

Dungeon Module DD1

Sword against Thievery

by Bill Silvey

AN INTRODUCTORY ADVENTURE FOR FIRST LEVEL FIGHTER CHARACTERS

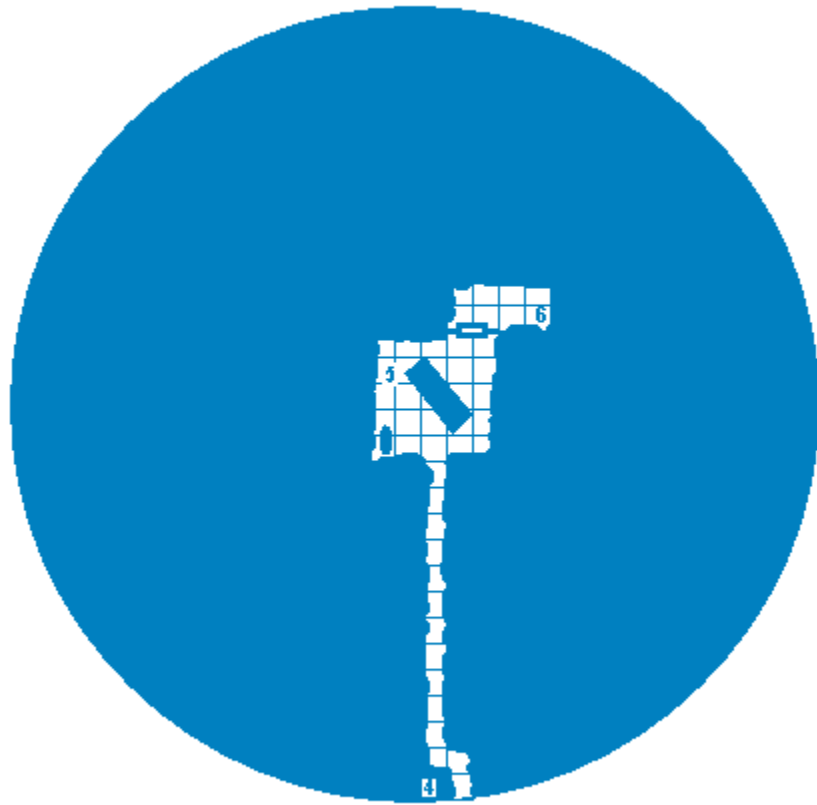


This module has been created with the specific intent of introducing a new player to the ADVANCED DUNGEONS AND DRAGONS rule system. It is designed specifically for a single character and Dungeon Master, however, if the Dungeon Master so wishes it may be expanded upon to provide a challenge for an entire party. The module is intended to stand on it's own, or may be incorporated into an existing campaign. It was originally created to help an associate of the author's to learn how to play ADVANCED DUNGEONS AND DRAGONS.

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

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Advanced Dungeons & Dragons(tm)

Introductory Module #DD1

SWORD AGAINST THEIVERY

NOTES FOR THE DUNGEON MASTER: This module has been designed to assist new players (and hopefully new Dungeon Masters as well) become acquainted with 1st Edition ADVANCED DUNGEONS AND DRAGONS(tm) rules for combat and role-play. The module is designed for ease-of-play, and while the encounters herein are best suited for a single player, an enterprising Dungeon Master can expand upon the adventure to include more classes and (obviously) more players as well. For the solo Dungeon Master and player-character, the adventure itself is fairly "easy", in that the encounters should prove neither too difficult nor too easy for a clever player to cope with. That said, it must be emphasized that if this module is to be used as a tool for teaching a new player, it is imperative that the Dungeon Master let the cards fall where they may - death can come swiftly for the unwary in a world inhabited by orcs, goblins, evil wizards and worse!

Even at the death of the player character, there is nothing to forbid the discovery of their recently expired body by a munificent, high-level Cleric capable of wresting them from the clutches of death - for a price.

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

START: The city of Amers within the kingdom of Furyondy sits nestled within a small valley. It is, like many prosperous towns, at the crossroad of two trade-routes. While a not inconsiderable amount of wealth passes through here, the town is well-defended enough by mages and fighting men as well as faithful clerics and clever thieves to turn all but the most scurrilous and well-armed bandits. It is typical of small cities of it's ilk; it sports a well-to-do merchant's district, a less well-to-do "red lamp" district, and an assortment of local guildhalls as well as a barracks for the local gendarme and militia. The city is largely unremarkable, supports a population of a few hundred (including nearby farmers and their families) and save for the 50' tower marking the location of the local magic-user's guild which recently established itself, has little in the way of interesting scenery. But sometimes, even the most mundane of boroughs can produce the most remarkable of adventures...

