

THE WORLD OF FARLAND

INTO THE THIEVES' GUILD

An Adventure for Four
8th-Level Player Characters

CREDITS

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PREPARATION

You (the DM) need the D&D core rulebooks, including the Player's Handbook, the Dungeon Master's Guide and the Monster Manual to run this adventure. This scenario utilizes the D&D v3.5 rules, but it can easily be used with the 3.0 rules as well. To get started, print out the adventure. Read through the scenario at least once to familiarize

yourself with the situation, threats, and major NPCs. Text that appears in italics is player information that you can read aloud or paraphrase for the players at the proper times. Note that the World of Farland is on the silver standard. When treasure is given in silver pieces, use gold pieces for other D&D worlds.

ADVENTURE BACKGROUND

Corfin has been the lieutenant of the Thieves' Guild for nearly 15 years and he is sick of it. He wishes to be the head of the guild. But for some reason, all of his men are deathly afraid of the current head, one Lalsthor Longcloak. He has had no success paying anyone to assassinate Longcloak; indeed Corfin himself feels an irrational fear when he is in the mysterious presence of his leader. Therefore he has had to suffer as second in command.

ADVENTURE SYNOPSIS

When the heroes arrive on the scene, Corfin sees his chance to manipulate them into helping him accomplish his goal. What the thief doesn't know is that Longcloak is actually a powerful specter. The heroes face more than they bargained for! Corfin figures that if the heroes die in the attempt, he will have removed a possible threat to himself and will work on removing Longcloak another way.

ADVENTURE HOOKS

One of the heroes gets a valuable item stolen (one that he undoubtedly wants back). In place of the item is a handkerchief with an embroidered "L" on it. A Gather Information check (in the lower class areas) with a DC 10 reveals

that the "L" is the symbol of Longcloak, the mysterious and terrible head of the Thieves' Guild, a powerful organization in the city. The heroes will then have to find the location of the guild. This isn't easy. A Gather Information check with a DC 20 will reveal it; otherwise the heroes will have to painfully and dangerously role-play finding the information. No thief is willing to reveal the location, and the heroes will have to go to great lengths to find it. If they haven't found it after one week, Corfin will send a plant to try to pick the heroes' pockets. The plant has instructions to reveal the location of the guild (it is a dilapidated two-story located nine-tenths of the way up to Arch St. on the left).

ENCOUNTERS

One day after the heroes have made inquiries into the location of the Thieves' Guild, they will be attacked at night by the 10 2nd level Rogues. The rogues attack with clubs and blackjacks and stop just short of killing the heroes. They will surround the party and their leader, one Harold Ack-Herbert will intone, "You been stickin' yer noses where they don't belongs. Well, this oughtta remove 'em." (Use stats for the 2nd level rogues on DMG p. 55). If more than three fall, the rogues will flee. If any are captured, all they know is that their "higher ups" ordered them to turn the heroes off the trail.

THIEVES GUILD ENCOUNTER KEY

(These rooms are keyed to the maps in the appendix. Rooms are lit by a lantern that hangs on a wall unless otherwise noted. Any combat in the guild house gives residents of adjacent areas a listen check according to the rules description to hear

and investigate. Ceilings in the guild house are 10 feet high. Picking locks within the guild and within the sewers requires a DC 20 check unless otherwise noted. For stat of standard monsters, see the Monster Manual.)

1. *You stand in front of the large dilapidated building. Although this building seems like the right place, it looks abandoned, with no lights or signs of movement. The windows are boarded up. One lone door faces the street. This is indeed the place. The only way to get in is to give the password "codfish." Otherwise the heroes will have to right their way in, in which case they will face 4 4th level fighters. 2 1st level thieves will also notice the battle on a listen check DC 10, open the windows and pour a pot of boiling oil down on the heads of those below (2d6 damage, reflex save for none). Then they will shoot arrows down with a +1 to hit anyone in the street. Inside the room is a barren foyer with two benches beside the door. Anyone in areas 3&4 will also hear the battle on a listen check DC 15 and come to investigate. There is a permanent dispel magic cast by a 15 level caster in area 1, an ancient gift from the Lord of Lust.*
2. *This large room contains several couches and overstuffed chairs. On one couch is a shabbily dressed human with a short sword at his waist. This is Victor Ack-Andrew, a 3rd level thief. He is in league with Corfin and will not attack the heroes. He will even offer them advice if they make a successful diplomacy or intimidate check or if they pay him. The more important the knowledge, the higher his rate.*

