

LOW TO MID LEVEL HEIST FOR 3 OR MORE PLAYERS

POACHED PARCHMENT

FANTASY ROLEPLAYING HEIST

BY CARL ELLIS

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



POACHED PARCHMENT

FANTASY ROLEPLAYING DUNGEON

Written by Carl Ellis

Illustrations by MidJourney under Commercial Licence



Broken Arch Publishing

© 2022 Carl Ellis

ISBN 978-1-4710-8427-0

Old-School Essentials is a trademark of Necrotic Gnome.
The trademark and Old-School Essentials logo are used with
permission of Necrotic Gnome, under license.

TABLE OF CONTENTS

Introduction.....	1
Referee’s background.....	2
Treasure in the Dungeon.....	3
Hooks.....	3
The Manor.....	4
Ground Floor.....	6
Upper Floor.....	10
Underground.....	14
Bestiary.....	18

INTRODUCTION

This adventure module outlines a stronghold of a name level Magic User who runs a guild of scribes. This is a 38-room keyed dungeon, that outlines a working guild with a few arcane secrets. The Guild Master currently has possession of a rare and well sought-after tome, and the guild itself has many riches. This module can be used to plan and execute a heist.

Heists can be morally dubious affairs, but incredibly fun to play. This module will give the information needed for a Referee to plan schedules, routes of attack, and grand events where the players can slip off to perform misdeeds.

OLD-SCHOOL ESSENTIALS

The referee requires a copy of Old-School Essentials Basic Fantasy to run this adventure. Proper nouns in italics reference Magic, Treasure, or Monsters from the rules tome.

CHARACTER LEVELS 1-3

This adventure is suitable for a party of PCs between 1st to 3rd level. However, they will require outside assistance to break the Wizard Locks protecting key areas.

USING THIS ADVENTURE IN YOUR SETTING

This dungeon can be placed anywhere on the edges of a forest that is near enough civilisation to maintain a farming community. It could be used as a friendly base where players could gain spend resources in exchange for sage services, training, or magical scrolls.



REFEREE'S BACKGROUND

Members of the guild are generally good people who are honest in their pursuits as craftsmen, artists, and arcane apprentices. No one but the Guild Master knows about the Secret Study or what lies there.

THE SHRINE

Within the Secret Study is an ancient shrine to an unknown god.

MAGIC

There are areas of *Continual Darkness* within the manor. I have assumed that unless *Continual Light* is cast explicitly to dispel the darkness, it will not affect it.

RECENT EVENTS

The Guild Master has received a secret Grimoire that outside forces desperately want.



TREASURE IN THE DUNGEON

The following treasure is located in the dungeon.

AREA	TREASURE
1	Books and Scrolls – 2000gp
2	Gold Leaf – 50gp
3	Tools and mundane stock – 2000gp
4	Gold and magic stock – 2000gp
6	Paintings – 1000gp
8	Half-Finished Works – 2100gp
9	Finished Works – 500gp
10	Dip Pen – 100gp
19	Coins, Gems – 81,720gp

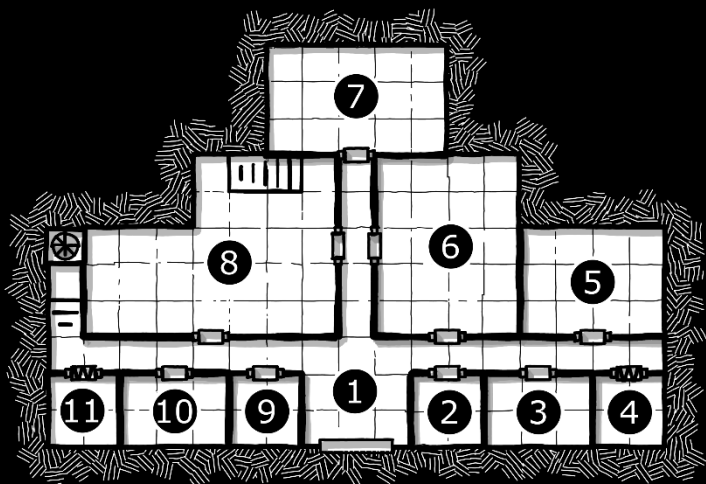
Total value of monetary treasure: 91,470gp

