

AN ADVENTURE MODULE FOR 4-12 PLAYERS OF FIRST LEVEL

SOMETHING ROTTEN IN RIVERTON



AN OFFICIAL ACCESSORY TO BRAVE HALFLING PUBLISHING'S
DELVING DEEPER FANTASY ROLE-PLAYING GAME



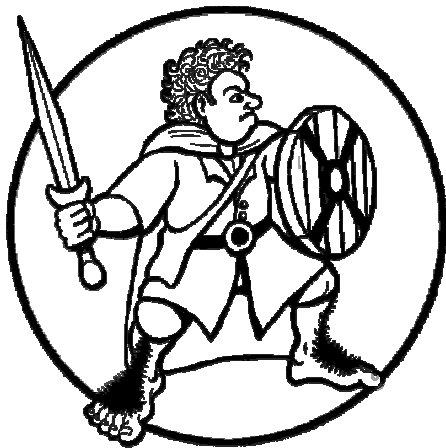
WOBBLY GOBLIN PRESS PRESENTS
SOMETHING ROTTEN IN RIVERTON

AN INTRODUCTORY ADVENTURE MODULE
INTENDED FOR USE WITH

BRAVE HALFLING PUBLISHING'S
Delving Deeper

MEDIEVAL FANTASY ROLE-PLAYING GAME

AN OFFICIAL DELVING DEEPER PRODUCT
BY WILLOUGHBY THADDEUS GOBLIN III



BHP



Wobbly Goblin Press is an official publishing partner of Brave Halfling Publishing.

PREFACE

This dungeon was created as an example to appear in a commercially available set of rules. As is often the case in the development cycle, needs changed and the project was orphaned (so to speak). The actual map was produced by Paratime Design specifically for the project and is reminiscent of several sample dungeons from the halcyon days of our hobby.

This is our first product, intended to fit into a larger scale setting to be released by the *Wobbly Goblin* as it is developed. The so-called Old School gaming community has produced a lot of good work but has come under some (not completely undeserved) criticism for trying to make a buck off the hobby. Thus, Wobbly Goblin Press was born, a creative outlet for getting some fun, cheap material out to gamers everywhere. We are striving to create both free PDFs and at cost print-on-demand works that are cleanly formatted and well-organized.

We hope we have succeeded. Let us know!

Willoughby Thaddeus Goblin III

p. s. This module is free in its electronic form ... as in *gratis*, no charge, no cost, zip, zero, *nada*. If you were charged anything for this module in its electronic form please contact me with the specifics of where and how you acquired this work. (wobblygoblin@hushmail.com)

INTRODUCTION

Riverton is a mid-sized town located at the confluence of a small tributary of a major river and a minor trade route. Years ago, the forces of Chaos held sway, their evil shrine standing at the edge of town in open defiance of the king's decrees. With time, its power grew and the king could no longer ignore the pleas of his loyal subjects. The army and the king's most powerful mage marched upon Riverton, smiting the church and its anti-clerics and restoring the Rule of Law to Riverton. The battle left the Shrine of Chaos broken and shattered, the merest shell of a building; the remaining ruins are shunned by the good townsfolk. Rumor has it evil continues to fester beneath the shrine. Strange noises and moving shadows are seen late at night, caravans along the trade route are being hit by bandits with increasing frequency, and fell beasts roam the countryside. There is no question in the minds of the local populace that Chaos has reawakened and this concern, along with rumors this evil hides beneath the former Shrine of Chaos, has reached the ears of the player-characters. Putting an end to this newly reborn menace will certainly bring fame and more than a little coin. . .

This dungeon is intended for 4 to 12 players of first level. If the referee desire, ample sites for expansion are included in the form of dead-end corridors suitable for stairs, ramps, slides, and access to lower levels. Unless specifically noted otherwise, all rooms and corridors are unlit, all corridors are 10' W x 10' H. Room measurements are supplied with north to south length first, followed by east to west. The lower elevation, marked by dark gray on the map, is 20' below the main level.