He will do all he can to avoid accompanying the heroes.

3. *This appears to be some sort of a game room. Three figures are bending over a table. You hear the rattle of dice.* This large room has four small tables randomly placed throughout. On each table are cards or dice. The figures are one half-orc barbarian (level 3) and two 2nd level rogues.
4. *This room looks like some sort of a gymnasium or practice area. Wooden dummies, padded weapons, and exercise equipment are strewn about the floor.* The room is empty at the moment. Padded weapons deal subdual damage. If the padding on a weapon is removed, treat it as a club.
5. *You seem to have entered an interesting area. Four scantily clad women, obviously of ill repute, doze on cushioned couches in this room. Bowls of incense and lavender perfume the air.* The women wake up when the heroes enter the room. Their reaction to the heroes depends on the heroes' behavior. They are not particularly loyal to the guild although they wish it no harm, as it is their main source of livelihood. One of the women is a doppelganger, however. It is one of a family of 6 doppelgangers that Longcloak hired to be secret guards and spies within the guild. The creature will try to use its disguise ability to convince the heroes that it is merely a harlot. Meanwhile it will be probing their thoughts. It will seek the first opportunity to find its leader in

area I3.

6. *A large table dominates this room. It is scarred and marked with years of use. Several figures sit around the table but rise at your approach.* The figures are 4 2nd level rogues. They will demand the password, then attack or flee.
7. *This large area is apparently a common space. Resembling an Inn, the room has benches, tables and a bar against the West wall. It looks well used.* Who is in here depends on what time of day it is. 4 am – 3 pm: the room is empty. 3 pm – 7 pm: 2 1st level rogues, 2 1st level fighters. 7 pm – 4 am: 5 2nd level fighters (one is a doppelganger who will follow the same strategy as the one in 5), 6 2nd level rogues (one is female), 1 3rd level rogue (a halfling named Bolga Hornbottom) and 4 non-combatant women. If a fight ensues, the residents of area II will join in with missile weapons from above (+1 to hit opponents not engaged in melee, -3 to hit opponents engaged in melee if they do not wish to hit comrades).
8. *This is the kitchen. Three female half-orc cooks look at you without a hint of surprise. They stare at you, seemingly unflappable.* Two cooks are 2nd level Commoners who will attempt to avoid a fight. One is a doppelganger. He will follow the same strategy as the one in area 5.
9. The door to this room is locked. If they manage to open it, read this: *This room appears to be a store room. Boxes litter the floor, and foodstuffs line the walls. A large keg*

sits in the middle of the room. Several smaller kegs rest against the west wall. All common foodstuffs and beverages can be found in this storage room. This is also the secret passage room to the sewer complex. A spot check DC 15 will allow the characters to notice that there is a dust-free path that seems to go from both doors straight to the keg in the middle of the room. A search check DC 20 will reveal that the keg is actually a secret trap door. Characters will actually descend down the ladder that is inside the hollow keg. The keg is attached to the floor. It is trapped, however. Another search check DC 21 will reveal the traps:

- A) A bell trap. If the bell is not disabled by raising the lid and grabbing it, it will ring loudly when the lid is raised, alerting three residents of area I in the sewers. Otherwise the heroes could surprise those guardians.
 B) Scything blade trap. CR 3, +9 melee (3d16/X3 crit.), Disable device DC 20.

