs. Brooms, mops, household cleansers, and old clothing are also found here. There is a secret door on the west wall leading outside.

9. Kitchen

Adjoining the storage room is a well-stocked kitchen with pots, pans, and numerous utensils. Greystreet has a full-time cook, preparing dinners and baking delicious pastries and cookies. The cook is in the kitchen from 6 AM to 11 PM.

10. Dining Hall

The large dining hall is complete with a 25-foot-long luxurious maple table with settings for up to ten people. The plates are of fine porcelain, painted with complex designs (each worth 10 silvers). Each place setting consists of pure silver knives, forks, and spoons laid upon fine silken napkins (total bulk of 5 pounds with a worth of 245 gp). The walls are filled with large windows overlooking the statues in the garden.

11. Master Bedroom

The master bedroom in Greystreet mansion is fit for a king. The door, made of ironwood with mithril clasps, is worth more than a Hylock family's income for a year. Inside the expansive chamber, large antique lounge chairs padded with goose-down satin pillows adorn every corner of the room. In the center is a large oval bed, thick with fanciful quilts of silk and satin brocaded with designs of dragons and unicorns. Across from the bed, an 8-

foot-tall silver mirror, polished to perfection, stands framed in gold and pewter. Several chests (all locked) are filled with a variety of perfumes and very expensive personal utensils (combs, hand mirrors, brushes, nail scissors, etc.). Within a small chest beneath the bed is a locked box that contains all the keys to the rooms of this palace. The key to this box is worn on a gold chain around Mellbourne's neck.

Mellbourne goes to bed and sleeps quite soundly from 10 PM to 7 AM.

12. Guest Suite #1

Mellbourne's primary guest room is modeled after his own (see above) but doesn't have the mirrors or the locked chests. Instead, it has a bust-sized statuette of a minotaur with ruby eyes. The statue weighs 50 pounds and has a value of 300 gp; the eyes are worth 500 gp.

There's a 2 in 6 chance per night that someone is staying in the guest room.

13. Guest Suite #2

Slightly less decorative than the primary guest chamber, this room is much the same as the first but with no frivolous adornments.

There is a 1 in 12 chance per night that someone is staying in the secondary guest room.

Getting Away

If the PC adequately cased the house, the thieves should have a pretty good idea where the treasures and loot are within the mansion.

The main emphasis will be on skulking around and not being heard. Kyma will also scold the PC harshly if he gets too greedy or tries to take something too rare or heavy.

After they get away, Kyma will tell the PC they should return to the guild master, but will allow the character as much time, within reason, to poke around town.

Confrontation with Kyma

After a while, the PC will unnerve Kyma to a point where she will confront the thief. The thought of the PC discovering the identity of the Gullwing Bandit and thereby gaining great recognition and advancement within the guild will cause Kyma to resent the PC.

Kyma will eventually challenge the thief to a thieving contest to determine who's the better thief. If the PC wins, Kyma will knuckle under and become subordinate to the PC; otherwise, she will continue to boss the PC until such time as the PC can prove himself better than her. The contest would require the two to go to Greystreet Mansion and successfully return with one valuable item. Kyma will return with one of the precious gems from any of the busts in the mansion (DM's choice). If the PC returns with an item of greater value or something that was more difficult to steal, Kyma, begrudgingly, will acknowledge he is the better thief, though she still does not like him.

An Encounter with Miri Softouch

If the PC pokes around Hylock long enough, he will eventually turn up at the Gray Griffon. Inside the tavern, the PC will notice that although its patrons are scum and rowdy sailors, the bar is clean and the air is fresh. Kyma will not enter the Gray Griffon, knowing that it is the guild of Hylock and that her presence might arouse suspicion. She will say nothing to the PC about this, however, just that she will not drink there.

Hap Farfoot will be playing and singing, watching the crowd. He will keep a special eye on the PC, noticing his attire and mannerisms.

If the young thief stays for more than an hour, Miri Softouch will approach, flipping two silver coins. If the PC responds by flipping two coins, or by any type of unusual response, she will immediately leave, later reporting to Hap that the PC is a thief.