THE KEY

Room 1, Entry: This 50' x 30' brightly lit room has five alcoves, each containing a life-sized statue. The statues will resemble the player-characters, or five of them (determined randomly) if there are more than five in the party. Each time the party leaves the dungeon for more than an hour and returns the persons depicted on the statues will change. If detected for, the statues will radiate faint magic; they are otherwise seemingly normal statues. The lighting here comes from a *continual light* spell cast in the middle of the room. There is nothing of value here.

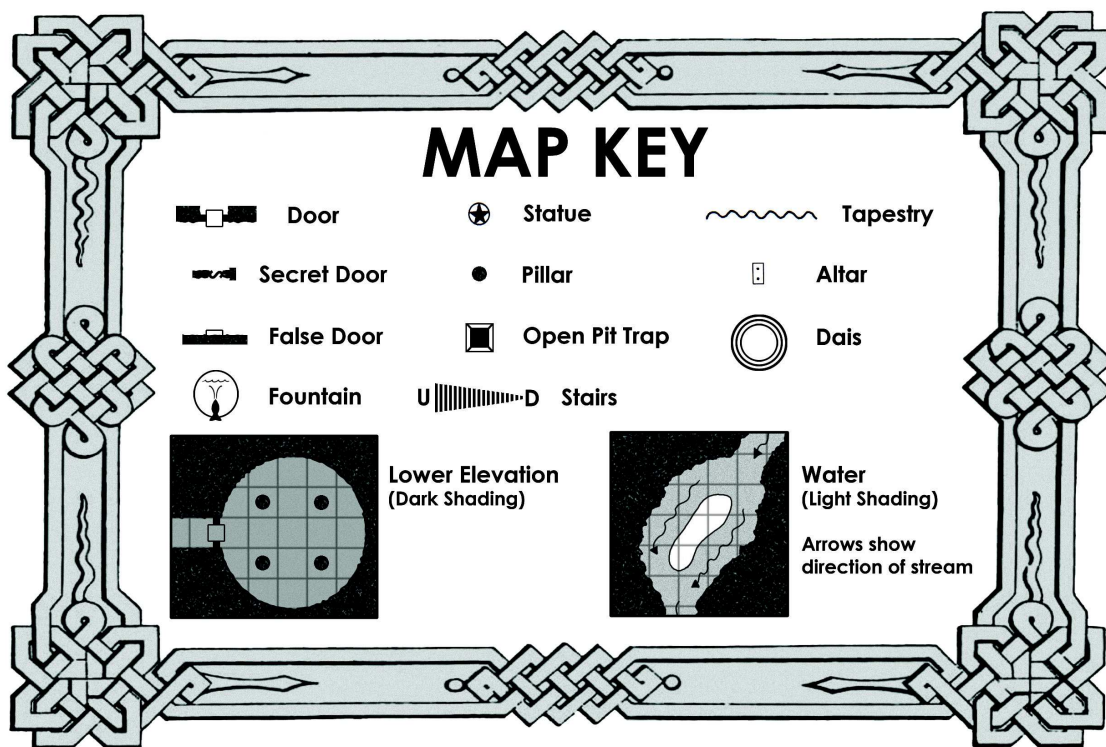
Room 2, Water Barrels: This 30' diameter room has two archways, one is on the north side and another to the west, there is a door leading to area #20 in the south wall. Whatever the original purpose of this room, it now serves as fresh water storage. There are five barrels of water here, extra empty barrels are in the dead-end "T" corridor to the north. Roll d6 when the party first enters the room, on 1-2 there is an animated skeleton (hp3) pouring fresh water from a pan into one of the barrels, on 4-6 the skeleton is in area #20 and will enter the room next turn. It will ignore the party unless interfered with or attacked. If molested in any way the skeleton will fire one finger tip bone, resolved as a cross-bow attack, at each party member, the next round it will draw a rusty dagger from its rotting leather belt and attack. Unless the party grinds up or otherwise destroys the bones after defeating this monster, the skeleton will reassemble in 6 turns and resume its duties. It will have no memory of the player attack and will again ignore them except as noted above.