10. *Three gigantic canine shapes leap at you silently when you open this door, horrible jaws slavering for your blood. This room is guarded by 2 mastiffs that roam free.*

CREATURES (EL 3)

Guard Dogs (2): HD 2d10+4 (16 hp each); initiative +2 (Dex); speed 10 feet; AC: 16 (+2 Dex, +4 nat); Attacks: Bite +4 (1d8 +3); Face 5 by 5; reach 5; SQ: scent, trip attack; Saves: Fort +5, Ref +5, Will +1; Listen +5, Spot +5, Swim +5, Wilderness Lore +1; CR 3.

In this room is a water bowl and dog food.

11. *This large open area overlooks the common room. Several figures patrol this area. 5 3rd level rogues with short bows.*
12. *This appears to be an arsenal of some sort. Weapons line the walls or are stacked in open boxes on the floor. 10 rapiers, 10 longswords, 10 shortbows, 20 daggers, 10 light maces, 10 shortswords, 2 suits of leather armor.*
13. *A large human dressed in chainmail sits in a chair in front of a door in what is obviously a bedroom. "Can I help you?" he asks. (If other doppelgangers are present, read the section below.) **Doppelganger leader** -- If alone, he will attempt to parlay with the heroes, even telling them what is in area I4, telling them where the key is, and refusing to fight. He will then follow the heroes at a distance, attempt to read their minds, change into a form that they are familiar and comfortable with, dupe them, separate them, and slay them one at a time.*

If other doppelgangers are present read this: *A group of human females stand in this relatively bare room.*

"Please help us get out of this horrible place. They kidnapped us and are keeping us as concubines for Corfin," the women plead. The doppelgangers will attempt to dupe the heroes and read their minds. Then they will attempt to take a familiar shape and ambush the heroes at the first opportunity.

14. This door is trapped.

TRAP (EL 4)

Electrified Door: CR 4 (3d10)
reflex save DC 14 for half, search
DC 25, rogue disarm at DC 25.

This room appears to be the guild treasury. 3 boxes are in this room.
Box 1: 150 GPs, 300 SP, 900 CPs.
Box 2: trapped with a needle trap
CR 2, +8 ranged (1 plus
greenblood oil poison), Search DC
22, Disable DC 20. Poison type
injury DC 13, 1 CON + 1d4 hp
initial, 1d2 con secondary. In this
box is a potion of Cure Crit.,
horseshoes of speed, +1 dagger.
Box 3: 1000 CP, 250 SP, 10 GP.

15. *This room appears to be a large common sleeping area. Cots and bedrolls line the walls and floors.*
1d10 2nd level rogues will be found here at all times.

16. *This large area is a sleeping room.*
Cots and bedrolls line the floor. 1d10
2nd level fighters will be found here at all times.

17. *This hallway is strangely tiled. The tiles are white and black and the colors alternate. The tile pattern is irrelevant. In this hallway lurks an invisible doppelganger. It will read the minds of the heroes if possible, and then take the shape of someone they are familiar with, attempt to appear when they aren't looking, interact with them, dupe them and ambush them if it judges it possible. Otherwise it will flee to area 13.*

SEWERS BELOW THIEVES' GUILD

(Hallways between rooms are sealed off from regular sewer and have no water in them. Any combat in a room allows residents of adjacent rooms to make a listen check DC 18 according to the skill description to come to investigate). The ceilings in the sewers are 7 feet high.

1. *This room is a guard chamber.*
Written on the wall in common and blackspeech are the warnings: "If you are not bidden, turn back now." In this room is one 6th level priest of Bel (see 55) and three 2nd level rogues.

2. *This room is bare. A Spiked pit trap blocks both doorways out.*

TRAP (EL 2):

Spiked Pit (20 feet deep): CR 2
automatic 2d6) 1d4 spikes + 10
melee for an additional (1d6
damage per spike), Reflex save DC
20 avoids, Search DC 20, Disable
device DC 20.