If nothing is said or done, she will challenge

the PC to a game of chance; she is very good at all of them. If the player takes her up on it, the DM can role-play any of the games listed under the "Gaming" proficiency description in Chapter 5 of the *Player's Handbook*. Use Miri's gaming proficiency score versus the player's (if he has any). Otherwise (for speed's sake or if the player has no gaming proficiency), place bets then roll 1d6. Miri wins on a 1, 2, or 3. If the PC is human, Miri will "cheat" and will win on a roll of 1 to 5. The DM can make up appropriate "winning" rolls or hands.

If for any reason the PC follows the half-ling, she will lead the PC toward the warehouse, but then lose him.

Hylock Thieves' Guild

Through any number of plot devices, the PC can end up back at the Gray Griffon.

After a few minutes, Miri will come and sit next to the PC, flipping two silver coins. With a bright smile on her face she will inquire why the PC is skulking about town like a thief. She will be pleasant, but sly. If she was encountered previously, she will be teasing and flip-pant.

If the PC responds noncommittally, Miri will ask if he works for the "Moll," looking for any type of response. If the PC still offers no incriminating sign, Miri will slip a platinum piece to him and tell him to return at midnight for more. She will then dance away, looking for another "mark."

If the PC lets slip that he is working for the thieves' guild, she will secretly signal Hap to come over and introduce himself. Hap will talk about local events, then tell the PC he has a job for a wily burglar. Hap will say nothing of being in the guild.

If a meeting is set up (later that night perhaps), Hap will meet the PC alone and tell him the barest of facts. He will indicate that there have been disturbing activities around the warehouse. If the PC will use his abilities and

Chapter IV: Plot Points

find out what is going on, Hap will pay him 100 gp.

Hap cannot use any of his thieves because he knows there is a double agent in his guild. It is, in fact, Miri, who is selling out to Kon Bardiche, believing that Kon has a future in Hylock once the Gullwing Bandit takes over (whereas Hap won't have such a future). Kon, for his part, has been misdirecting Mistress Reisyk in Whytelock, leading her to believe that the Gullwing Bandit is among the thieves of Hylock.

The Warehouse

The PC may learn of the skulking characters around the warehouse from any number of sources: Greystreet's mansion, Hap Farfoot, Miri Softouch, the barber, or Mysh the Toad.

Over the last several months, Kon Bardiche, lieutenant of the city militia, has been accepting bribes from a number of individuals. Two of his major contributors are Mellbourne Greystreet and the Gullwing Bandit. The money has been used to buy weapons and armor for both the Gullwing Bandit's thugs and to supply Kon's own personal henchmen in their planned crackdown on the thieves' guild.

During the day, the warehouse is simply a warehouse, but by night wagons and carts slip into town and dispense weapons and armor that are hidden in a cache below the warehouse. An office in the center of the building is where Kon, Miri, and a number of Gullwing thugs can be found plotting the downfall of the thieves' guild—and, unbeknownst to some, the *coup d'etat* of Duke Garlin.

A skillful thief slipping along the shadows may be able to overhear Kon ranting about how he will crush the guilds until they wail under his grinding boot. Miri will smile most wickedly during this. The thugs will be slightly more tactful, saying little but emphasizing the cruelty that must be performed.

There are six guards posted on a roving pa-

trol through the warehouse.

Guards (T2): AC 7; MV 12; hp 8; THAC0 19; # Att 1; dmg 1-6; AL CE.

The shadows of the warehouse are deep and afford a +20% bonus to Hide in Shadows. With proper thieving equipment, including soft leather shoes, the PC may also be given a +20% bonus to Move Silently.

There is nothing in the office that incriminates Kon or Miri, nor their benefactors, but the knowledge of what is going on in the warehouse is valuable to many.

Official Business

The PC may come to the conclusion that the authorities of Hylock could use the information that has been gathered in skulking around. This should lead the PC to Dag Saborus, mayor and priest of Hylock.

It is here where the PC will see the corruption that has blanketed the town. There is no such thing as a quick or cheap appointment with the mayor. If the PC truly desires an audience with Dag, he will have to go through four administrators, each requiring a 10 to 100 gp (1d10 × 10 gp roll) bribe. Each administrator will stall and reschedule the appointment 1d6 times, with each stalled appointment being 1d3 days apart.

If or when the PC finally gets to meet the pompous official, he will be dutifully patted on the head and told not to interfere. If the PC seems to have incriminating evidence against Dag, possibly derived from Greystreet's office, Dag will try and bribe the PC into forfeiting or forgetting such evidence.

