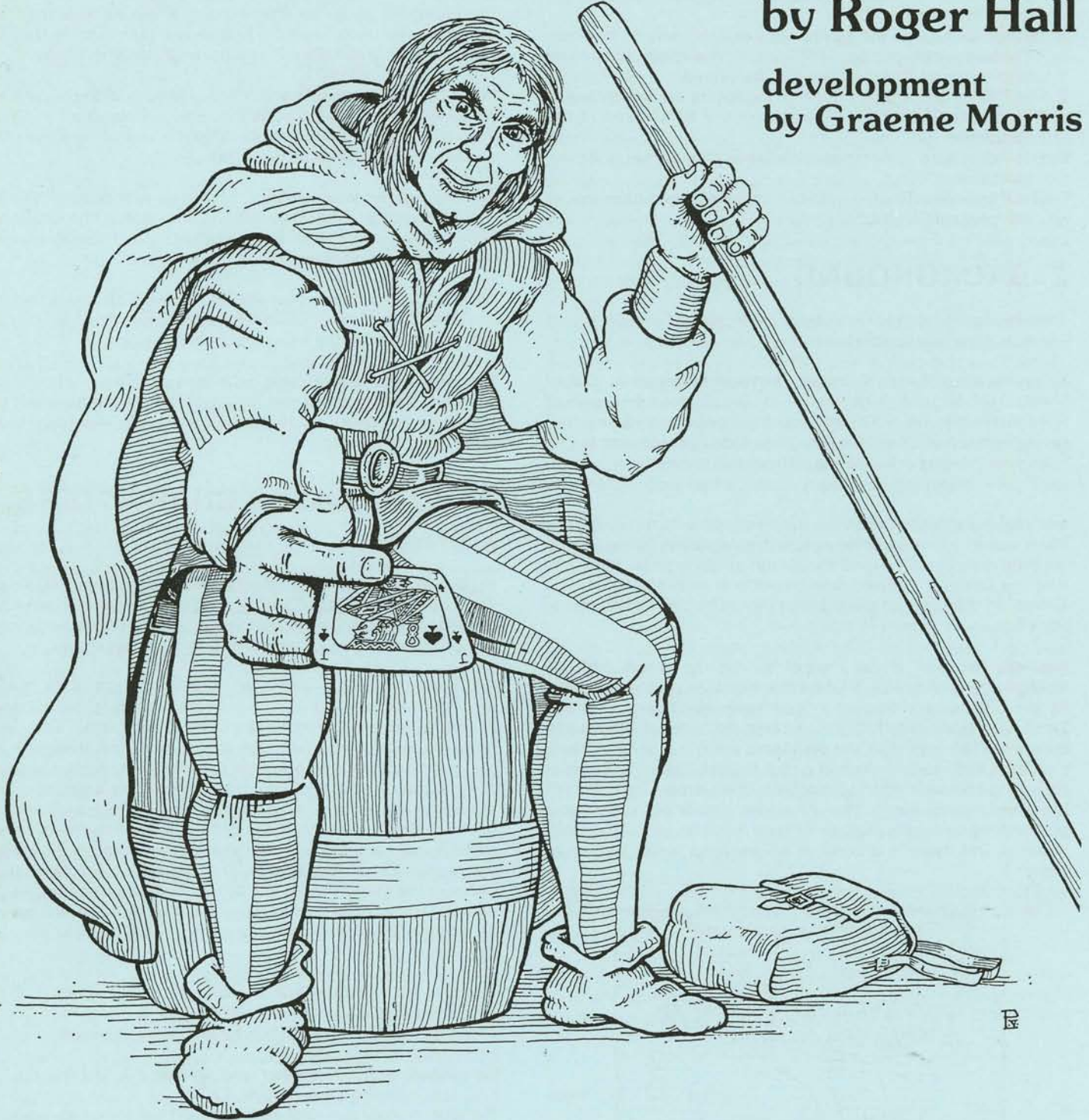


JACK OF ALL TRADES

by Roger Hall

development
by Graeme Morris



An adventure for 5-8 relatively inexperienced D&D®, AD&D™ or DRAGONQUEST™ characters.

1. INTRODUCTION

This adventure has been designed for use with the D&D, AD&D or DRAGONQUEST role-playing systems. It is intended that the characters who take part in it should not be absolute beginners but should have been on a few successful expeditions. Obviously, the fewer adventurers there are, the more experienced they should be and vice versa. The players, as distinct from the characters, should preferably be quite experienced although the adventure is possible for near novices.

The bulk of the adventure description consists of information which is applicable to all of the game systems. Information

which is specific to one or more system is presented in one of two ways:

(i) Details of the abilities of the non-player characters (NPCs) are given separately for each game in Part 4 — 'Non-Player Characters'.

(ii) Information occurring within the main text is bracketed and prefaced with **Basic**, **Advanced** or **DQ** as appropriate, eg '...they will find a small brooch (**Basic/Advanced** — value 50gp; **DQ** — value 150sp.)'

IF YOU INTEND TO PLAY IN THIS ADVENTURE, STOP READING HERE. ANY KNOWLEDGE OF THIS MINI-MODULE WILL RUIN YOUR ENJOYMENT AND THAT OF THE OTHER PLAYERS.

JACK OF ALL TRADES

The mini-module is divided into 5 sections:

1. Introduction (this section).
2. Background — for the games master (GM) only — in which The Knave (the principal NPC) is introduced and the events leading up to the adventure are described.
3. The Plot — The Knave's plan for exploiting the adventurers.
4. Non-Player Characters — details of the NPCs used in the adventure.
5. The Adventure — descriptions of the main events and their locations.
6. The Knave as a Thief-Acrobat — using this module to try out the new split character class.