HOOKS

The following can be reasons why a patron is sponsoring the heist:








D6	MISSION
1	A kitchen boy stole a diamond tipped dip pen from Lord Krimshaw then ran away to be a scribe. Retrieve the pen, make an example of the boy.
2	An arcane grimoire was discovered by the guildmaster in an ancient tomb. It lets him scribe magical diagrams that act as scrolls! A drunk apprentice leaked the info. Magician Terramore wishes to <i>acquire</i> it.
3	Headman Imlach wants the Treasurer's spear.
4	The legendary recipe for Truffle Foie Gras is sequestered within the guild. Head Chef Lamond desires it.
5	De Vanci wants his painting of Gregor destroyed.
6	The Guild Master recently received the Brown Grimoire. Retrieve it for Necromancer Tyr before it is translated.

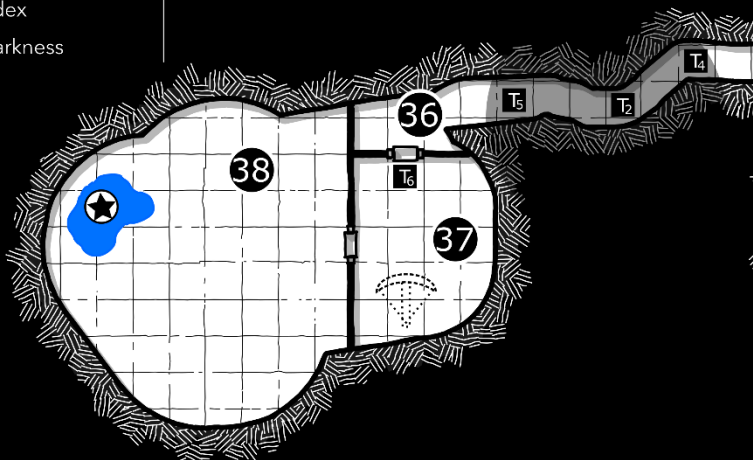
THE MANOR

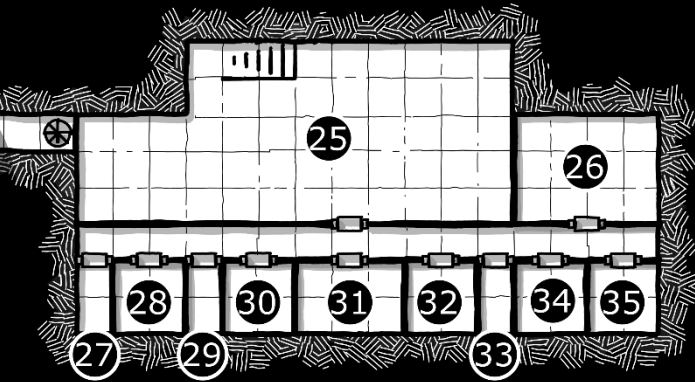
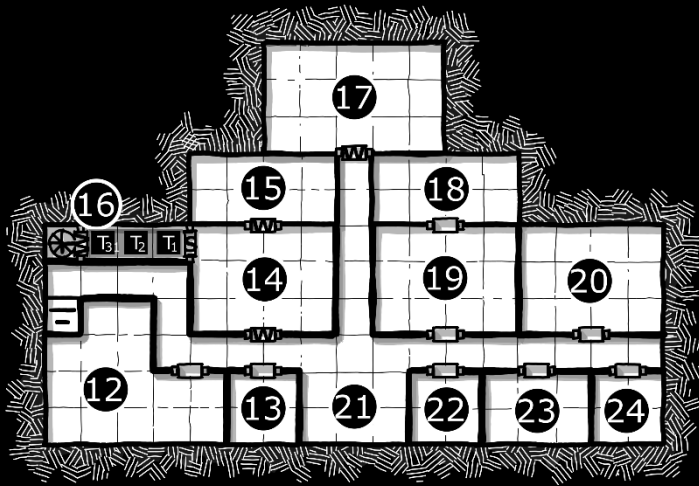


