

THIEVES OF ANNEX 109

All thieves of Annex 109 are First Footpads (except **Three-thumb Marty**, who's a halfling, and **Mortimer Grey**, who's a wererat). Besides the personalities listed below, 3d6+3 unnamed thieves may be present in Annex 109, as well.

First Footpads

Low-ranking thieves with something to prove. Have put on a bit of mass lately. Really not feeling up to it, honestly.

AC 7 [12], **HD** 2 (8hp), **Att** 1 x short sword (1d6) or dagger (1d4) or shortbow (1d6), **THACO** 19 [0], **MV** 90' (30'), **SV** D13 W14 P13 B16 S15, **ML** 7, **AL** Chaotic, **XP** 16, **NA** 3d3, **TT** V. **Thief skills** **CS**88 **TR**15 **HN**1-2 **HS**15 **MS**25 **OL**20 **PP**25, **Items** Esoteric protein powder.

- **Stab you in the back:** If a First Footpad gets behind target, he attacks with a +4 to hit and does double damage.
- **Steal the shoes off your feet:** Can pickpocket hard to reach items even during combat.
- **Bulked up:** Save vs. Breath after every action or be winded for next round, unable to act.
- **Esoteric Protein Powder:** A first footpad may guzzle a shake mix of the Powder to gain its effects.

Personalities (Random Encounters)

Thieves stay mostly in usual haunts (below), but may roam hideout if the referee wants to spice things up. If so, Roll 1d10 below. (2-in-6 chance accompanied by 1d4 unnamed thieves.)

1d10 Thief encountered

1. **Over-often Thommy** (enraged, prone to violence) Spends most his time trying to work off the extra mass in the **Obstacle Course [A4]**.
2. **Three-thumb Marty** (halfling, morbidly obese, happy about this fact) Works in **Kitchen [B3]**. Lives to cook (and eat what he cooks). Terrible at it.
3. **Slick-tongued Lemmy** (fast-talker, charming) Sleezes away night in the **Sprung Footpad [B2]**.
4. **Rugnerk Twice-hung** (barbarian, young, rope-scars around throat) Wiles away his time in the **Torture Chamber [A2]**.
5. **Lomar the Lame** (bullied, vengeful, self-conscious) Drinks alone, bundled in cloak, in **Sprung Footpad [B2]** plotting revenge against thieves.
6. **Dudley of Muffhaven** (on edge, red-haired, tall) A thief of poor renown, hides out in **Bunkroom [C4]**.
7. **Mortimer Grey** (fence, secretly wererat) Works in the **One Man's Gutter Pawn Shop [B5]**.
8. **Grotus of Lurg** (sloppy, moribund, half hp). Hammers down Protein Powder shakes in **Sprung Footpad [B2]**.
9. **Walter** (happy-go-lucky, naive) Hangs out on **Roof [D6]**, dreaming of his future.
10. **Unnamed thief** (cloaked, overweight). Found anywhere and nearly everywhere in Annex 109.

MONKS OF THE GOLDEN DOME DOJO

The Monks go to any lengths to reclaim their Esoteric Protein Powder and look good doing it. They view all non-Monks (PCs, too) as weaklings worthy of ridicule and a swift ass-kicking.

Typical Monk of the Golden Dome Dojo

Best of the best. Obscenely ripped. Ready to Pump. You. Up. Show-offs. Meatheads. Must one-up each other at all times.

AC 5 [14], **HD** 2+2 (12hp), **Att** 3 x martial arts (1d4+2), **THACO** 17 [+2], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14, **ML** 10, **AL** Lawful, **XP** 55, **NA** 3d3, **TT** None, **Skills** **CS**88, **HS**25, **MS**45.

- **Flex the mind:** A monk may cast *ESP* at will with successful Open Doors.
- **Esoteric Powder rage!:** Each round of combat 1-in-6 chance monks fly into blind rage, granting +2 to hit and damage, half damage from all hits, but suffer -2 to AC.