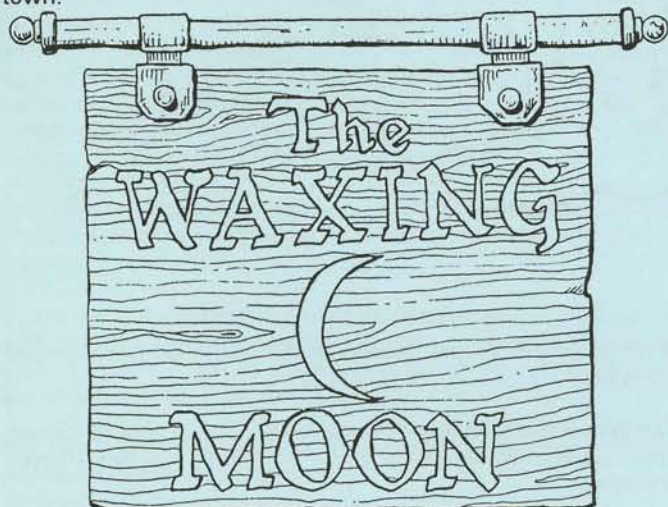
2. BACKGROUND

This adventure centres on a character known as The Knave; an unscrupulous villain who lives by murder and theft.

Using the alias of Jack Summers, he recently set up an outlaw band to raid cargoes going to and from the small trading town of Roseberry (see map I). The outlaws have been using a deserted hulk grounded in a backwater as their hide-out (see map Ib and section 4E). Using this as a base, they have been able to prey on pack- and wagon-trains using the road to the west of the town.

Initially, the payment of bribes by the outlaws ensured that the town watch turned a blind eye, but soon some of the town's worried merchants formed a vigilante group in order to try and find the outlaws' hideout and to put a stop to the raids. The Knave, in the guise of a merchant but using the same alias of Jack Summers, joined in this group.

Recently because of the cost of bribing the watch and the strengthening of guards on the caravans, things have been bad for the outlaws and dissent in their ranks has begun to show. The Knave (known only to the outlaws as Jack Summers) has convinced his men that the vigilantes are the root of all their problems and has told them of a plan to get rid of the vigilantes. He has not told them the second part of his plan — to get rid of them and take all the goods for his own! Conditions tonight are perfect to carry out his plan, there is no moon, there is a vigilante meeting and there is a band of adventurers newly arrived in town.



3. THE PLOT

The Knave's plan is elegant and ruthless. If successful he will dupe the adventurers into disposing of both the vigilantes and the outlaws, taking losses themselves in the process, leaving Jack to finish off the survivors and to make off with the loot.

The stages of his plan are as follows:

- (i) The Knave will introduce himself to the party as Jack Summers, the merchant. He will tell them about the outlaws and will say that he has infiltrated the band.

- (ii) He will persuade the adventurers to take part in a trojan-horse-style raid on the outlaws. The characters will hide in barrels which will be taken by caravan along the west road. The outlaws will attack, steal the barrels and take them to their lair where the adventurers will emerge and attack the thieves.

- (iii) In fact, the outlaw attack will be a sham and the barrels will be taken to the vigilantes' headquarters where a meeting has been arranged. The Knave hopes that the adventurers will kill all or some of the vigilantes by mistake.

- (iv) The outlaws know of 'Jack's' plan up to this stage and will help him with it. What they do not know is that The Knave will have planted information at the vigilantes' headquarters which will lead the adventurers to the outlaws' lair.

- (v) The Knave intends that the adventurers should attack the outlaws. Then, he will finish off any survivors (from either side) and make off with the valuables of both groups.

In general, and in particular if the plan should go wrong in any way, The Knave will protect his own life first and foremost and will have no regard for the adventurers, the vigilantes or his erstwhile colleagues.

4. NON-PLAYER CHARACTERS

A. TOWNSMEN

- (i) **Bert Barleyman** — Landlord of the Waxing Moon. He knows The Knave only as Jack Summers the merchant and regards him as an honest man. The Knave rents a room permanently in the Inn and Bert is used to 'Jack' holding meetings there.

- (ii) **Town Guards** — The Town Guard consists of 24 men in three patrols of eight each. They are employed by the town council to protect the inhabitants and to keep order. They are a slovenly lot, reluctant to risk their skins and they will not accompany the adventurers on expeditions outside the town. This attitude is only partly the result of the men's personalities. Their major motivation is the regular bribe which they are paid by the outlaws. Recently the guards have been demanding, and getting, more and more money for their co-operation. The bribes are received from Phil Snatch, The Knave's outlaw lieutenant. Three of the guards know Phil by sight but not by name. All the guards receive bribe money. They know 'Jack Summers' only by name and do not associate him with the outlaws.

Town Guards (24 men in 3 patrols of 8)

Basic — AC 6 (leather and shield); NM; hp 1-4; # AT 1; D 1-6 (short swords); AL N; MV 90' (30'); ML 6
Personal treasure — each will have 2-12gp in mixed coins.

Advanced — AC 7 (leather and shield); FO; MV 9"; hp 1-8; # AT 1; D 1-6 (short swords); AL LN
Personal treasure — each will have 2-12gp in mixed coins.