3. *This room is bare. A spear trap guards each door.*

TRAP (EL 3)

Spear Trap: CD 3, +12, +7 ranged
(1d8 x3 crit), fires two spears,
Search DC 20, Disable DC 20.

4. *An ominous squishing sound greets your reluctant ears as you walk through the doorway into this room. Two Ochre Jellies dwell here. See stats in monster manual. EL 7.*
5. The doors to this room are locked. If the companions manage to open

the door: *Inside this room is a disturbing sight. It is piled knee high with anonymous bones. This is the room where the guild dumps the remains of those victims they never want anyone to find. If the heroes enter this room, they hear a voice in their heads saying "Avenge our deaths... avenge us or join us... death is cold... unburied and unballowed... hell yawns for us... avenge our deaths."* The heroes must make a will save DC 15 or suffer a -1 – morale penalty to hit for the next hour.

6. The door to this room is locked. Door is trapped:

TRAP (EL 2)

8th level Magic Missile: CR 2; Auto hit (4d4 + 4); Ref save DC 25 to avoid. Search DC 20 Disarm DC 25.

If opened, read: *This area appears to be out of place down in the dank sewer. A velvety bed dominates the room. A table and chest also adorn the bedroom. An ominous feeling as of dark magic permeates the air. This is the bedroom of Lalsthor's wizard Zacharia Ack-Thelan. In the chest is 150 SP, 10 GP, a spell book (trapped with explosive runes), and a cursed ring of Weakness (-2 STR).*

7. *Beakers and flasks clutter every available bit of space in this laboratory. Unmoving animals stand in horrendous positions and specimen jars that contain you know not what sit on the stone table in the center of the room. Read if Zacharia is unaware of the heroes: An older man stands*

on the other side of the stone table. He eyes you coldly, surprised at your presence. This is the guild wizard. He is an 8th level wizard (see DMG 55). If he is aware of the heroes, he is invisible in the room. He also has a Rat named Barnabus as a familiar, which gives him +2 to his Fortitude saves. His magic items include a wand of burning hands (40 charges), bracers or armor +1, potion of cure serious, wand of ray of enfeeblement (7 charges). See appendix for his spells.

8. *Four over-sized hairy goblins block your path when you enter this small dank room. 'Here, now. No one sees Mr. Zacharia without da password. You gots da password?' one asks menacingly. The password is "wizard." (Four Bugbears; see the Monster Manual)*
9. *This excessively large room seems like some sort of a dark temple. It doesn't seem evil per se, but rather chaotic. Benches and pews are arranged in haphazard order throughout the area, creating something of a maze. A large wavy dagger etched in gold takes up most of the east wall. From the other side of the room you think you see several figures lurking in the shadows. This is the temple to Bel, the Lord Thief. Present at the moment are High Cleric Wilhelm Ack-Wilhelm, a 7th level priest, two 2nd level clerics, and 3 1st level thieves (see DMG 55 for stats).*
10. *The door to this cell-like room is locked and marked with a red X. If opened, read: Inside is an ancient*

corpse, decayed nearly to the bone. A stench worse than death assails your nose, causing you to retch involuntarily. The figure is a ghast, playing dead until the heroes' guard is down.

11. The door to this cell is locked. If opened, read: *Inside this dark cell you see one emaciated figure. Here you should throw in an NPC that the characters know but haven't seen for some time and could profitably save. The NPC could have information that leads the heroes towards a future adventure. Otherwise make the cell empty.*
12. *This room seems to be some sort of prison area. Manacles, chains, and instruments of torture are strewn about. Check for a random encounter from the appendix in this area.*
13. *This room seems blank except for some writing on the south wall. The writing says, "You can feel it but not touch it, see it but not look at it, it is small but you could never lift it. What is it?" The answer is "The sun." If the answer is spoken within three tries, the door to area I2 will open. If the answer isn't spoken the floor becomes electrified: CR 4, (3d10), reflex save DC 14 for half damage, search DC 25, disable DC 25.*
14. *This damp rooms seems empty. To the north is a small open passageway. To the south is a set of large double doors. This room is a trap. If anyone goes to any of the four doors without saying "long live the guild" or pressing a block on the*

East well (Search DC 25), the double doors to area 20 snap open, releasing the occupant of 20, a large Gray Render.