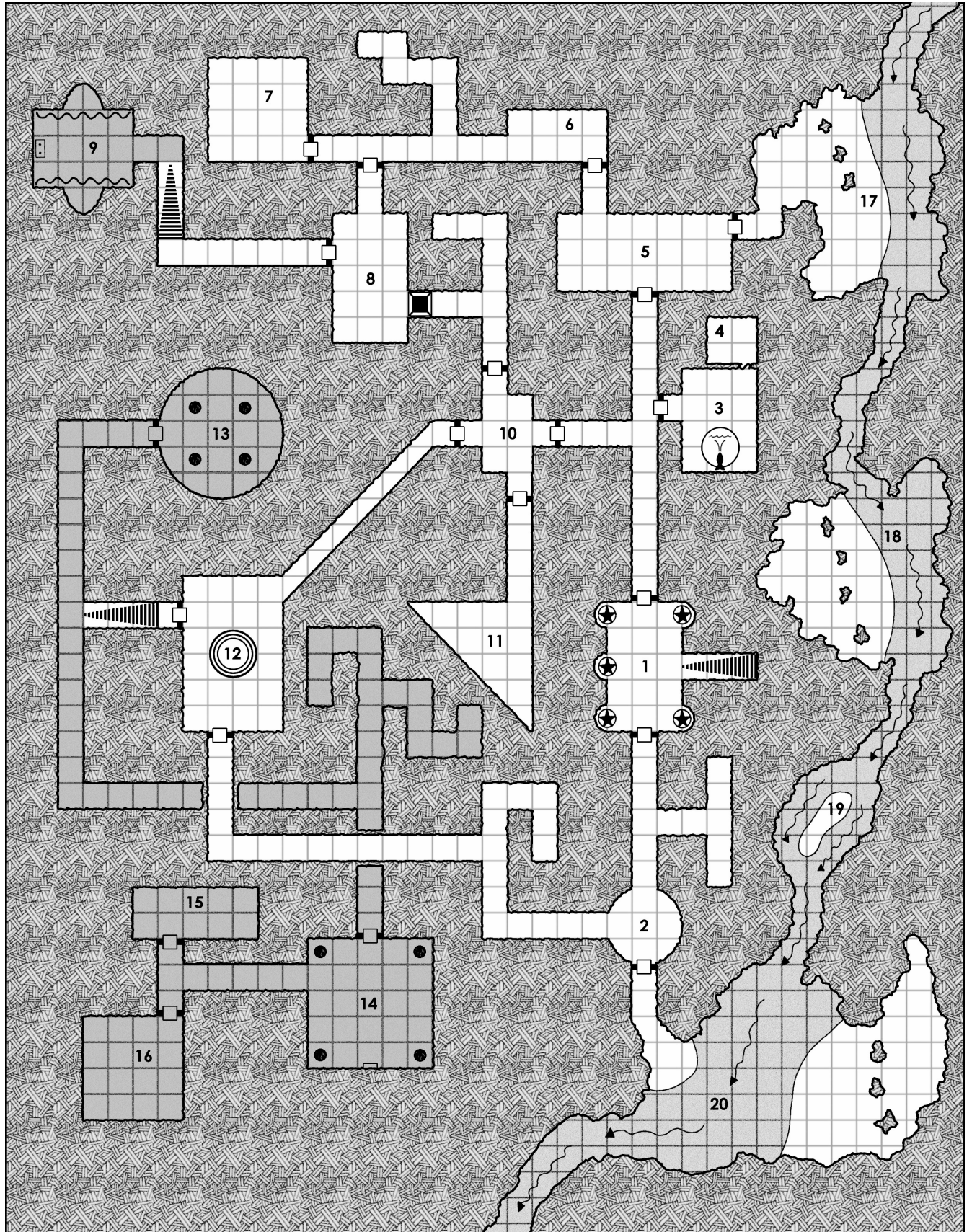
Room 3, Meditation Room: This 40' x 30' room contains a splashing fountain with statuary a large and fanciful fish with a stream of water spraying from its mouth into the large (20' diameter) basin. The only apparent door in this room is the entry way on the west wall. A secret door is on the north wall near the eastern corner.