DQ — Average characteristics for the guards are:

PS: 19 MD: 17 AG: 16 EN: 17
MA: 9 WP: 12 FT: 21 PB: 10
PC: 8

They are armed with broadswords (with which they are rank 1-2), wear leather armour while on duty and carry small round shields (with which they are rank 0-1). The leaders of each patrol have Military Science skill rank 0-1. In addition, all the guards will have 1 of the following: dagger 0-3, unarmed combat 0-2, Horsemanship 0-2, Stealth 0-1, Thief 0-1. They will each be carrying a personal treasure of 6-30sp.

- (iii) **Merchants** — There are many merchants based in Roseberry, profiting from the trade along the east-west road and the river. A wide range of goods are involved, including grain, wine, beer, salt and cloth.

They have known The Knave (as Jack Summers) for a few months, but the investigation of his credentials which the merchants' guild carried out before admitting him caused no alarm, and they have found no cause for mistrusting him since.

Some merchants will know Jack better than others, of course, but the general opinion of him is that he is an honest newcomer.

(iv) Vigilantes — Realising that the town guards are of little use in combatting the outlaws (but unaware that they are being bribed), some of the merchants have formed a vigilante group led by Owen Carter, an ex-soldier.

Following Jack's acceptance by the merchants' guild, he joined this group and has since been strengthening his position within it. The other members of this group know little about Jack beyond his vigilante activities. He has been careful not to draw attention to himself by, for example, revealing any inside knowledge of the outlaws. To date, the vigilantes have had as much impact on the outlaws as the local knitting circle. They are not professional investigators and, of course, The Knave has kept himself and his band well ahead of the vigilantes' plans.

Despite their lack of success so far, the vigilantes are keen and committed men — at least as a group. However, they are not professional fighters and will not risk their skins unnecessarily.

Owen Carter (vigilante leader)

Basic — AC 7 (leather); F2; hp 10; # AT 1; D 1-8 (sword) or 1-4 (dagger); AL L; MV 90' (30'); ML 9.
 Personal treasure — 10cp, 20sp, 15gp and a gold locket (containing a portrait of his wife) encrusted with small gems (value 350gp).

Advanced — AC 8 (leather); F1; MV 9"; hp 13; # AT 1; D 1-8 (long sword) or 1-4 (dagger); AL NG.
 Personal treasure — 10cp, 20sp, 15gp and a gold locket (containing a portrait of his wife) encrusted with small gems (value 350gp).

DQ — Owen's attributes are:
 PS: 14 MD: 17 AG: 16 EN: 20
 MA: 10 WP: 17 FT: 22 PB: 17
 PC: 9

He is armed with a sabre (rank 3) and a dagger (rank 2) and wears leather armour under his robes. His skills are: Merchant Horsemanship 3, Navigator 1, Read & Write (common) 7, Troubador 0, Military Scientist 2. His personal treasure consists of 10cf, 20sp, 1gs and a gold locket (containing a portrait of his wife) encrusted with small gems (value 700sp).

Other Vigilantes (10 men)

Basic — AC 7 (leather, if worn) or 9; NM; hp 1-4; # AT 1; D 1-6 (sword); AL L; MV 90' (30') or 120' (40'); ML 7.
 Personal treasure — each will have 5-30gp in mixed coins plus 0-2 items of personal adornment (buckles, rings, clasps, pins etc) each worth 10-100gp.

Advanced — AC 8 (leather, if worn) or 10; F0; MV 9" or 12"; hp 1-8; # AT 1; D 1-6 (short sword); AL LG or NG.
 Personal treasure — each will have 5-30gp in mixed coins plus 0-2 items of personal adornment (buckles, rings, clasps, pins etc) each worth 10-100gp.

DQ — The average abilities of the other vigilantes are:
 PS: 15 MD: 16 AG: 15 EN: 19
 MA: 12 WP: 13 FT: 21 PB: 15
 PC: 6

They are armed with short swords (rank 0-1) and have leather armour (although only three of them habitually wear it). All of them will have rank 4-7 Merchant skill, Read & Write (common) rank 3-8 and Horsemanship rank 2-4. In addition, each will have

one of the following skills: dagger 1-2, Navigator 1-2, Healer 0-2, Mechanician 1-2, Thief 0-1. Each will have a personal treasure consisting of 10-50sp worth of mixed coins plus 0-2 items of personal adornment (buckles, rings, clasps, pins etc) each worth 20-200sp.



B. THE KNAVE (Jack Summers)

The Knave values his own life and profit above all other things. He has lived a life of murder and theft, adapting and discarding a string of aliases (usually taking the identity of one of his victims). His plan and intentions have been described previously. His attributes are:

Basic — AC 4 (leather plus dexterity bonus); T6; hp 16; # AT 1; D by weapon type; AL C; MV 90' (30'); ML see description; S11, I15 (speaks common, chaotic and hobgoblin), W9, D18 (+3 to hit with missiles, -3 AC bonus, +2 on initiative), C12, Ch15.
 Equipment — 6 concealed daggers, crossbow, quarrels, thief's tools, key to chest in the outlaws' lair, **belt of infravision** (a special magical item which gives the wearer infravision — range 90').
 Personal treasure — 20sp, 30gp, 4 gems (800gp (x2), 2000gp, 4000gp) and an exquisitely made pack of ivory playing cards (all knaves!).