Entrance

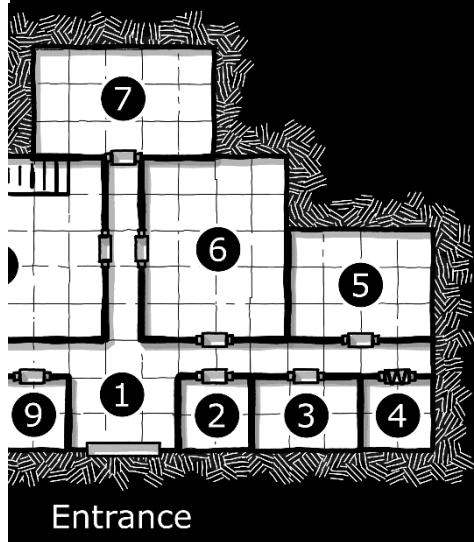
Key

-  Door
-  Door (Wizard Locked, Lv 4.)
-  Door (Secret)
-  Stairs
-  Spiral Stairs
-  Trap with Index
-  Continual Darkness





GROUND FLOOR



General Attributes. The interior of the manor is made of stone walls covered with oak panelling. Lighting in the day comes from tall windows, while at night lanterns of *continual light* are uncovered.

1. Entry Hall. A desk placed in the middle of the space. A **scrivener** is behind it, reading, and managing the comings and goings of goods. Stock and products are stacked on all surfaces.

- **Treasure:** 40 Books and 8 scrolls (2000gp)

SCRIVENER AC 9[10], HD ½ (2hp), **Att** 1x dagger (1d4), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (0), **ML** 8, **AL** Lawful, **XP** 5, **NA** 1 (1), **TT** Q, **Abilities** Learned (2 extra languages), Use Magic Scroll

2. Reception Room. Used to receive guests and work on bookbinding projects. The fireplace is normally lit all night and attended by the guard who mans the main entrance.

- **Treasure:** Book of Gold Leaf (50gp), Scroll of *Sleep* x5, Scroll of *Hold Portal*
- **Defence:** In the event of an attack, the guard will use *Hold Portal* on the entrance and call for help.

SCRIVENER GUARD AC 7[12], HD ½ (2hp), **Att** 1x short sword (1d6), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (0), **ML** 8, **AL** Lawful, **XP** 5, **NA** 1 (1), **TT** Q, **Abilities** Learned (2 extra languages), Use Magic Scroll (has 1x *Hold Portal*, 1x *Sleep* scroll)

3. **Tool Workshop.** One wall is filled with an array of chisels, awls, knives, leather tools, hammers, small anvils, needles, bobbins of threads, metal stock, board stock, and freshly stacked parchment. A **scrivener** and 2 **apprentices** (*normal humans*) are here maintaining tools and inventory.

→ **Treasure:** Master crafted tools (500gp), metal stock (500gp), leather stock dyed various colours (500gp), parchment (500gp).

4. **Gold stock.** Contains books of gold leaf and vials of inks in a variety of colours. A lockbox hidden in a hidden shelf compartment (trapped, save vs. death or die) contains inks of magical quality.



→ **Treasure:** 10 books of gold leaf (500gp), 50 vials of ink (500gp), 5 vials of magic quality ink (1000gp).

5. **Reading room.** Many stuffed chairs are here, with small tables stocked with candied fruits and decanters of juices. A sage and 3 *mediums* are here working through a stack of history books and a rather large pouch of tabac.

→ **Services:** Will answer any question regarding local history and geography for 100gp

6. **The Arts Library.** Floor to ceiling shelves, crammed with books, folios, and scrolls are here. A scrivener on a wooden desk is in the corner, ensuring any books removed are counted and assigned. This library contains fiction, history, poetry, and other literary art.

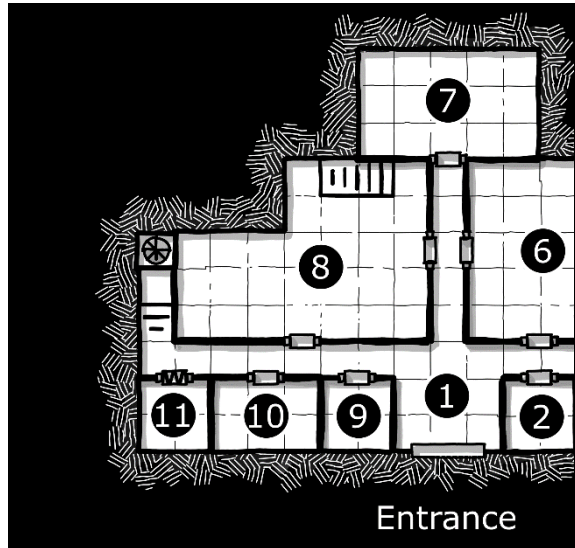
→ **Treasure:** Painting – The Victory of Gregor (500gp). Tapestry – The Forest of Majesty (500gp)

7. **The Crafts Library.** Craft benches centre this room. Windows line the exterior walls, and bookshelves fit in every gap available. This room is used to teach practical skills.