Results of the Warehouse Encounter

If the PC reports his findings at the warehouse to Hap Farfoot, the halfling will divulge who he is, asking the PC if he would join Hap's ranks performing other investigations.

The PC is unknown in Hylock and wouldn't be suspect as would Hap's own men. He will tell the PC that he will deal with Miri in his own way. Hap will offer the PC 100 gp a week for his services.

The DM should encourage the efforts of the PC in working for more than one "boss;" after all, everyone else is on the take, why not the PC as well?

If the PC reports his findings to Mistress Reisyk, he will be heartily congratulated and be given a 500 gp reward. Needless to say, Kyma will not be happy at this turn of events and will double her efforts to hamper the PC's investigation.

Sage Advice

Most people in the town of Hylock will grudgingly admit that Mysh is a good source of information, though "the Toad" always charges a stiff fee.

If the PC comes to the mage for a clue, Mysh will supply the following cryptic verses for 100 gp.

- 1. To prove the point,
and save the land,
find the loop
that fits on the hand.*
- 2. The city in the clouds,
the eagles of the past,
may return at last.*
- 3. The snake hides
where none can see
unless one can talk
with the roving hawk.*
- 4. To make the elixir
Add a dash
of eagle ash
and eye of skunk,
drink the mash
and see the drunk.*

Mav and the Soldiers of Hylock

After seeing Kon selling out to the Gullwing Bandit, the PC might also go to Mav Lakorak and reveal Kon as the scoundrel that he is.

Most days, Mav is about town checking things over and talking to the local merchants. He will gladly talk to the PC, even offering to buy lunch. However, any suggestion that Kon is anything but an upstanding warrior and dedicated officer will be rejected out-of-hand by Captain Mav.

After the discussion, Mav will talk to Kon about what the PC said. If the PC's revelations are very incriminating, Kon will grow very agitated. If the PC sticks around, Kon will hunt down and try to kill him—more troubles for the thief.

The Drunk of Hylock

If the PC pokes around town, especially near the back alley of the Gray Griffon, he will come across the town drunk, Lyke Knor, a rather pathetic individual. If approached, Lyke will ramble on about anything, begging for a drink.

Lyke Knor, who is also the Gullwing Bandit and the son of the late Duke Zadaraq, will size up the PC, using the pretense of drunken stupor to ask the PC questions about what he's doing in town and what is going on around the lands of Garlin.

If the PC talks to Lyke for any length of time, he may notice the rather expensive gold signet ring on Lyke's hand. Since Lyke is wearing old, tattered cloth gloves, the ring is hard (but not impossible) to spot. For every turn the PC is with Lyke, there is a 5% chance that the PC will see the ring (either through careful observation or carelessness on Lyke's part; two hours with the drunk would yield a 60% chance for this to happen). However, that's the closest the PC will get to the ring. If the PC tries to steal it or take it, Lyke will run off screaming for the town guard. If questioned about the ring, Lyke will eye the PC suspi-

Chapter IV: Plot Points

ciously and amble hurriedly away.

The Magic Shop

The decrepit tower that stands near the middle of town is where Mysh "the Toad" has set up his shop. The store primarily sells alchemical concoctions, but also has a small variety of lesser magics (+2 or less).

The PC may seek out the pudgy magic-user for any number of reasons. Mysh will use his supply of potions to his best advantage, especially using *potions of ESP* to detect the PC's thoughts.

Through the use of his magics, he will be able to determine the PC is a thief of some sort. Since Mysh knows all the thieves of Hylock, he will guess that the PC is a rogue thief, looking for money. Mysh will offer him a simple job—enter the home of the baker, find the statuette of a black porcelain hawk, steal the hawk, and return it to Mysh. The PC will receive 1,000 gold pieces for his services.

Mysh knows Greystreet desires the hawk and will trade it for access to Greystreet's secret library.

The Black Porcelain Hawk

As the story goes, ages ago, the emperor of a distant land wished to show his gratitude to a paladin who had slain a great dragon in his land. He made a hawk of platinum and encrusted it with gems from head to foot. To disguise its worth, the emperor had the statuette coated with a thick covering of black porcelain. The deception worked and the paladin returned to the region of the Thadysh River, with the valuable hawk unharmed. However, in a foray into the Gullwing Hills, the paladin was slain, the hawk "lost."