Advanced — AC 4 (leather plus dexterity bonus); A6; MV 9"; hp 28; # AT 1; D by weapon type; AL LE; S11, I15 (speaks common, LE, hobgoblin, goblin and orc), W9, D18 (+3 to hit with missiles, -4 AC bonus), C12, Ch15.
 Equipment — 6 concealed daggers, crossbow, quarrels, thief's tools, key to chest in the outlaws' lair, **belt of infravision** (a special magical item which gives the wearer infravision — range 90').
 Personal treasure — 20sp, 30gp, 4 gems (800gp (x2), 2000gp, 4000gp) and an exquisitely made pack of ivory playing cards (all knaves!).

DQ — The Knave's attributes are:
 PS: 16 MD: 20 AG: 21 EN: 19
 MA: 7 WP: 8 FT: 21 PC: 13
 PB: 17

The Knave is armed with 6 daggers (used at rank 8) which he conceals about his person, a short bow and arrows (rank 5) and a garotte (rank 3). He wears leather armour and carries thief's picks and the key to the chest in the outlaws' lair. His other skills are: Assassin 3, Merchant 1, Military Scientist 3, Ranger 2, Thief 7. He has a belt which has been invested with the Spell of Nightvision (College of Black Magics — S2). The spell was invested at rank 7 and has an 86% chance of success. There are 4 charges remaining. His other personal treasure consists of 10cf, 25sp, 4 gems (1000sp (x2), 2500sp, 8000sp) and an exquisitely made pack of ivory playing cards (all knaves!).

JACK OF ALL TRADES

C. OUTLAW BAND

This group of argumentative thugs has only been held together by Jack's authority and the profit which they can derive by raiding caravans under his leadership. They have known 'Jack' only since his arrival at Roseberry and are unaware of his true name. They have no loyalty to him and would kill him without a second thought if they discovered the latter part of his plan.

Phil Snatch ('Jack's' lieutenant)

Basic — AC 7 (leather); F3; hp 13; # AT 1; D 1-8 (sword) or 1-4 (dagger); AL C; MV 90'(30'); ML 7.

Personal treasure — 21 gp, a key to the chest in the outlaws' lair and a white silk scarf embroidered with gold thread (value 50gp).

Advanced — AC 7 (studded leather); F3; MV 9"; hp 18; # AT 1; D 1-8 (sword) or 1-4 (dagger); AL NE.

Personal treasure — 21 gp, a key to the chest in the outlaws' lair and a white silk scarf embroidered with gold thread (value 50gp)

DQ — Phil's attributes are:

PS: 20 MD: 15 AG: 14 EN: 19

MA: 9 WP: 12 FT: 21 PC: 7

PB: 14

He uses a broadsword (at rank 4) and a main gauche (rank 1). He wears leather armour and has a key to the chest in the outlaws' lair. His other skills are; Horsemanship 2, Stealth 1, Thief 2. His personal treasure consists of 40sp, a key to the chest in the outlaws' lair and a white silk scarf embroidered with gold thread (value 100sp).

Outlaws (8 men)

Basic — AC 7 (leather); F1; hp 1-8; # AT 1; D 1-6 (short swords) or 1-4 (dagger); AL C; MV 90' (30"); ML 8.

Personal treasure — each will have 2-20gp in mixed coins.

Advanced — AC 8 (leather); F1; MV 9"; hp 1-10; # AT 1; D 1-6 (short sword) or 1-4 (dagger); AL NE.

Personal treasure — each will have 2-20gp in mixed coins.

DQ — the average attributes of the outlaws are:

PS: 20 MD: 15 AG: 15 EN: 17

MA: 9 WP: 10 FT: 21 PC: 6

PB: 12

The outlaws use short swords (rank 1-2) and daggers (rank 0-1) and wear leather armour. All of them will have Horsemanship skill rank 1-3, and one of the following: Assassin 0-1, Spy 0-1, Thief 0-1, Read and Write (Common) 0-2. Their personal treasure will consist of 5-50sp worth of mixed coins.

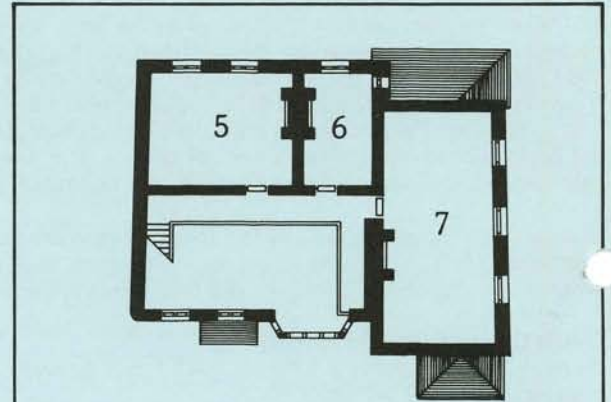
5. THE ADVENTURE

The descriptions of the various stages of the adventure include sections which may be read aloud to the players by the games master. However, this should not be considered mandatory and the GM should use other descriptions if desired.