15. *This large room has tables, benches, boxes, and kegs stacked throughout in a chaotic fashion. Search DC 15 reveals a silver broach worth 100 GP.*
16. *This small cell is empty. It is in fact empty.*
17. *This small cell contains a stack of ancient boxes. In the boxes are bunches of rotten materials, a +1 shortsword called "Lightbringer" that casts continual flame on command, and an ancient book called The Discovery of the Little People (it's about halflings).*
18. *This ominous hallway has three doors on the left (east) and two doors on the right (west). A passageway goes both south and north. Check for wandering monsters from the appendix in this area.*
19. *A deep pit yawns in the center of this room. Its lid mechanism is halfway open. It appears to have malfunctioned long ago. A disgusting stench wafts up from the hole. The guild once used this pit as a refuse disposal place. If the heroes descend into it they will find 2-40 GPs at the bottom. They will also have a 50 % chance to discover one ghast who wanders in and out from a tiny access tunnel that it dug. The tunnel leads to a ghast and ghoulish warren under the sewers of the city (another adventure entirely).*

20. *When the double doors swing open you gasp as a massive gray creature rushes at you. It is nine feet tall and four feet across, with a stooped posture, hairless body and many large black teeth. It is a gray render (see the Monster Manual for stats) that the guild long ago bought and took down here. They feed it and keep it as a guardian into Longcloak's area. It will not attack Zacharia, who feeds it.*
21. *This room appears to be a meeting area. There are chairs strewn about in disarray. At the back of the room is a large throne-like chair. The chair is covered in a thick layer of dust as if no one has sat in it in many, many, years. This is the area where the high ranking members meet. The dust on the chair is a clue to Longcloak's incorporeality.*
22. *This area exhibits the remains of an ancient trough against the south wall. The trough seems to contain some strange shiny liquid. The liquid is a gray ooze (see monster Manual for stats).*
23. *This large room APPEARS empty. (In fact it is empty but roll to keep your players on edge, perhaps jot something down.)*
24. *The Northern half of this room is coated in thick webs. There is one monstrous huge spider (see the Monster Manual) in this area. It will leave the heroes alone if they don't investigate the webs. There are several gems on the floor under the webbing, which will be noticed with a spot check DC 15. Each gem is worth 100 SP (4*

total).

25. *This room is obviously a bedroom of some sort. You hear a faint snoring from the back of the room. This is the bedroom of the acolytes. There is one first level cleric sleeping here (see DMG 55).*
26. *The door to this room is locked. If opened, read: This appears to be the bedroom of some higher level leader or important person, judging by the furnishings. It is probably the bedroom of the High Priest, because there is a shrine to the god Bel in the center of the room. There is a bed and a chest in the room. The chest is locked. It contains one potion of Bull's Strength, 1 scroll of curse, and 100 sp.*
27. *There are four locked chests in this room. This room contains the real treasure of the guild. All chests are trapped with needle traps.*

TRAPS (EL 2)

CR 2, +8 ranged (1 plus Fort save DC 15 for 2d6 dam, then if failed, Fort save DC 12 or die). Search DC 22, disable DC 20.

Chest 1: 100 GP, 1 potion ghoul touch.

Chest 2: 300 SP, 300 cp.

Chest 3: Ring of the Ram, Scroll with 34 wizard spells, 100 sp.

Chest 4: +2 longsword of defending, boots of Elvenkind, 100 GP.

28. *When you approach this room you get a feeling of doom and a chill runs down your back. Upon entering, however, you notice that the shadowy room is apparently empty. This is*

the lair of Lalsthor Longcloak. He is here all right, just attempting to hide in the shadows. He will attack the heroes if they approach the treasure room or the wall blocking area 30. First, however, he will send his thrall, and Specter of Willie the Sly (see description of Longcloak in appendix) to attack and distract the heroes.