Recently, Hylock's baker came into possession of the black hawk, not knowing its history or value. It was found by his son who was also killed in the Gullwing Hills. It now rests on the mantle in the baker's home.

Procuring the hawk should be fairly easy

since the baker and his wife sleep soundly and feel the item has only sentimental value. A thief will find climbing the wall of their home to be very easy (+20%) and the latch on the shutters to be easily picked (+40%). The bird is in plain sight.

Hideout of the Gullwing Bandit

The hideout is completely camouflaged and will be almost impossible to spy on unless the person knows exactly where to look. Only after encountering Trevor Hawks will this be possible. (Refer to the inside back cover for the map of the Gullwing Bandit's hideout.)

Once inside the hideout, the PC has a 1 in 6 chance every turn to encounter a Gullwing thug within the hideout. The PC may roll to Detect Noise for each encounter and may respond accordingly. The shadows of the hideout are heavy and deep and afford anyone hiding in them a +30% chance to succeed.

Thug: AC 5; MV 10; 1st-level thief; hp 7; THAC0 20; # AT 1; dmg 1-4 +1, AL Varies but always evil.

1. Entrance

The entrance is hidden in a large, ageless willow and requires an Open Locks roll at -30% to succeed. If the PC can't open the lock, he may lie in hiding and wait for one of the Gullwing thugs to throw the catch. He can then sneak in behind the thugs. To sneak in with one or more thugs, the PC must successfully Hide in Shadows and Move Silently (+25% bonus for each).

2. Stairs

If the PC enters the hideout by himself, he will immediately encounter a spiral wooden staircase. Stepping on the odd-numbered stairs will cause a loud creaking noise (+30% bonus for any thug within 30' to Detect Noise). A successful Find/Remove Trap roll (at +10%) will reveal the stairs as an alarm.

The nature of the stairs' construction prevents removing the creaking, though with careful study the PC may avoid the steps that make noise. It requires at least $1d6 + 3$ minutes to note the steps that are rigged among the 60 steps in the spiral staircase.

If the PC enters in the shadows with some Gullwing thugs, he will notice the thieves step only on the even-numbered stairs when using the spiral staircase. After the third step is taken (stair #6), the thugs step on the very next stair (#7) and begin using the odd-numbered stairs for three steps. They will continue to alternate between odd and even this way until they reach the top. If the PC makes a basic Intelligence check, he can discern and remember the procedure and follow the thugs without being noticed.

3. Entrance Hall

This large cave is the gathering hall and secret cove and pier where the thugs and the Gullwing Bandit store their provisions and

dock the boats they use to raid the river traffic.

The PC may enter the hideout through the cave opening but will have to swim underwater beneath the disguised gate, requiring a Swimming proficiency check.

Two groggy thugs stand watch at the doors leading out of the entrance hall. Both are normally drunk and asleep. Bronze keys dangle from their belts. It is very easy to steal the keys (+30% bonus to Pick Pockets to succeed). However, if the PC tries to kill the guards, he must deliver a killing blow or the men will cry out, waking all within the hideout.

The PC will find barrels of wine, smoked meat, and foodstuffs stocked along the dock. The boats are carefully tended, but a quick inspection will reveal that all boats have plugs at the bottom. If these plugs are pulled, the boats will sink in short order. The cove is rather shallow and the boats can be fished out easily, stalling any raids for only a day or so.



Chapter IV: Plot Points

4. Armory

This room is stocked with swords, bows, pikes, and racks of chain mail, shields, and helmets. In several boxes fresh smocks and tabards bearing an unfamiliar crest can be found. A Heraldry proficiency roll will reveal that it is the crest of the family Zadarag, the previous rulers of the lands of Garlin.

5. Practice Room

This room appears to be a hall where the thugs train in the use of the bow and sword. Across from the door are a number of man-like targets, piffled with spent arrows and crossbow bolts. Lining the room are wooden mannequins dressed in tabards bearing the crest of Garlin. The wooden men have been practiced on extensively!

If the PC is skulking through the hideout during the day, there is a 4 in 6 chance that the room will be filled with 10 thugs practicing with swords. At night the room is empty.