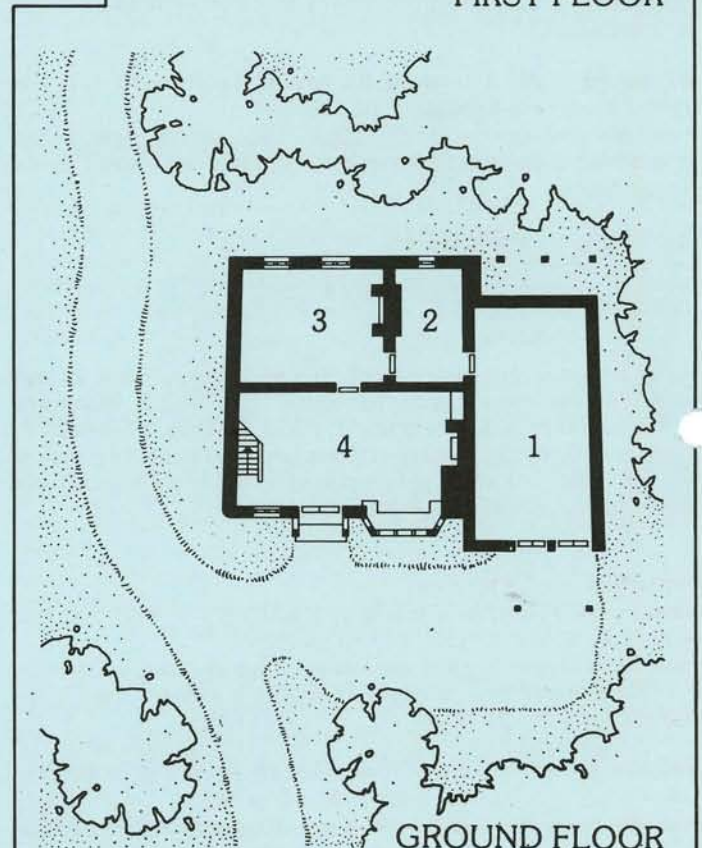
A. MEETING WITH JACK SUMMERS

Having travelled far in search of adventure you arrived barely an hour ago this evening at Roseberry. You are approached in one of the town's taverns by a man, apparently a trader, who indicates that he has some information that may well benefit you, and that if you are interested you should follow him at five minute intervals to the Waxing Moon Inn and ask the barman for Jack's room. Without awaiting your reply he leaves, looking around anxiously as he goes.