→ **Opportunity.** 4 weeks tutelage and 50gp will allow a player to learn a new skill in either carpentry, woods craft, book binding, leather work, parchenting, scribing, illumination, ink craft, or metalcraft.

8. **Common Room.** This is the heart of the guild. 3 long workbenches fill this space, and the smells of the kitchen waft up from below. The benches are filled with have finished and in progress projects, as the art of the binder is one of patience and glues. 5 craftsmen are here, working on what they can.

→ **Treasure:** A religious canon stamped into plates of metal (1500gp), a 6ft scroll of genealogy of a local knight (100gp), an empty leather



bound, gold filigreed notebook with lock and clasp (500gp).

9. **Master Scribing Room.** This room has padded walls and a lone desk with excellent lighting from the overbearing window. Pairs of books, 1 empty, 1 full, line the wall as jobs to do.

→ **Treasure:** 2 Copies of the local lords biography, illuminated and edged with gold (250gp each).

10. **Mass Scribing Room.** This room has a wide bench across its centre and supports up to 3 people scribing singular sheets

or missives. Future work is piled up in folios, atop an individual pile of parchment. A smaller desk in the corner contains smaller works with many mistakes – for apprentices.

→ **Treasure:** A diamond tipped dip pen (100gp).

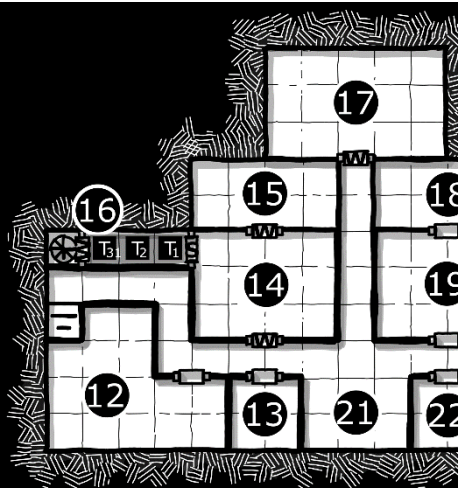
11. **Scroll Room.** Contains finished and half-finished arcane scrolls, for use and sale by the guild. There is a 2 in 6 chance for each 1st and 2nd level spell to be here in scroll form.

There is also a ***Glyphomantic Grimoire*** here which outlines how to use precise geometric patterns of specific inks to trigger a spell effect on a 10ft square given a pre-condition.

Learning the art and techniques requires 500gp of test materials, 1 month of time, and a successful INT check. Failure to at first understand requires another month and 500gp before taking the check again with a cumulative +1 bonus.



UPPER FLOOR



12. Public Study. An opulent room with long, bright windows, a number of lounging chairs, side tables, bookcases with choice items, and a harp standing in one order. This is used by the Guild Master to receive guests and is created to shock and awe.

13. Guard bedchamber. A relatively large room, put aside for whomever is nominally in charge of guarding the Guild Master and Treasurer for the week. Room offers a good view of the grounds and approach from the road.

14. Private Study. Here the guild master works on private and arcane tasks, blackboards, experiments, crystals in brass fittings, tuning forks, and vials of many coloured liquids are arranged in an arch around a well stuffed reading chair. Many glass orbs are scattered on shelves and surfaces.

- **Treasure:** Spellbook (*Charm Person, Know Languages, Read Magic, Knock*)
- **Secret Door:** Behind a hanging tapestry of the tree of knowledge is a plain wooden door leading to 16.



15. Guild Master's Bedroom.

This surprisingly sparse room speaks volumes when contrasted to the study. This is not a man who remembers to go to bed often. A small balcony to the northwest contains a telescope pointing at the stars.