6. Mess Hall

This large room contains four long tables and 60 chairs. Tin plates and cups are stacked on the rough-hewn tables.

Guarding the door to the barracks (#8) are two thugs who are bored, but awake. It will be nearly impossible for the PC to Hide in the Shadows or Move Silently in this room (-50% penalty for both) without being seen by these thugs.

There is a 1 in 6 chance that the PC will disturb a number of thugs while they are eating. If this is the case, the room will have 1d6 + 2 thugs sitting around consuming food and drink.

A character going back to the armory and putting on a tabard of Zadarag or a suit of chain mail and helm may make a disguise proficiency roll at +4 to pass for one of the thugs of the Gullwing Bandit. If he succeeds, he will be ordered to the barracks by one of the door guards. If he doesn't succeed, the two will question the PC thoroughly. If the PC does

not respond correctly, the guards will attack (use thug statistics listed prior to room #1).

7. Kitchen

Several large fires burn in the center of the room, their smoke rising through numerous vent holes in the ceiling. A plethora of knives and kitchen utensils dangle from the ceiling. Two pots of a tasty stew simmer over the flames. Cabinets on the far side of the chamber contain basic foodstuffs and vegetables.

8. Barracks

Down a long corridor are the rooms that comprise the barracks for the men serving the Gullwing Bandit. Each room holds bunk beds, a locked chest, and dresser of drawers. At most times there are 10 men in each room, sitting about playing cards or dice and drinking rather heavily.

If the PC is sly enough to explore the hideout when the thugs are out raiding a barge, only 1 man will be in each room, most likely asleep or in such a drunken state as to present no impediment to the PC's progress.

9. Hall of the Pit

This hall is peculiar in that there is an obvious trap in the center of the room—an open pit, 20 feet deep. The bottom of the pit is covered with sharp spikes (2d6 + 6 damage from the spikes if the character falls). The DM should convey that a fall into the crevice would mean almost certain death. Across the pit is a wooden beam 6" wide that can be crossed (Tightrope walking proficiency at +3 to succeed).

The hall is the antechamber to the Gullwing Bandit's sumptuous bedroom.

There is nothing else in this room. The door into the Bandit's room is locked (-5% to open).

10. The Bedroom

This expansive room matches the luxury of even Mellbourne Greystreet's master bed-

room. The finest treasures and luxuries of numerous raids adorn this chamber. Silk and satin sheets grace the cold stone walls. Paintings from a dozen artists, some of great notoriety, decorate the walls. One notable painting depicts a wistful Duke Zadaraq sporting fine elven chain and holding a glowing sword of power. If the PC has seen the Bandit up close, he will notice a strong resemblance between Bandit and painting. If the PC talked to Lyke Knoor, and can make an Intelligence check at -5, he'll notice the picture looks much like the town drunk.

A Local history proficiency roll (+1 bonus) will reveal that the man in the painting is indeed the ex-ruler of the land, Duke Zadaraq.

The floor is inlaid with thousands of tiles, each bearing glints of diamond, sapphire, and ruby. Each tile may be worth as much as one silver piece.

The bed is a pond of downy softness. Next to the bed is a small nightstand supporting a box. The box is locked and trapped with a poison needle. If the trap is activated, the PC needs to make a saving throw vs. poison with a -1 penalty, or take 1 point of damage per hour for 2d10 hours. Vials of antidote can be found under the bed in an unlocked, iron chest, but the vials are unmarked. In the trapped box the PC will find a golden signet ring matching Lyke Knoor's and a silver stamp bearing the same signet emblem. A wax candle, matches, pen, ink, and paper are also in the box as well as two letters, both sealed and stamped.

If opened, the letters are in a simple, common language; the PC should be able to read both.

One of the letters authorizes Kon Bardiche to be the new commander of the garrison of Hylock and demands the execution of Mav Lakorak.

The other is a proclamation to the merchants and people of the land that the bearer of the signet ring is heir to the Zadaraq throne and rightful ruler of the lands of Garlin.

The PC will find three chests containing 3,000 silver coins each. Moving such large chests across area 9 will be very difficult (-2 penalty to all checks after *any* other modifications).