JACK OF ALL TRADES



FIRST FLOOR



GROUND FLOOR

VIGILANTE HEADQUARTERS

SCALE (ft) 0 10 20 30



DOOR

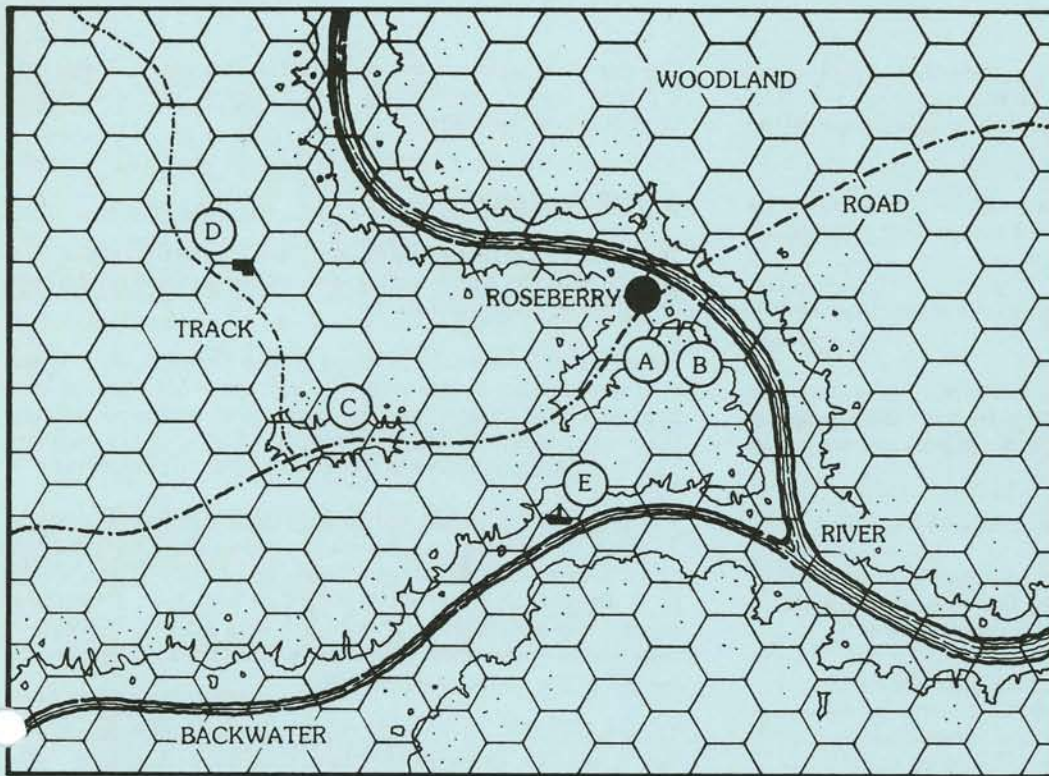


WINDOW



FOREST

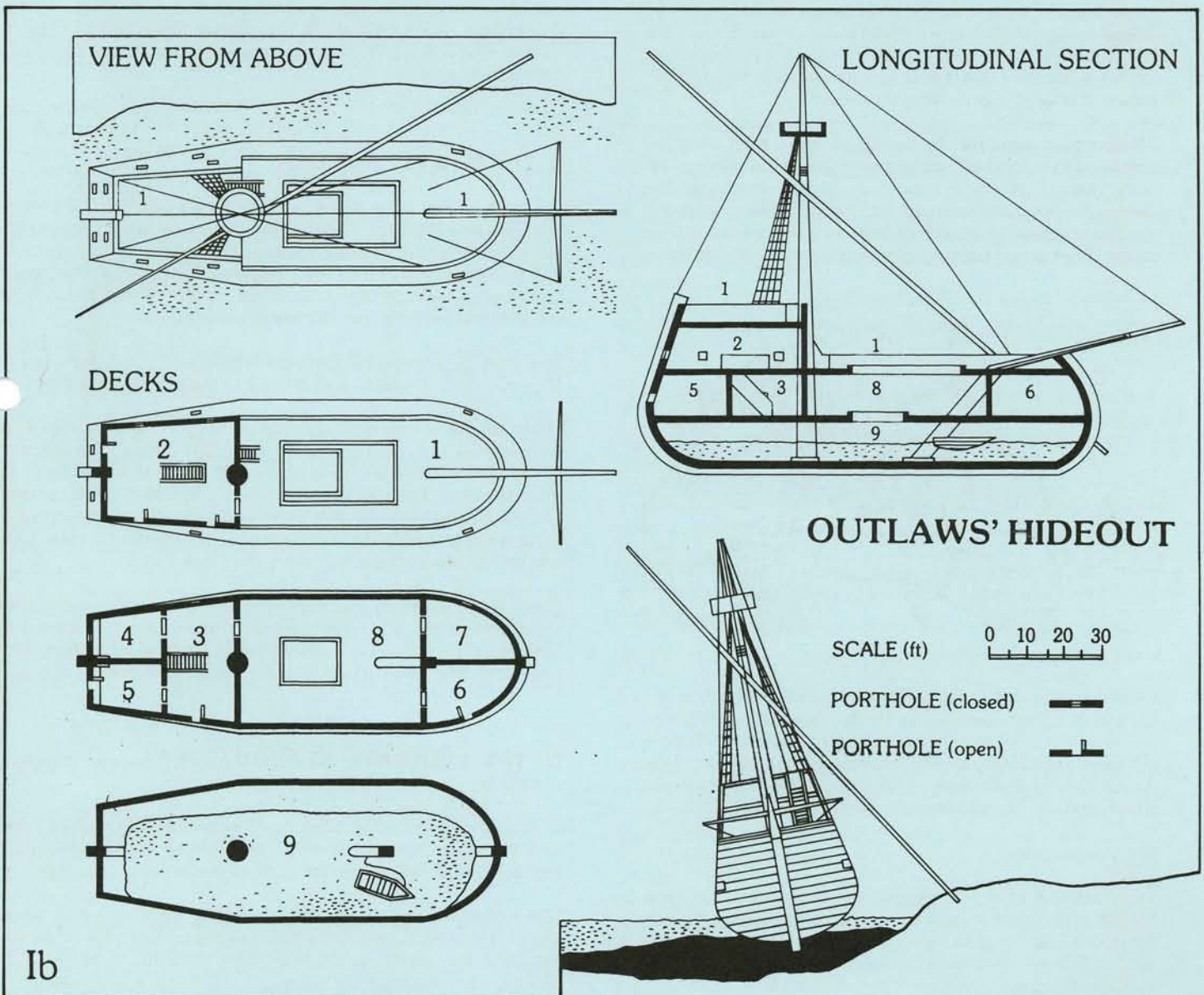
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 THE REGION
 AROUND
 ROSEBERRY
 (diagrammatic)

- (A) MEETING WITH JACK SUMMERS
- (B) THE WINERY
- (C) THE PHONEY AMBUSH
- (D) THE VIGILANTE H'QUARTERS
- (E) THE OUTLAWS' HIDEOUT

ONE HEX = HALF MILE



Ib

JACK OF ALL TRADES

The man is The Knave, alias Jack Summers. If the adventurers take up his invitation and go to the Waxing Moon Inn, Bert Barleycorn (the innkeeper) will direct them to Jack's room on the first floor.

Jack will be wearing leather armour under his robes and will be armed only with his daggers. He will be wearing his magical belt.

There is nothing in his room to give any impression that 'Jack' is other than a merchant.

The grey mare which he uses in his merchant guise is stabled at the inn and is similarly unincriminating. He has hidden his other horse (a black stallion) and the remainder of his equipment near the vigilantes' headquarters.

When you are assembled, the man addresses you.

'My name is Jack Summers, a merchant trading in grain and wine. For some time my caravans, and those of my fellow guildsmen, have been plagued by a band of outlaws.

'We have been powerless to stop them since the location of their lair is unknown and our town guard cannot be trusted. However, I have recently managed to contact these bandits, pretending that I wish to join them. To prove that I am in earnest, I have arranged for the outlaws to ambush a cargo of wine which I am transporting on behalf of Stan Brewer who owns the winery here in Roseberry. I am to lead two wagonloads of wine from the town within the hour. I will be ambushed and taken to the outlaw headquarters. It will be the first time I have had knowledge of its location. If you aid me we can wipe out the bandits and who knows, you may pick up some valuable souvenirs from the camp?

'I have rigged some of the barrels to carry men; they are weight-adjusted and will not be distinguished from the normal ones. Once inside the hideout I can let you out to take the thieves by surprise: they will be unwary while celebrating another successful raid and you will easily rid the town of their threat. Their goods will be yours and you will be acclaimed as heroes.



'I had intended that some of the local lads should hide in the barrels, but they could hardly be described as fighting men and you are obviously better suited to the task. There is sufficient risk already for my cart-drivers, but they know the dangers and have volunteered for the job. They both know the woods and will flee into them at the first hint of trouble.

'Will you help me?'

Immediately after he has finished there is a knock on the door. He gestures to you to be silent, crosses the room and opens the door a little. You can't see who's there but you hear a voice say — 'It's on, Summers'. The door is closed and Jack explains that the ambush has been confirmed.

The man who came to the door was in fact Owen Carter, the vigilante leader, confirming the meeting, and the Knave capitalised on the event.