29. *This comfortable room seems to be a foyer or living area of some sort. There are several couches and chairs, as well as several books in the room.*

This is Corfin's room. He is of course not present. The books are simply fiction books of no consequence. If the heroes search DC 20 they will find a note that Corfin wrote to himself and discarded and forgot. It incriminates him in the theft of the item and even hints at the plot to blame Longcloak.

30. *The passage to this room is bricked shut. If opened, read: In this old room you see an ancient corpse. The corpse seems to be clutching its stomach. It is clad in a long dark cloak. Search DC 25 will reveal several poison needles in the corpse. This is the body of Longcloak. He was sent down here to stumble across this trap by Willie the Sly, who felt threatened by him. Lalsthor will not or cannot leave the sewer where his body is.*

31. *This is obviously the bedroom of some higher level person in the guild, judging by the furnishings. There is a bed and a chest in the room. This is the bedroom of Corfin. He left*

the door unlocked as well as the chest. In the chest are 4 potions of Cure Serious Wounds. He left these for the heroes to find. Other than that Corfin has vacated the scene.

APPENDIX I

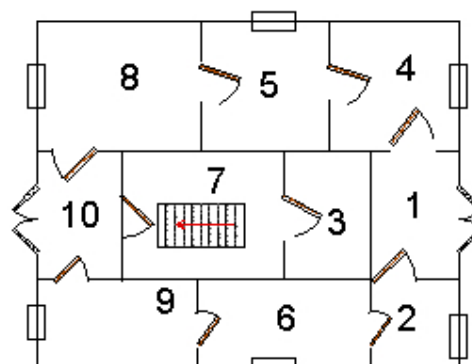
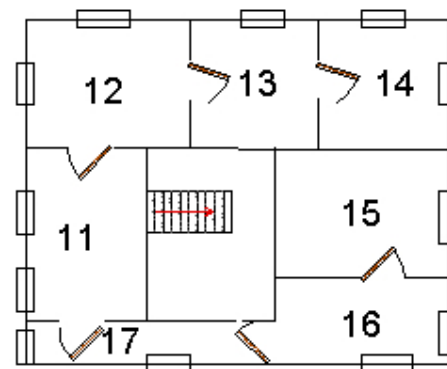
Random encounters in the sewer. Those encounters marked with an * indicate a unique being which, if encountered and dispatched, will not appear in the area where they lair. See the Monster Manual for stats.

1. 1d2 clerics of Bel (2nd level)
2. 1d2 rogues (2nd level)
3. 1-4 bugbears *
4. Zacharia the wizard and 1-4 bugbears *
5. Wilhelm the High Priest of Bel and 1d4 clerics level 2. *
6. Willie the Sly, Specter *
7. 1 ghast
8. Roll percentile dice (10-90 use #2, 91-100 Corfin himself has miscalculated and stumbled on the scene).