The Proof

After the PC has retrieved the gold signet ring, the silver stamp, and the letters, he must escape from the hideout and make it back to town. This should be a rather easy affair as long as the PC hasn't left corpses about to warn the rest of the thugs in the hideout of his break-in.

With the evidence of the Gullwing Bandit's identity and location in hand, the PC has many choices and opportunities. If he is careful, he can gain much wealth and power; if he is tricky, he may supply the information to more than one person and gain multiple benefits and rewards. If not too imaginative, he may still come out rich and gain much-needed experience.

Each NPC's reaction to and reward for the PC's evidence is described below. The DM should still remember to play each personality with their original motives in mind.

Mistress Reisyk

Returning to his superior and handing over the evidence will gain the PC much favor in the Whytelock thieves' guild. Mistress Reisyk will give the PC 3,000 gp as a reward and 2,500 experience points of personal training. The PC will also be promoted to 2nd lieutenant and become the new right-hand man to the "Moll."

Kyma the Axe, Miri Softouch

If the PC shows the evidence to Kyma (even after besting her in an earlier challenge), she will try to kill the PC and bring the ring, stamp, and letters to Mistress Reisyk for her own personal glory. Miri will also try to kill the PC, taking the ring, stamp, and letters to

Chapter IV: Plot Points

give to Kon Bardiche.

Hap Farfoot

Hap will grant the PC 1,000 gp as a reward, and will make the PC his new lieutenant (after permanently "removing" Miri Softouch).

Mayor Dag Saborus

The pompous, bloated official will try to persuade the PC to keep the evidence "under wraps" for as long as possible. The mayor is willing to bribe the PC with as much as 500 gp a week (though he will start at 100 gp). In the end, unless the PC is very careful, Dag will attempt to recover the evidence for his own profit, killing the PC in the process.

Captain Mav Lakorak

The upstanding dwarf will take the evidence to Duke Garlin who, in return, will reward the PC with several medals, 2,000 gp, and an administrative position anywhere within his kingdom. The PC could even oust Dag Saborus from his stately position. Kon Bardiche will be executed. There will be enough evidence also to convict Greystreet, who will flee the lands of Garlin (providing a good nemesis for the PC in future adventures).

Mellbourne Greystreet

The rich magnate will take the evidence and eventually give it back to Lyke Knoor. He will give the PC 10,000 gp in hush money and tell him to leave the lands of Garlin and never return. If the PC tarries more than a day, Greystreet will hire thugs to ambush and kill him.

Lyke Knoor (the Gullwing Bandit)

As the heir of Duke Zadaraq, Lyke Knoor will take back his evidence. Depending on who the PC thinks Lyke is, the Bandit will give virtually nothing to almost anything to get back the evidence—he will even offer the PC the guild master's position of either or both towns (after Lyke becomes the Duke, of

course, when he plans to hunt down and destroy the present guilds). However, Lyke is ruthless enough to also try to kill the PC. Given his resources, the Bandit will probably succeed.

Kon Bardiche

As with any of the conspirators involved, Kon will return the evidence to Lyke Knoor and try to kill the PC.