Read the following section aloud:

"You have journeyed far and away from your home, eschewing the mundane life, you have taken up sword and shield as the tools of your trade. Your above-average abilities and fortitude earned you a place alongside a baron, seeking to put down an uprising of Kobolds within his northern landholdings. You have earned your rank as a Veteran, and your reward, but the Lord had no need for a large standing army, and with no hard feelings you were given a small share of the wergild from the Kobold's treasury

and cashiered out. With it you purchased arms and armor superior to that of the Lord's militia issue and have set forth to seek your own destiny. So it has brought you here, to the Inn of the Bronze Orb, in the township of Amers. There you sit in the smoky tavern hall, considering your options as they lay before you. Almost on cue, a tall, gaunt man in a blue robe approaches your table..."

The man is an apprentice of the local Magic User's guild and has been sent to seek out a likely candidate for a small task the Guild wishes to accomplish. He will introduce himself to the character as one Deemil Trevis, Apprentice Prestidigitator to the Guild of Starry Insight. He will ask if he may sit - regardless of the player's acquiescence, he will pitch his offer. For twenty silver, the Apprentice would like the player to accompany him to the Magic User's Guildhall, the large tower at the edge of town. Deemil is utterly sincere - he betrays no suspicious attitude at all. In fact, he will offer the player the silver first (he was instructed **not** to do this but has forgotten!) and wait for the response...

If the player agrees, go to section one. Deemil has no bargaining power; the 20 silver is all he was given to entice a likely candidate to the Guild Tower. If the player(s) refuse, he will simply shrug and move throughout the hall, asking others...

1. The MAGIC USER'S GUILD TOWER

This stone edifice is quite new, and consequently easily noticed. It comprises all the elements of the "classic" magic-user's tower: Tall, large windows dotting it's surface, crowned with a battlement-girded parapet above. Within the tower itself, a few young apprentice magic users practice their trade.

1d4 apprentice Magic-Users are usually "in class", with the rest either meditating, resting, or tending to the day-to-day functions of the school. In the event of an unwanted intrusion, all will seize stout wooden staves save one who will raise the alarm with the council (see below). All fight as 0-level humans, with 1-4 hit points each, AC:9, doing 1-6 points of damage with their staves. None have any spell ability to note. Additionally, they do not possess anything of value on their persons. Within their sleeping quarters, a few unremarkable items may be found - blank spell books, a few copper coins, See the *NPC Supplement* at the end of the module for full information on the apprentice Magic-Users.

2. The COUNCIL CHAMBERS

The council chamber area is a circular room located on the top floor of the tower. The room itself is a combination library, study, and administrative office. When you enter, the apprentice who met you at the tavern indicates an empty seat at a table. Three cowed individuals are already seated, and although you cannot hear their words. When you approach the table, one of them removes the hood of her cloak and bids you sit down. She speaks:

"We of the Grey Tower Council welcome you, swordsman, and bid you listen to our offer of employment. Our guild and it's humble environs are new, but already we have attracted the attention of both the curious and those truly interested in learning thaumaturgy. Unfortunately, our notoriety has brought with it an unwanted consequence. A month ago, a

new student, one Zubgug Trezem joined our endeavors here and began to learn the arts and trades of our craft. We assumed that, despite his sometimes brash and curt behavior, he was truly interested in the finer points of magical studies. This proved not to be the case! Upon achieving the rank of Prestidigitator within our order, he attacked an instructor, catching them off guard, and slipped away from the tower, taking with him a book of a little value to us, as well as a few coins which we later discovered were missing. Initially we thought he had become angry at a student or instructor, but our investigations proved that this was not the case. It was only yesterday that we discovered that he was not what he presented himself as at all! No, indeed, this would-be burglar and assassin was no young human, but in fact a half-caste orc! Worse still, rumors tell of a band of thieves on the outskirts of the city, in a nearby woods and that a mage is amongst them. The perfidy of this would-be thief and the appearance of this band of thugs cannot be a coincidence!

Of course, since we cannot permit the theft of our property – this would set a bad precedent, you see – we would appreciate it if you would seek out this miscreant and return to us the property which he has misappropriated. For ample compensation, of course. Naturally we would prefer to deal with this matter ourselves; unfortunately, the education of our students takes precedence over this matter."