16. Secret Hallway. A Continual Darkness spell has been placed in this hallway. Magical traps have been scribed on the floors, walls, and ceilings, such that each effect may trigger 4 times. Anyone who is not the Guild Master will trigger the traps.

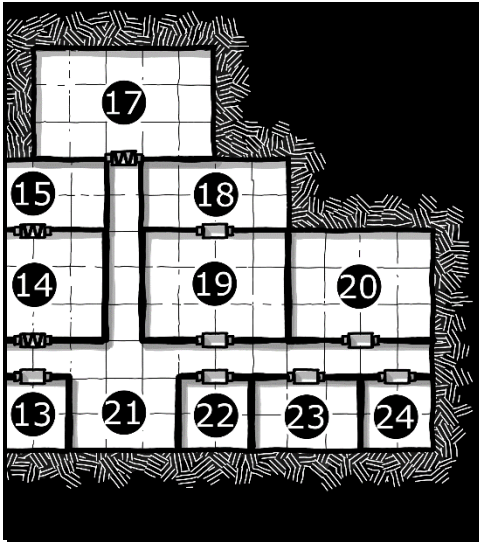
Index	Trap Effect
1	<i>Charm Person</i> , as if cast by the Guild Master
2	<i>Web</i>
3	<i>Sleep</i>

A door to a spiral staircase that leads to **36** is *Wizard Locked*.

→ **Defences.** This hallway is designed to non-lethally delay and deter anyone from continuing down the hallway.

17. Dangerous Library. This library can only be opened by the Guild Master and contains tomes on magical techniques, heretical texts, and radical political thought. Used to train new Mediums to bolster the intellectual and arcane power of the guild. Anything truly dangerous or valuable to the Guild Master is stored in the Secret Study in **38**.

→ **Treasure:** Spellbook (*Light, Sleep, Continual Light, Web*)



18. **Treasurer's Bedroom.** This room sits in stark contrast to the rest of the manor. A great mural has been painted on every available wall surface, and great pots containing grasses and shrubs are scattered amongst the room. The effect is like stepping into grasslands on a summers day. A camp has been setup on a large woven grass rug. A weapons rack holding an alarming number of spears, a short bow, and many quivers are also here. A well used target is strapped to the east wall. At night the Treasurer is here.

→ **Treasure.** Spear +1.

TREASURER AC 6[13], HD 7

(31hp), **Att** 1x spear +1 (1d6+1) or 1x shortbow (1d6), **THACO** 14 [+5], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (7), **ML** 11, **AL** Lawful, **XP** 35, **NA** 1 (1), **TT** S

19. **Treasury.** A Spartan room, dominated by a long desk on the western wall, piled with papers and ledgers. 3 locked iron chests line the eastern wall and 2 locked cabinets lie on the northern and southern walls. The keys to these are held by the Treasurer at all times. All have treasure traps (save vs. death or die).

→ **Treasure:** Chest 1: 4,000 pp. Chest 2: 10,000 gp. Chest 3: 30,000 gp. Cab 1: 13 gems (1,720 gp). Cab 2: *Potion of Invulnerability, Potion of Speed*

20. **Guest Room.** Set aside for guests of the guild, this large bedroom affords all the luxuries of noble living, with somewhat of a craft background noise permeating the building.

21. Meeting Area. A wide set of glass doors dominates the hallway here and lead out on to a balcony overlooking the courtyard of the manor. Several chairs are arrayed here, and the space is used for meetings.

22. Bedroom. Papers and books are piled up on every available surface. A trail through the carnage leads between the bed, the desk, and the door. The books all relate to ancient religious practices and history.

→ **Secret:** false bottom in a desk draw has a cipher book and coded correspondence.

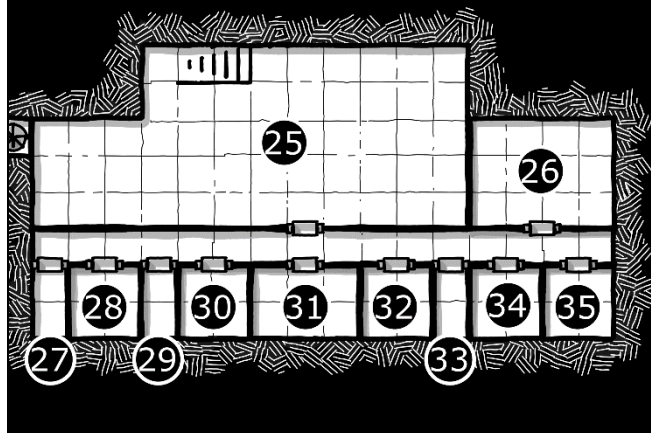
23. Bedroom. A space with 2 single beds, desks, and a clear demarcation line between order and chaos. A small table with an unfinished game of chess is setup in the neutral zone.