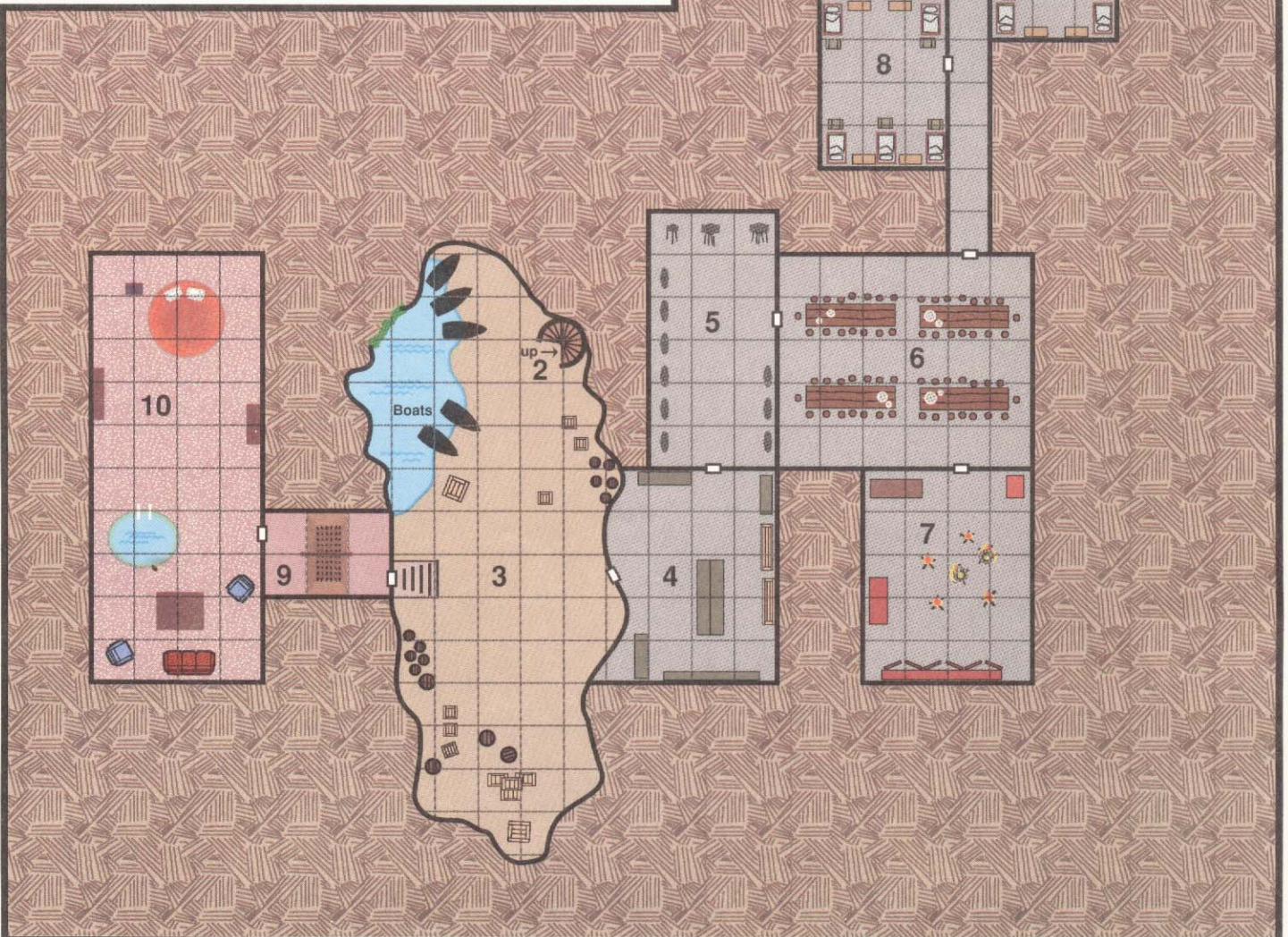
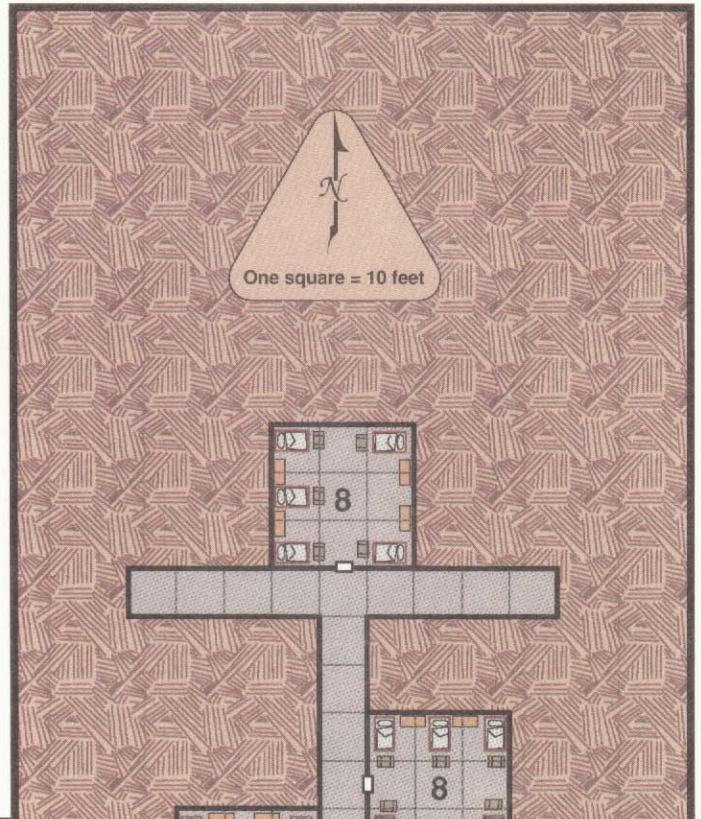
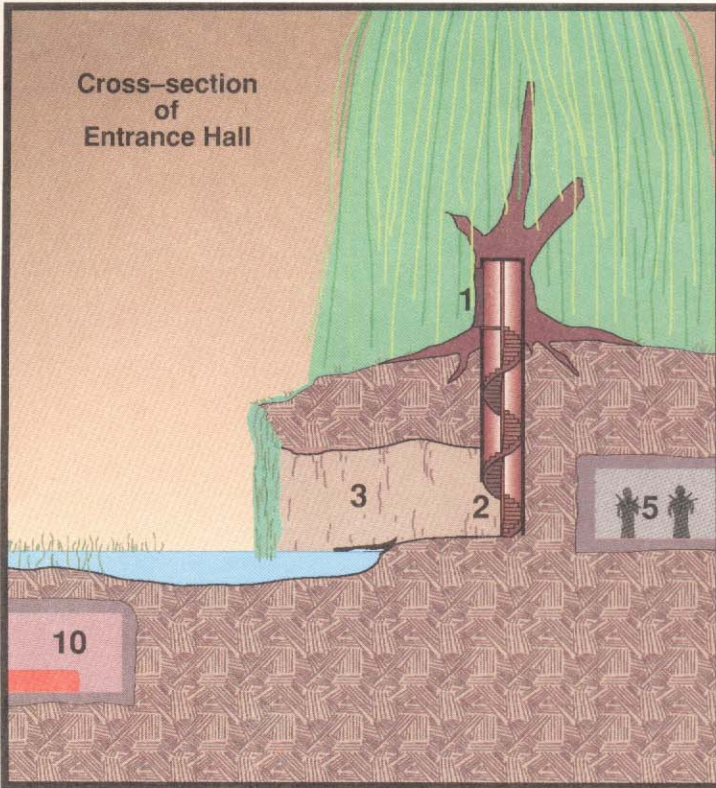
Mysh "the Toad"