Monk Attack upon Lodge 109

1-in-6 chance every turn PCs explore thieves' hideout: Monks of the Golden Dome Dojo attack to reclaim their Esoteric Protein Powder. Timeline below describes how attack transpires unless the PCs intervene.

Turn Happenings & Hijinks

1. 1d3+1 monks flex and taunt thieves from street in front of **Sprung Footpad [B2]** as a distraction.
2. 2d3 Monks break into **Meeting Hall [C1]** through window.
3. 3d3 monks enter **Torture Chamber [A2]** via sewer.
4. Monks kick any thieves' asses in vicinity.
5. Monks flex and brag about combat prowess. Monks wreck lodge in search for protein powder
6. Thieves retaliate, poorly. Chaos ensues!
7. Monks acquire Powder.
8. Monks decamp via front door of **Sprung Footpad [B2]**, return to Dojo for celebratory workout.

ESOTERIC PROTEIN POWDER of the Monks of the Golden Dome Dojo

In quest to acquire the physique of Ar'Nuuld the Mightily Thewed, a demigod among weakling mortals, the **Monks** synthesized the ultimate mass-gaining powder via boss esoteric processes. When consumed (usually in 1 pint shake form), the following effects apply:

- **Pumped!:** Gain extra movement or attack per round. *Must* be taken. Save vs. Spells or be compelled to lift something heavy nearby as this action. Lasts 1d3 turns.
- **Get some!** Use lowers NPC Reactions modifier by 2. Intelligent enemies attack user first.
- **Cultivate mass:** Unless 10 Strength checks or Force Doors tests are passed per day of consumption, the user amasses 1d3 stones in extra weight.

Union of Hirelings, Henchmen, & Hangers-on
Written & illustrated by Billy Longino. (www.uhhgames.com)

Thicc as Thieves



A recent heist has left **Thieves' Guild Annex 109** with a bit more booty than it can handle.

Competition among thieves what it is in the city, four months ago, footpad first class **Over-often Thommy**, seeking a performance edge, defrauded the **Monks of the Golden Dome Dojo of Ar'Nuuld** of their **Esoteric Protein Powder**. Back at the hideout, Thommy turned the powder over to the hideout's hashslinger **Three-thumb Marty**, who whipped the powder up into a sufferable concoction. But without the monks' recondite training program, the thieves of Annex 109, now pushing hard on 22 stones of cultivated mass, have found less of an edge and more of a rounding off.

So, as word of the thieves' ample condition spreads along murky alleyways and rumor stews over winecups in crummy taverns, the monks take notice and exact revenge!

(This scenario can be dropped into any urban campaign that allows for comedic escapades. PCs may need to be at least levels 3 to 5 to survive, or not—that's fine, too.)

1d6 hooks for dragging the PCs into the thick of things.

1. Exploit thieves' indisposition and rob the robbers.
2. Acquire Esoteric Protein Powder for themselves.
3. Concerned for well-being of Thieves' Guild contact.
4. Something stolen from PCs kept in hideout.
5. Hired by Guild to provide exercise for Annex 109.
6. Friendly NPC kidnapped for ransom.

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A: Sewer Access & Cellars

Secret entrance ignored by thieves because of smell

A1: Sewer Tunnel

Sewage (oozing, clotted with detrius). Planks (wobbly, cross sewage). Wood door (swollen, stuck, Open Doors needed).

- **Crocodile, large** (ornery, lurking in sewage)
- **Disease** (Save vs. Death, acute gastrointestinal, takes effect in 1d3 turns, very unpleasant for all).

A2: Torture Chamber (locked)

Instruments (iron maiden, pillories, halfling's saddle).

Prisoners (2d3 chained, ex-independent thieves). Door (from Cheapshot Alley [B1] locked, trapped with poisoned needle).

A3: Fence's Workshop (locked)

Forge (melt precious metals). Chests (locked, 2d4 stolen art objects). Secret door (false bricks in wall, easily pushed open, 1-in-6 chance to stub toe).

A4: Obstacle Course

Checked floor tiles (trigger pillars). Large chest (at far end, locked, empty). "Secret" door (false bricks, ajar, obvious).