At this point, there will be some haggling and bargaining; the Magic User's guild will offer up to one hundred gold, plus any restorative magic needed to heal any damage that might happen to the character(s) while they hunt the villain down. Additionally, they will offer the use of a *Potion of Healing* (with a single draught) and loan of a *Ring of Protection +1*. While they might be coerced into offering equivalent amounts of gold (See the *Dungeon Master's Guide* for full pricing), they will go no further. If the player(s) become belligerent regarding the monies involved, they will be asked to leave immediately.

For the full abilities of the three Magic Users, see the *NPC Supplement* section at the end of the module.



If the player agrees, a map showing the small wooded area where it is suspected Zubgug is hiding out, the *Ring of Protection*, and the *Potion of Healing* will be provided to the player. The agreed-upon amount of gold will be paid at the end of the adventure. If for any reason the character needs to purchase equipment, a small advance can be negotiated, but not totaling more than 20% of the agreed-

upon amount.

3. THE HUNT

Read the following section aloud:

The ride to the countryside is uneventful. The undergrowth has grown thicker in this direction, and it is almost impossible to lead your horse further. Just when you begin to suspect that you may have to turn back, you break in to a relatively clearer area. Three scurrilous looking individuals sit around a fire, obviously arguing over a pouch of some kind being held by the largest of them.

The three in question are half-orc fighters and brothers of Zubgug. They put him up to the original plan to enter the Magic User's guild and steal a spell-book, or at least learn some magic himself so as to become a greater threat to passers by and those wandering in the woods. They all wear tough leather jerkins and carry short swords. Due to their arguing (which was muffled by the heavy undergrowth) they will be Surprised by the appearance of the character(s), during which time the character(s) may act first.

Half-Orc fighters:

- #1: AC8, HD 1+1, HP 3, #AT 1, D 1-6 AL: LE
- #2: AC8, HD 1+1, HP 4, #AT 1, D 1-6, AL: LE
- #3: AC8, HD 1+2, HP 6, #AT 1, D 1-6, AL: LE

The third is the "leader", somewhat stronger and larger than the other two. The item they argue over is a purse filched from an unwary merchant in town, and it contains four small gems worth approximately 500gp. If the two "subordinates" are slain, the leader will grab the bag and leap into the nearby woods (see encounter area #4, below); if the "leader" is slain, one of the "subordinates" will flee in a random direction; the other will flee to area #4.

If all three are slain in short order, a careful search of the area must be conducted to locate the entrance to area #4.

During the course of combat, if the player wishes to imbibe the *Potion of Healing* given him by the Magic Users, he or she may do so; however, this counts as a full action (removing the potion from a belt-pouch and uncorking it, and drinking it). During this time the character may not parry or otherwise dodge blows. If any of the half-orc bandits roll a 20 on their to-hit roll, it indicates that the bottle was knocked out of the character's grasp before they could imbibe!

4. THE HIDEOUT.

This is the small warren used by the half-orcs to stage their raids on the nearby forest road. Close enough to the city to ensure unwary travelers, but far enough away to avoid the city guard, they have tunneled out a few caves, narrow and cramped, but high enough that all but the tallest might stand in them. The doorway is concealed with brush and undergrowth which is easily moved aside.

If an orc survived the battle, they will be encountered in area #5, below. It is important that remaining hit points are kept track of!

5. COMMON ROOM/GUARDROOM

The cramped passage twists a few times as it descends into the earth, but eventually widens out into a somewhat well-excavated area. This large room (15' x 15') is part natural cave, and part construct. In the room lies much of the bandit's loot: A few bolts of silk (20gp each, 4 bolts total), a small cask of wine, sacks of wheat, and a barrel full of javelins.

A battered table sits in the middle of the room with four chairs around it. Torches hang from the walls, two of them are lit. In the corner, a strongbox sits, closed and locked. Across the room, there is a crude wooden door...

If any surviving orcs are here, when the player(s) enter they will immediately kick the table over and begin to hurl javelins (1-4 damage each) at any who enter the room from the passageway. There are ten javelins in the barrel, but the half-orcs are not proficient at their use and thus will be at a -2 to-hit with them. A half-orc encountered here will fight to the death.

6. ZUGGUG'S STUDY

This small (5' x 10') room across from the main hall is the last area accessible in the warren. If there has been a melee in area #5, Zuggug will be ready and waiting, and will immediately cast *Magic Missile* at the first person who enters. His only spell expended, he will then attack with his staff.

Otherwise, he will be caught unaware, so general die-rolls for *Surprise* and *Initiative* will be made.

Zuggug:

AC9, HD 1, HP 2, #AT 1, D 1-6 (plus Magic Use), AL : LE

On a small table next to the pallet Zuggug slept on is a spell book embossed with the emblem of the Magic User's guild. Around Zuggug's neck is a chain on which is the key to the strongbox in area #5. Within the box is:

A silver dagger worth 50 g.p.