24. Bedroom. Plants are on every surface, dramatically increasing the humidity of this room. Glass alembics, beakers, and tubes are set up in a complicated array on one wall. Maps point to local meadows and mountains.

→ **Treasure:** *Potion of Healing, Potion of Growth.*



UNDERGROUND



25. Kitchens. Two large ovens and 3 long tables hold many dishes finished and in preparation. Some are taken upstairs while other are left as a daylong buffet. The kitchen staff pride themselves on their ability to cook a variety of dishes.

26. Kitchen Stores. Shelves of food stuffs, barrels of preserves, and hanging butchered carcasses ready to be transformed into delectable dishes.

27. Reagent Storage. Barrels of the marbling medium and dyes are stacked in this room, ready to be used.

28. Marbling Room. A large vat is in the centre of the room, ready to be setup for marbling. A rack of blank parchment is ready to be treated, while on the other side of the room, a rack holds drying pieces. A book of designs is on a table.

29. Marbling Storage. Drawers line the walls, filled with marbled paper, ready to be used upstairs.,

30. Skin Storage. Raw sheep skins, ready to be scraped and inspected for use.

31. Parchmenting Workshop. Where the skins are stretched

and scraped, repeatedly, until parchment is created. The work is messy, but essential, so the smell is ignored as much as possible.

32. Parchment Storage. Racks of parchment are here, with a large table and guillotine, ready to cut the paper to guild standard sizes.

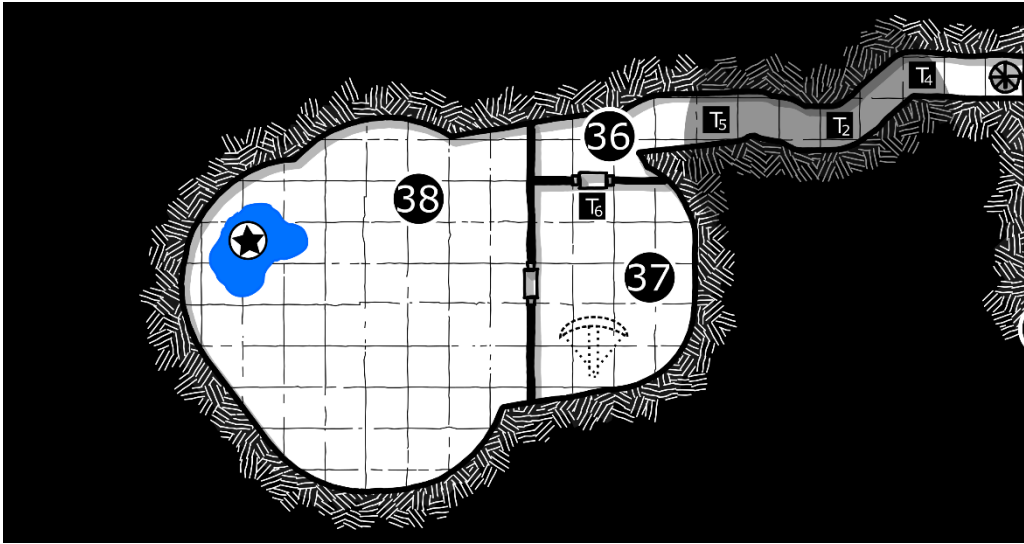
33. Ink Reagent Storage. Jars and barrels of oak apples, branches of hawthorn, iron salts,

soot, glue, and red wine are stored here.

34. Ink Workshop. Barrels of ink are mixed here, some is destined to be bottled, while others are to be dried out into powder for long terms storage. Aprons hang on wall hooks.

35. Kitchen Library. A point of pride for the kitchen staff. Recipe books and notes collected from across the realm and lovingly curated.





