

One of the things they should investigate before the night is over, is a burglary in progress!

- Players can be alerted by a sound, or furtive movement.
- As they investigate, **the burglar will try to hide or flee.**
- **If confronted the burglar will try to lie.**
- If all else fails, the **burglar will fight just enough to try to break free and run.**
- If the players catch and restrain the burglar, he will give up and allow himself to be arrested.

Burglar

Name: "Dags" (if he lies, he'll say his name is Henson Halmoor, a prominent merchant)

HP: 4 Armor: 0

STR: 9 DEX: 14 WIL: 10

- Dagger (1d6)
- Rope (25ft)
- Lockpicks
- Crowbar
- Coin purse containing 4d6 Gold
- Stolen Merchandise (bulky)
- Cryptic Letter (the words make no sense, some type of code, unreadable)