Room 4, Valuable Items Storage: This 20' square room has a secret door on the south wall near the eastern corner. From inside the room the door is obvious. The room is lined with mostly empty shelves, but a few items remain. On one shelf there is a sack containing 63 gold pieces, an ornately carved jewelry box, and an iron chalice. The jewelry box contains three ornate silver rings, two have a ruby inset and are worth 20 gp each; the third has no jewel and is a *Ring of Protection*. The iron chalice is worn and battered, here and

there a glint of gold hints at gilding long worn away. Among the time-worn etchings on the side of the drinking vessel is an engraving of a fish matching the one on the fountain statue in room #3. If filled from the stream of water issuing from that fish, drinking from the cup will heal d6+1 points of damage. This will work only once per character per day, water from the basin or any other source will not work. The healing power of the water fades if removed from room #3.

Room 5, Contraband Warehouse: The warehouse room is 30' x 70' with doors to the north, east, and south. Incoming boxes are lined neatly against the walls, leaving an open area in the middle of the room. This space serves the bandits as a communal living space during the day, and there will be d4+4 bandits here at any one time. If attacked, one of their number will





SOMETHING ROTTEN IN RIVERTON

run to summon help from room #7 if the adventurers entered from the south, or room #17 if the PCs entered from the north. The noise of running water in room #17 will otherwise prevent those bandits in that area from hearing the sounds of battle in this room. Each bandit carries 2d10 silver pieces.

Room 6, Armory: This wide spot in the corridor is 20' x 40', the corridor continues to the west and there is a single door on the south wall near the southeast corner. There is a weapon rack containing 12 swords and 2 crossbows with a case of quarrels for both, and 2 barrels nearby containing 9 spears each.

Room 7, Barracks: A 40' square room with a single door in the east wall at the southern corner. There are 7 bandits (hp 6, 5, 4, 4, 3, 2, 1, 1) asleep in this area. These men are the night guard watch. Each bandit carries 2d10 silver pieces. Concealed beneath the northernmost bunk in the room is a trapped chest containing 737 gold pieces, 11 blood rubies collectively worth 1,250 gp, and an engraved silver brassard worth 50 gp. Unless the key is used to unlock the chest, opening the lid will release a 10' cube of sleep gas. The cube will center on a spot 5' from the front of the chest and a saving throw versus breath attacks to avoid is allowed.

Room 8, Robing Room: This 50' x 30' room has 2 doorways, one recessed 20' into the middle of the north wall, and one on the west wall 10' from the north corridor. There is also an archway on the east wall 10' from the southern corner. The pit trap outside the archway on the east wall will trigger on 1-2 (d6), checked once for each person crossing. Worshipers donned the purple and red robes hanging from

hooks on the walls around the room before entering room #9 for church services. The robes are cheaply made and worth a few coppers apiece at most. There is nothing else of value in this room. These robes are only used for their profane religious services and are useless as disguises.

Room 9, Shrine: This 30' x 40' room has an altar in the middle of the west wall, the sole entrance to this room is an archway in the center of the east wall. Tapestries lining the north and south walls conceal 2 alcoves. Each alcove holds a ghoul (hp 9, 8, *paralyzing touch*), these undead abominations will remain in place, silent and motionless, until someone touches the altar. Touching the altar will evoke a clear, ringing sound and the ghouls will leave the alcove and attack the party. The ghouls have no treasure, but on the altar are 2 beautifully wrought jewel-encrusted gold candlesticks worth 250 gold pieces each.