A small bag containing four gems totaling 219 g.p. in value

A scrap of parchment on which is a crudely drawn map of the surrounding countryside, indicating the main road and caravan passages in the common tongue.

A vial containing a *Potion of Speed*

A vial containing a *Potion of Delusion*



EPILOGUE

If the character has managed to vanquish the half-orcs and put paid to their nefarious schemes and has returned the spell book to the Magic User's guild, all concerned parties will be grateful. The Magic User's guild will of course ask for the ring back, but all other items taken from the bandits are the character's to do with what they wish! The Magic User's guild will pass word along to the town's constables that a bandit threat has been neutralized by the character(s), and for six months any small infractions (carousing, public intoxication and the like) will be "overlooked" by the gendarme.

Alternately, if the player refuses to turn the book over, or simply does not return to the town, within 1d6 days the Magic User's guild will dispatch a full party of adventurers to seek out the missing spell book; upon finding the ruins of the bandit's encampment, they will rest at nothing to locate the book – and any who betrayed the Guild!

APPENDIX A: NPC SECTION.

Although the students of the Magic User's guild are unremarkable, they can defend themselves if necessary; since the theft of the spell book, the Magic Users themselves have asked the local militia for some advice on the handy use of a quarterstaff. Thus, each of the ten students fights as follows in combat:

AC9, HD 1-1, HP 2, 3, 3, 1, 4, 5, 1, 1, 2, 3, #AT 1, D1-6, AL :
Varies, most Lawful in nature.

The students will use coordinated tactics – most of them holding off attackers while one goes for the assistance of the Council.

COUNCIL MEMBERS:

Lylan Treffra, Speker for the Council

CLASS:MAGIC-USER
RACE:HUMAN
SEX:FEMALE
LEVEL:7
HIT POINTS:16
ALIGNMENT:NEUTRAL GOOD

STR [11] TO HIT:+0 DAMAGE:+0
INT [16] SPELLS:65% MIN:7 MAX:11
WIS [13] MAGICAL ATTACK ADJ:+0
DEX [08] REACT/ATTACK:+0 DEFENSE:+0
CON [10] HITS:+0 SYS:70% RES:75%
CHA [13] REACTION ADJ:+5%

HEIGHT:5'11" MOVEMENT BASE:12"(12")
WEIGHT:130LB CARRYING CAPACITY:500GP
THACO:19 ARMOR CLASS:10(10)

SPELLS:
MAGIC-USER SPELLS: 4 3 2 1

SPELLBOOK:

LEVEL 1:BURNING HANDS, CHARM PERSON, MAGIC MISSILE,
MENDING, READ MAGIC, SHIELD, SLEEP, SPIDER CLIMB,
TENSER'S FLOATING DISK, UNSEEN SERVANT

LEVEL 2:AUDIBLE GLAMER, DETECT INVISIBILITY, FOOLS GOLD, MIRROR IMAGE, PYROTECHNICS, RAY OF ENFEEBLEMENT, ROPE TRICK, SCARE, WEB, WIZARD LOCK

LEVEL 3:CLAIRVOYANCE, DISPEL MAGIC, FEIGN DEATH, FIREBALL, GUST OF WIND, LEOMUND'S TINY HUT, PROTECTION FROM EVIL 10' RADIUS, PROTECTION FROM NORMAL MISSILES, SLOW

LEVEL 4:CHARM MONSTER, FIRE SHIELD, ICE STORM, MASSMORPH, POLYMORPH OTHER, WALL OF FIRE

LEVEL 5:CLOUDKILL, TELEPORT

LEVEL 6:PROJECT IMAGE

SAVING THROWS:
PARALYZE, POISON OR DEATH MAGIC:13
PETRIFY OR POLYMORPH:11
ROD, STAFF OR WAND:9
BREATH WEAPON:13
SPELL:10

PROFICIENT WEAPONS:STAFF, DARTS
WEAPON IN HAND:STAFF (1-6)
ARMOR WORN:ROBE

Dylan, The Teacher:

CLASS:MAGIC-USER
RACE:HALF-ELF
SEX:MALE
LEVEL:6
HIT POINTS:14
ALIGNMENT:CHAOTIC GOOD

STR [13] TO HIT:+0 DAMAGE:+0
INT [17] SPELLS:75% MIN:8 MAX:14
WIS [17] MAGICAL ATTACK ADJ:+3
DEX [07] REACT/ATTACK:+0 DEFENSE:+0
CON [08] HITS:+0 SYS:60% RES:65%
CHA [11] REACTION ADJ:+0%