B. THE WINERY

The winery is deserted. The building is in a quiet part of the town and the yard has a high wall. Events in the yard will not be seen or remarked on by passers-by.

Assuming the adventurers agree to The Knave's plan, he will lead them to the winery where he will introduce them to Stan Brewer, the proprietor, and the two cart-drivers who will help them into the barrels. Make sure that the player-characters take only reasonable equipment into the barrels, no polearms!

The 'proprietor' is, in fact, Phil Snatch (Jack's outlaw lieutenant). The cart-drivers are also members of the band. There are two carts, each capable of carrying 7 barrels (a layer of 3 over a layer of 4). The bottom 4 barrels on each cart have been prepared to conceal the adventurers. If there are less than 8 adventurers, Jack and the other men will take apparent care to make up the weight of the unoccupied barrels.

The adventurers are quite able to get out of the barrels unaided but it will be obvious to them that they would be at a considerable disadvantage if they attempted this in the presence of hostile creatures (**Basic/Advanced/DQ** — there would be a 50% chance of the party being surprised and they would automatically lose initiative in the first round/pulse thereafter). Jack's final words to the adventurers will be to point this out and to warn them not to emerge except in emergency or on his instructions.

C. THE PHONEY AMBUSH

Once the adventurers are installed in the barrels, the GM should describe what follows. They cannot see out (a barrel supposedly carrying wine cannot have a hole in the side) so they only hear and feel the events. After the carts have been moving for about one hour, a number of horses arrive, orders to stop the wagon are shouted and the cart-drivers apparently flee.

The 'raid' will involve 3 further members of the outlaw band. They are on horseback, and bring 2 spare horses with them.

There follows a pre-arranged conversation between Jack and the outlaws. In it, the outlaws congratulate Jack on the success of the raid and invite him to come with them to the hideout to meet the rest of the gang and to be fully initiated. Jack accepts and the outlaws tell him that some of them will ride ahead of the carts while others follow at a distance to cover their tracks. Jack and one of the outlaws will drive the carts.

There is the sound of horses leaving and the carts beginning to move once more. They travel a short distance further along the road and then turn off to the right onto a rougher track. About an hour after this, the carts stop at the vigilantes' headquarters.

D. THE VIGILANTE HEADQUARTERS (see maps 1 and 1a)

This is an abandoned wooden building beside a little-used track about 6 miles from Roseberry. The building was originally an inn, but few in Roseberry know of its existence.

The vigilantes spend periods of several days or more here, explaining their absences as business trips. They have made the inn relatively comfortable and have brought in supplies to sustain them during their stays.



This evening, the group is expecting Jack to arrive with a load of wine for the store. The real owner of the winery is a member of the vigilante group and arranged for the winery to be empty while Jack loaded his carts, unaware that his trust would be so abused.

When the carts arrive at the inn, they will be taken into the stables (room 1). The adventurers will feel the carts stop, hear the doors open, feel the carts move again and hear the doors close. Next, the outlaw driving the second cart will tell Jack to leave the carts and to go with him to see the others. The two will then leave and the adventurers will hear the side-door close. The outlaw will attempt to leave through the store-room window but The Knave will kill him quietly and bundle his body out before going into the hall. The Knave will return to the stables after about two minutes and will begin to help the characters out of the barrel. Once about half of the group are freed;

The side-door opens and a man steps in, saying 'Hurry up with that wine, Ja...'. He stares dumbstruck at you. Quickly, Jack grabs him and has a dagger at his throat in a flash. 'Get the rest!' he snaps, pointing through the open doorway.

The Knave did not intend this intrusion to happen but he will capitalise on it by killing the man and then slipping away while the players are occupied.

His plan is that the adventurers, thinking that they are in the outlaw camp, will kill the vigilantes for him. The first part of his plan will then be over and the second part will begin.

Before he slips away, Jack will plant information on the clothing of the vigilante he has killed. It will consist of 2 pieces of parchment, the first saying 'Suspected Codename of Outlaw - Knave', and the other being a map, entitled 'Suspected Location of Outlaw Hideout'. The map marks with a cross the position of the hulk which the outlaws use as a hideout.

Even if the adventurers manage to kill all of the vigilantes, they should still discover their error in attacking them since the merchants' identities will be clear from the documents etc which they carry.

KEY TO ROOMS IN THE INN

1. Stables — There are 11 unsaddled horses here; which belong to the vigilantes. The Knave's horse is hidden in the woods behind the inn.

2. Pantry/Storeroom — This room is used to store foodstuffs and the other portable equipment and stores of the inn. In addition to the new stuff brought by the vigilantes, there is also the residue of the previous occupants.

3. Kitchen — Since they are unused to fending for themselves, the vigilantes have done only the minimum amount of work necessary in the kitchen to make it usable.

4. Hall — This was the main room of the inn. Stairs run up the western wall, leading to a gallery which runs along the northern and eastern sides. The doors of the inn's upper rooms open out onto this gallery.

With the exception of the vigilantes killed by The Knave, the entire group will be assembled in this room when the adventurers are freed from the barrels. Only Owen Carter and three of the other vigilantes habitually wear armour but all bear arms while at the inn. The room's only furnishings are a long table around which the vigilantes are gathered, and the chairs on which some of them are seated. Stacked against the eastern wall are the vigilantes' packs and saddles.

The vigilantes will not have heard the demise of the outlaw or their comrade, nor will they be alarmed by the unhurried footsteps of a small number of people in the store and kitchen. They are generally wary, however, and unexpected noises will not go unnoticed....