- **Bladed pillars** (8, spinning, Att x 2 (1d4), THAC0 19).
- **Guard dog** (friendly, mangy, collar reads "Hurly").

B: Ground Floor Fronts

Businesses operated as obvious fronts for guild annex

B1: Cheapshot Alley

Passage (serves as privvy for tavern, Bridge & Guardhouse [C3] overhead). Stairs (slippery). Crows (peering down).

- **Stick 'em up!** (2-in-6 being robbed by 2d3 thieves)

B2: The Sprung Footpad Tavern

Bar (standing only, serves swill, bartender confused if anyone orders). Tables (lone candles, cloaked figures, hooded glares).

- **Talk the talk:** Any who cannot speak chaotic alignment language find knife (or knives) in back in 1 turn.
- **Thieves** (guzzling protein powder shakes, planning robberies likely not going to see through).

B3: Kitchen

Stove (cauldron of simmering viscous pink puree). Aromatic odor (from cauldron, dash of garlic, hint of parsley, punch-in-the-face of black pepper). Shelves and cabinets (12 jars filled with pink Esoteric Protein Powder, each enough for 4 shakes).

B4: Nightly Staging/Planning Area

New recruits (2d3 young fit thieves, confused, impatient).

Podium (scroll dated weeks earlier listing targets including PCs' dwellingplace).

B5: One Man's Gutter Pawn Shop

Understocked (cobwebs, too many lutes). Back hallway (dim, crisscrossing triplines, rigged crossbows). Behind counter (nibbled upon cheese wheels, lockbox containing 4d20 gold).

- **Storeroom** (filled with ceramic dwarf knick-knacks).

B6: "The Back Room" (locked)

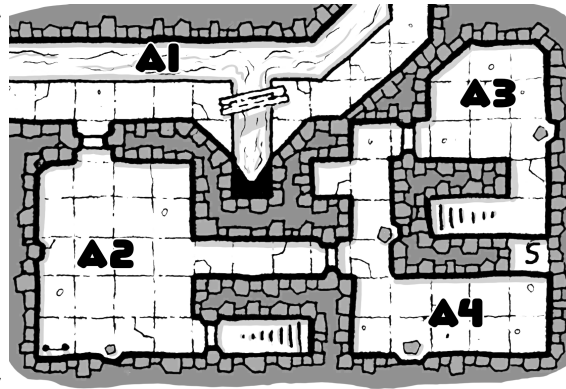
Clandestine meetingplace (single candle, ominously dark corners). Stuff too dangerous to sell (stashed on shelves):

- **Barbarian beard on string** (+2 vs. Death, scraggly, red, belongs to Mulkar the Unshorn, lives nearby, not happy).
- **Orb of Seeing One's Own Fate** (swirly purple-black, peer into it to see ... raised, gleaming dagger and—TURN AROUND, QUICK!)
- **Skull** (forehead engraved WARNING: DO NOT ANIMATE)

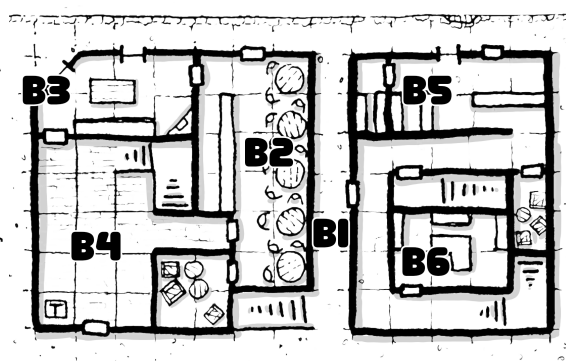
THIEVES GUILD ANNEX 109

Second-rate hideout found down backalleys

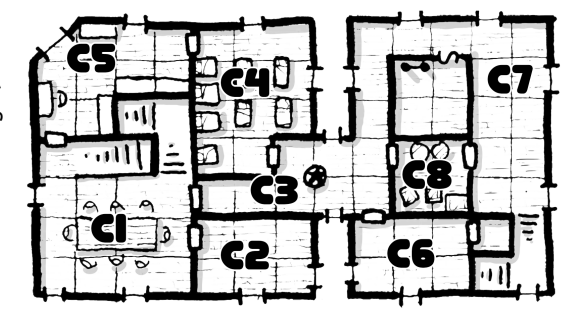
A: Sewer Access & Cellars
Foul smell (sewage). Marked tunnel (Thieves cant or Int check to follow).