HEIGHT:5'6" MOVEMENT BASE:12"(12")
WEIGHT:117LB CARRYING CAPACITY:600GP
THACO:19 ARMOR CLASS:10(10)

SPECIAL:
30% RESISTANCE TO SLEEP/CHARM SPELLS
INFRAVISION 60'
DETECT SECRET DOORS ON A 2 IN 6
DETECT CONCEALED DOORS ON A 3 IN 6

SPELLS:

LEVEL 1:CHARM PERSON, COMPREHEND LANGUAGES, DANCING LIGHTS, ERASE, FEATHER FALL, IDENTIFY, MAGIC MISSILE, PROTECTION FROM EVIL, READ MAGIC, SHIELD, WRITE

LEVEL 2:FOOLS GOLD, LEVITATE, LOCATE OBJECT, MAGIC

MOUTH, STRENGTH, WEB,
WIZARD LOCK

LEVEL 3:FLY, PROTECTION FROM EVIL 10' RADIUS,
PROTECTION FROM NORMAL MISSILES

SAVING THROWS:
PARALYZE, POISON OR DEATH MAGIC:13
PETRIFY OR POLYMORPH:11
ROD, STAFF OR WAND:9
BREATH WEAPON:13
SPELL:10
PROFICIENT WEAPONS:DAGGER
WEAPON IN HAND:DAGGER (1-4)
ARMOR WORN: ROBE

Alain, the Sage:

CLASS:MAGIC-USER
RACE:HUMAN
SEX:MALE
LEVEL:8
HIT POINTS:22
ALIGNMENT:LAWFUL GOOD
SEC. SKILL:NONE

STR [13] TO HIT:+0 DAMAGE:+0
INT [15] SPELLS:65% MIN:7 MAX:11
WIS [15] MAGICAL ATTACK ADJ:+1
DEX [13] REACT/ATTACK:+0 DEFENSE:+0
CON [12] HITS:+0 SYS:80% RES:85%
CHA [11] REACTION ADJ:+0%

HEIGHT:6'7" MOVEMENT BASE:12"(12")
WEIGHT:201LB CARRYING CAPACITY:600GP
THACO:19 ARMOR CLASS:10(10)

SPELLS:
MAGIC-USER SPELLS: 4 3 3 2

SPELLBOOK:

LEVEL 1:AFFECT NORMAL FIRES, BURNING HANDS, DANCING LIGHTS, FEATHER FALL, HOLD PORTAL, MAGIC MISSILE, MENDING, READ MAGIC, SHOCKING GRASP, SLEEP, SPIDER CLIMB, UNSEEN SERVANT

LEVEL 2:DETECT EVIL, ESP, FOOLS GOLD, FORGET, KNOCK, LEOMUND'S TRAP, LOCATE OBJECT, MIRROR IMAGE, SCARE, STRENGTH

LEVEL 3:BLINK, CLAIRAUDIENCE, FEIGN DEATH, INFRAVISION, PHANTASMAL FORCE, PROTECTION FROM EVIL 10' RADIUS, PROTECTION FROM NORMAL MISSILES, SUGGESTION, WATER BREATHING

LEVEL 4:FIRE CHARM, MASSMORPH, RARY'S MNEMONIC ENHANCER

LEVEL 6:INVISIBLE STALKER

SAVING THROWS:
PARALYZE, POISON OR DEATH MAGIC:13

PETRIFY OR POLYMORPH:11
ROD, STAFF OR WAND:9
BREATH WEAPON:13
SPELL:10

PROFICIENT WEAPONS:DARTS, STAFF
WEAPON IN HAND:STAFF (1-6)
ARMOR WORN:ROBE

All of the Magic Users have some offensive spells memorized; it is left to the Dungeon Master as an exercise to select any he or she feels appropriate if a player is so foolish as to attack the Council!

AFTERWORD:

It was my distinct pleasure to take the opportunity to create this adventure in the fall of 2002 to help introduce a player to

the *ADVANCED DUNGEONS & DRAGONS* game, and since that time it has undergone some refinement and changes, modifications and general tweaking to make it enough of a challenge that players both new and experienced, as well as Dungeon Masters both veteran and neophyte, could enjoy it. I hope you, the gamers, will have as much fun with the adventure as I did creating and running it.

Credits:

Design: William M. Silvey

Helpful Assistance: Richard R. Forney III

Playtesters: William M. Silvey, Joey Romero.