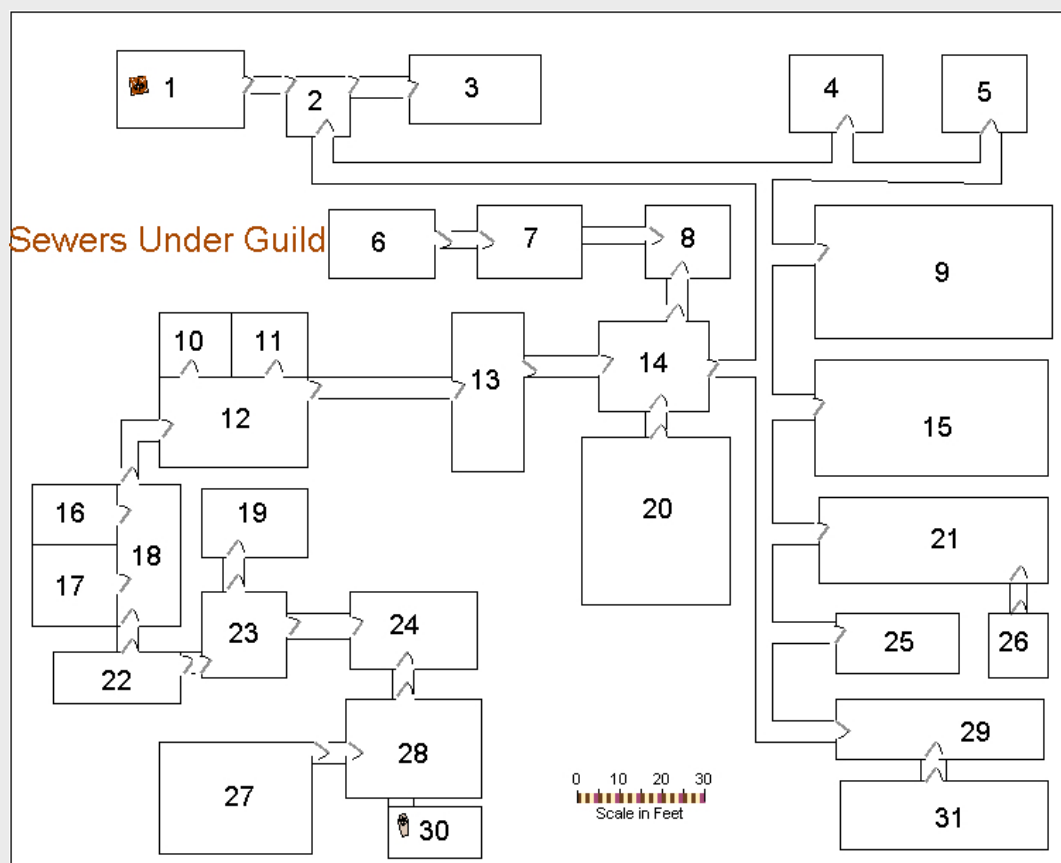
APPENDIX 2

MAPS

Thieves' Guild



0 10 20 30
Scale in Feet



APPENDIX 3

GUILD LEADER LALSTHOR LONGCLOAK

Medium-size improved undead spectre (Incorporeal): CR 10; ECL 15; Size M; HD 15d12; hp 92; Init +9; Spd 40 ft, fly 80 ft. (perfect); AC 17, touch 17, FF 12; BAB +7/+2; Grapple +4; Atk: +10/+5 melee (1d8 plus energy drain, Incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +5, Ref +10, Will +11; Str 0, Dex 20, Con 0, Int 14, Wis 14, Cha 15.

Skills and Feats: Bluff +10, Disable Device +8, Gather Information +5, Hide +21, Intimidate +14, Knowledge (Religion) +12, Listen +15, Move Silently +19, Open Lock +10.5, Search +12, Sense Motive +4, Spot +14; Alertness, Blind-Fight, Dodge, Improved Initiative, Nimble Fingers, Stealthy.

Special Abilities: Darkvision, Energy Drain, Undead Traits.

Personal items (on his corpse):
3 diamonds (125 GP value each)
oil of impact
Brooch of shielding

Lalsthor, called Longcloak, is the leader of the very powerful thieves' guild in Dragonspur City. Originally from Kale, he is actually a powerful spectre, but very few people know this fact because he wears a long black cloak that disguises his rotten and semi-transparent visage. Lalsthor came into power after he found his way into the thieves' guild headquarters from the sewers and insidiously slew the then-leader, William the Sly, making him a half-strength spectre. Since then, Lalsthor has slowly consolidated his power. Lalsthor was a very powerful 11th level thief in life,

second to William. He became too power hungry, however, and William lured him into a death trap in the sewers. This did not keep him down, however.

Longcloak is a very scheming and insidious being, who will do all he can to hide his true nature, because his men would desert him if they knew.

APPENDIX 4: OGL

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