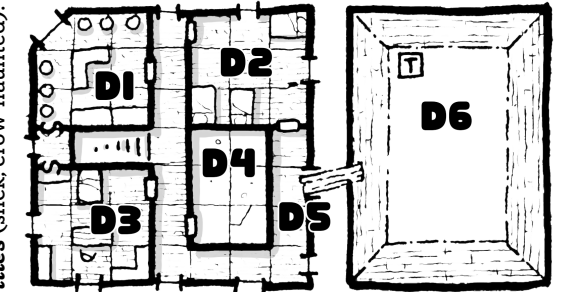
B: Ground Floor Fronts
Slumping buildings (down maze of backalleys, lost on 2-in-6).



C: 2nd Floor
Wood floors (creaky, break on 1-in-6, consider weight)



D: 3rd Floor & Roof
Creaky floors. (as C). Roof tiles (slick, crow-haunted).



Requires Old-School Essentials Core Rules.

C: 2nd Floor

Plenty of windows for proper thief entry and exit

C1: Meeting Hall

Table (etched with names of thieves and how to unlock chest in Trophy Room [D1]). Wall paintings (12, depict former master thieves of Annex 109, all men).

- **Secret panel** (behind painting of Moragrim the Off-Caught, contains skull-headed key and 2d3 gems).

C2: Storeroom (locked)

Paintings (8, female master thieves, scandalous discovery, possible blackmail against very misogynistic Guild).

C3: Bridge & Guardhouse

Bridge (covered, overlooks Cheapshot Alley [B1]). Statue (marble, classy female nude, covered with sackcloth).

- **Thieves on guard duty** (1d3, crossbows, 4-in-6 chance drunk, shoot anyone in alley for kicks).

C4: Bunkhouse

Beds (unmade, moldy). Window (left open). Bowl (old milk).

- **Caches** (under mattresses, vials of poison, spare daggers, map of noble's manor with guard schedule).

C5: Guild Annex Office

Desk (Annex ledger indicates thieves are way below quota). Scrolls (guild contacts/enemies listed, PCs included).

C6: Another Storeroom (locked)

Shelves (cobwebs, sad state of affairs). Closet (dead cat).

C7: Suspiciously Empty Hallway

Empty (no really). Rotten flooring (2-in-6 collapses per 10'). Secret door (to roof access, painting of cat hides switch).

C8: Guild Annex Vault (locked)

Chests (Treasure Type C, several IOUs).

D: 3rd Floor & Roof

Floor mostly abandoned & roof murderous with crows

D1: Trophy Room

- **"Jade" vases** (4, of rare and exotic origin: all forgeries)
- **Head of Liro the Irascible** (wizard, undead, answers single question on arcane matters a day: 1-in-6 chance casts curse instead, berates possessor).
- **Secret door** (twist handle on false vase).

D2: Haunted Bunkroom (locked)

Beds (moth-eaten linens, layer of dust). Chests (Treasure Type F). Dessicated corpse (of thief, lying across chest).

- **Spectre of One-lock Leeroy** (ghastly, wears skull-shaped lock around neck).

D3: Master Thief's Room (locked, broken)

Vacant (resigned 6 months ago). Desk (resignation/suicide letter). Secret door (fake bookshelf, only book is switch)

D4: Marble-floored Chamber (locked)

Blood stains/pentagram (work of previous tenants, in for really bad time if one utters the name Bezgaxy here).

D5: Secret Hallway & Roof Access

Broken windows (drafty, crows on sills). Planks (wobbly).

D6: Roof

Slick tiles (Dex checks). Bird poop (splattered all over).

- **Mass murder of crows** (jerks, fights as 4HD insect swarm with appropriate modifications).