36. **The Trapped Passage.** At the bottom of the stairs, a section of continual darkness fills a stone passage. Within are 3 trapped areas, with magical inscriptions on walls, ceiling, and floor, so the trap may go off 4 times.

Index	Trap Effect
2	<i>Web</i>
4	<i>Continual Light</i> , targeting eyes.
5	<i>Magic Missile</i>
6	<i>Knock</i> , targeting the loaded ballista in 37.

The passage leads to a wider chamber, walled off with rough stone walls.

37. **Secret Workshop.** Large wooden shelves line the eastern wall, containing large wood beams, metal stock, and tools. A Large blueprint on a draft board on the western wall shows a diagram for a siege ballista. Sawdust covers the floor

→ **Ballista:** An invisible ballista is here, loaded, and aimed at the doorway. A *Knock* trap will trigger it. Save vs. Wands or die. All players in the cavern side of room 36 take 1d6 damage from wooden shrapnel as the bolt shatters on the stone wall.

38. **Secret Study.** A very nice rug, a desk, and bookshelves fill the southern area of the cave. A shrine is here, surrounded by magical measuring devices and blackboards. The Guild Master is here, ready to defend his lair.

- **Presence of the Shrine:** Save vs. spells are taken with a -4 penalty.
- **Treasure:** Important books worth 10,000gp to the right person.

→ **GUILD MASTER** AC 9[10], HD 9 (27hp), **Att** 1x dagger (1d4 - 1) or spells, **THACO** 17 [+2], **MV** 120' (40'), **SV** D11 W12 P11 B14 S12, **ML** 11, **AL** Lawful, **XP** 35, **NA** 1 (1), **TT** M, **Spells:** *Read Languages, Read Magic, Sleep, Continual Light, Knock, Wizard Lock, Clairvoyance, Hold Person, Protection from Normal Missiles, Dimension Door, Wizard Eye, Contact Higher Plane.* **Items:** *Ring of Spell Turning (8 chgs.), Wand of Fear (12 chgs.)*



BESTIARY

SCRIVENER

Excels at reading, writing, and the creation of books.

AC 9[10], **HD** ½ (2hp), **Att** 1x dagger (1d4), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (0), **ML** 8, **AL** Lawful, **XP** 5, **NA** 1 (1), **TT** Q

- **Learned:** Knows 2 extra languages, determined by the referee.
- **Use Magic Scroll**

SCRIVENER GUARD

Excels at reading, writing, and the creation of books, in leathers and armed.

AC 7[12], **HD** ½ (2hp), **Att** 1x short sword (1d6), **THACO** 20 [-1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (0), **ML** 8, **AL** Lawful, **XP** 5, **NA** 1 (1), **TT** Q

- **Learned:** Knows 2 extra languages, determined by the referee.
- **Use Magic Scroll:** Has 1x Hold Portal and 1x Sleep

TREASURER

Retired Fighting Man, expert spearman, and archer.

AC 6[13], **HD** 7 (31hp), **Att** 1x spear +1 (1d6+1) or 1x shortbow (1d6), **THACO** 14 [+5], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12 (7), **ML** 11, **AL** Lawful, **XP** 35, **NA** 1 (1), **TT** S

GUILD MASTER

Head of the guild. Cunning, cognitive, magnanimous.

AC 9[10], **HD** 9 (27hp), **Att** 1x dagger (1d4 -1) or spells, **THACO** 19 [+0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (3), **ML** 11, **AL** Lawful, **XP** 35, **NA** 1 (1), **TT** M,

- **Magic Powers:** Each can be used once a day. *Read Languages, Read Magic, Sleep, Continual Light, Knock, Wizard Lock, Clairvoyance, Hold Person, Protection from Normal Missiles, Dimension Door, Wizard Eye, Contact Higher Plane.*
- **Magic Items:** *Ring of Spell Turning (8 chgs.), Wand of Fear (12 chgs.)*

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards").

All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty--free, non--exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co--adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of

any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.;

Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRIC™ ~ 2006 Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Rot Grub from the Tome of Horrors,™ 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Old-School Essentials Core Rules™ 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Genre Rules™ 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Rules Tome™ 2019 Gavin Norman. Author Gavin Norman.

Poached Parchment, 2022, Carl Ellis

END OF LICENSE

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**