Mysh will offer the PC any number of small magical oddities (less than +2 in power). The Toad will use the evidence to destroy Mellbourne Greystreet, taking his treasures and books. Mysh will also see to it that Lyke Knoor is captured and hanged as a traitor. Mysh could be a very good friend to an aspiring PC. Mysh will never forget a favor such as this and will help the PC in the future. (Mysh can attain 8th level after he studies the books in Greystreet's library).

Trevor Hawks, Luci Janns

Both will try to persuade the PC to give the evidence to Duke Garlin or to Mav Lakorak (as well as repent his thieving ways). Trevor will then just wander off into his swamp. Luci, on the other hand, after politely taking her leave of the PC, will roam the lands of Garlin immortalizing the PC's exploits in song and story.

The Hideout of the Gullwing Bandit





Thief's Challenge

by TROY CHRISTENSEN

For years, trade and travel along the river Thadysh have been peaceful. Suddenly a masked renegade, known only as the Gullwing Bandit, has turned the waters of the Thadysh into a pirate stream! Who is this bandit? What nefarious plot is he weaving? Not even the local thieves' guild has been able to unveil the truth.

Thief's Challenge is a special ADVANCED DUNGEONS & DRAGONS® adventure designed for a DUNGEON MASTER™ and one player character: a thief. It's a perfect break from group play, tailored to the character who's seeking some extra experience. Suited to clever beginners as well as more experienced rogues, *Thief's Challenge* lets a thief take full advantage of his special talents.

Can you unmask the Gullwing Bandit? The reward is great, but beware: adventure and danger await at every turn of the river!

TSR, Inc.
POB 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

\$6.95 U.S.
\$8.50 Can
£4.50 U.K.

ADVANCED DUNGEONS & DRAGONS is a registered trademark owned by TSR, Inc.
The TSR logo and DUNGEON MASTER are trademarks owned by TSR, Inc.
Copyright © 1993 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

ISBN 1-56076-562-3