5. & 6. Bedrooms — These rooms are mostly empty, containing only a little broken furniture etc. left by the previous occupants. The vigilantes have not reoccupied these rooms.

7. Dormitory — This room has been swept clean by the vigilantes and now contains their bed-rolls.

E. OUTLAWS' HIDEOUT (see maps I and Ib)

For their hide-out, the outlaws have chosen an old cargo-boat which lies grounded by the bank of a tributary of the main river. It has been there for many years, and it is a damp, uncomfortable place to live. Apart from this, however, it is ideal for their purpose. Only the infrequent users of this backwater even know of the hulk's existence and, with one exception, they take no notice of it. The exception is the crooked captain of a cargo-boat which plies the main river. This captain brings a long-boat up the back-water once a month in order to buy any goods which the outlaws have stolen. He then re-sells these goods at a profit far from Roseberry.

Even at their most alert, the outlaws' system of watches was lax. Tonight, however, they are keeping no watch at all, confident that the vigilantes have been destroyed.

The positions given for the outlaws in the key below assume that they are unaware of the adventurers. If the alarm is raised, of course, the outlaws will attack the party en masse. The outlaws wear armour and carry weapons at all times.

KEY TO THE HULK

Note that the hulk is grounded on the river-bed at an angle of about 10 degrees to the vertical. All of the timbers of the hull are damp but the dampness is worse on the lower decks which are rotting. The boat will not burn without, for example, the presence of burning oil — and then only reluctantly.

The portholes of the boat are all about 18" square and have wooden shutters which may be locked from the inside. Most of the portholes on the side nearest the bank are closed.

Between the hulk and the bank, the river is only about a foot deep. However, the bed here consists of a layer of soft mud (see cross-section, map Ib) which makes an effective moat. The usual means of boarding the hulk is along the lower part of the boom which rests on the bank. If looked for, the foot-prints on the bank near the boom and the marks on the boom itself (caused by the outlaws climbing on it) will easily be seen.



1. Deck and Rigging — The deck area is deserted, and there are no indications here that the hulk is occupied.

The mast, boom and bowsprit are intact, as are most of the rigging ropes, but the sails have all been removed.

2. Upper Cabin — the outlaws' use this as a common-room. Also, since it is one of the least damp cabins in the hulk, most of the outlaws sleep here.

In the room when the party arrive are Phil Snatch and two other outlaws. They are seated around a table at the western end of the cabin drinking ale. They will call for help if attacked.

The other contents of the cabin are eight hammocks, some stores of food and drink, a small stove, some fire-wood, some kitchen utensils and a chest. The chest is securely bolted to the deck. It has three locks, the keys to which are held by The Knave, Phil Snatch and one of the outlaws (their 'representative') respectively.

The chest is locked (**Basic/Advanced** — normal thief's chance of picking each lock; **DQ** — each lock is rank 3) and trapped with a slashing blade device. Unless the trap is discovered and neutralised the blade (which is 3 feet long) will swing out and around in a circle about 2 feet above the ground (**Basic/Advanced** — normal thief's chance to find/disarm, blade strikes as if a 3 HD monster and does 1-8 points of damage; **DQ** — the trap is rank 3, the blade has a strike chance of 60% and a damage modifier of +1).

The chest contains the money paid by the crooked captain (**Basic/Advanced** — 1500gp in mixed coins; **DQ** — 2000sp in mixed coins).

3. Store — The northern (drier) part of this cabin is used by the outlaws to store their plunder. Currently, there are 6 bales of cloth, 2 casks of tobacco and 4 jars of spices here (total value — **Basic/Advanced** 100gp; **DQ** 200sp).

The remaining 5 outlaws are here, including the one who has the key to the chest in room 2.

4. Phil Snatch's Cabin — The contents of this cabin are simple; a hammock, a table, 2 stools and a wooden box containing some clothes. Phil does not trust his companions enough to leave anything of value here!

5. & 6. Empty Cabins — These cabins are too damp for occupation and contain only rubbish.

7. The Knave's Cabin — This cabin contains only a hammock. The Knave is even less trusting than Phil.

8. Upper Hold — This area is empty. There is a hidden rope hanging from the south eastern corner of the large hatch which allows access to the rowing-boat below.

9. Main Hold — This part of the hulk is flooded. Floating here (and moored so as to be hidden from above) is a rowing boat. In addition to oars, the boat has 2 large axes in it. In case of emergency, these would be used to hack through the rotting hull and the boat would provide a means of escape down the river.

AMBUSH BY THE KNAVE.

The Knave will have made haste from the inn and will almost certainly be here before the adventurers. He will not have gone on board, however, but will have concealed himself in the angle of a tree overlooking the hulk. His horse will be tied nearby. Using his belt and thief skills he will be able to avoid the adventurers when they arrive.

When the survivors of the fight on the hulk emerge, he will open fire on them. If it seems that he can kill them all easily, he will continue firing. If it seems that his life might be in danger, he will attempt to slip away.

6. THE KNAVE AS A THIEF-ACROBAT

The final scene of this module (the hulk) is an ideal setting in which to try out the thief-acrobat, and you might like to try giving The Knave this split class if you are running an AD&D™ adventure.

The Knave's level should remain the same (6) but his strength must be increased to 15 and darts should be exchanged for the crossbow and quarrels.

The thought of The Knave ambushing the survivors of the fight from the crow's nest by sending down a rain of darts and then escaping Douglas Fairbanks-style by climbing down the rigging, balancing along the boom or leaping to the bank is quite attractive....

CREDITS

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