Room 10, Intersection: A 30' x 20' room with a door on each wall. For no discernible reason, the misty air in this room is always cool, damp, and carries the faint scent of jasmine.

Room 11, Theral's Living Quarters: This room is an isosceles right triangle with 50' sides leading west and south from the door hallway, and a 70' hypotenuse to the southwest. There is a 40' corridor between the single door to the north and the room proper. Theral the Wise has claimed this room as his quarters. At night he will be here on 1-5 (d6) or in area #14 on a result of 6. During the day he will be here only on 1 (d6), otherwise he will be in area #14. In a crudely carved out niche behind a painting of Theral on the east wall is a bag containing 50 gold pieces, a jeweled scepter worth 1,000 gp, and a cleric scroll with 2

spells: *cure light wounds* and *bless* (note that Theral will reverse these spells if need dictates he use this scroll). If Theral is not here, the room is securely locked and the key is hanging from a lanyard around his neck.

Theral the Wise, 3rd Level Anti-Cleric (AC 2, hp 11 memorized spells: *cure light wounds* and *light*, which he will cast as *cause light wounds* and *darkness* respectively).

Room 12, Chapel: This 60' x 40' room is dominated by a 10' stepped dais. Doors lead west and south, an archway leaves this room to the northeast. This room is always lighted with six torches, two on the long wall and one each to the north and south, rich tapestries line the walls. There are 4 anti-clerics in this room. Standing on the dais and speaking to the other 3 is Arbant (Anti-Cleric level 2, AC 3, hp 9, spell memorized: *remove fear*; which he will cast as *cause fear*). The other 3 anti-clerics are level 1 (hp 3, 2, 2,) and clad in chain, all are armed with maces. They kneel south of the dais and facing Arbant as he preaches a sermon of indoctrination.

Room 13, Tomb: The smell of death is strong here. This is 50' diameter room is the final resting place of Akius IV, the Anti-Cleric who built this complex. The room is dimly light lit with candles in red sconces, lending an eerie glow to the room. The sarcophagus is located in the center of the room and surrounded by the corpses of a 5-member adventuring party. Two are clad in plate and were apparently armed with sword and shield. Two are clad in chain, one with a two-handed sword and the other with a warhammer, the last is clad in robes and a stout staff lies near him. All

five corpses lie contorted as if they died in great agony, faces frozen in a look of horror. Even a casual glance at the sarcophagus will reveal the lid is ajar. The crypt was trapped with poison gas and the careless adventurers triggered the device when they opened the lid. It is perfectly safe to open the lid the rest of the way, though the players will (of course) have no way of knowing that. The dead NPCs (all were first level) have a fairly standard assortment of adventuring gear, the corpse of Akius IV is clad in ordinary burial robes but wears a *ring of resistance to fire* upon one skeletal finger.

Room 14, Laboratory: Part torture chamber and part necromancy lab, this 50' square area is the fuel of nightmares. There is a door to the north and an archway to the west. Theron the Wise is usually here during the day, conducting research on some living or dead subject in an attempt to master the secrets of necromancy. The statistics for Theral the Wise can be found in the description for Room #11. The false door is hewn from of stone and looks in every conceivable way like a normal door, complete with heavy hinges and a lock; there are even scratch marks on the floor that lend appearance the heavy "door" was dragged open repeatedly over that area.

Room 15, Crypt: A 20' x 50 room filled with nine ornate coffins. This area is clean and well-maintained. A single oil lamp dimly lights the room.

Room 16, Crypt: A 40' square room crammed with plain wooden coffins, 30 of them. Dust and cobwebs cover everything. Any movement in the room will draw an attack from 3 giant rats (q.v.) that have burrowed in from the southwest (AC 7, hp

4, 3, 2). There is nothing of value in this room.

Room 17, Docks: There is a small platform on the south side of this cavern room, there are desks and ledgers and a first level cleric (AC7, hp4) to handle the paperwork. Unlike the men in room #5, he will know right away the player-characters do not belong here and will order the 5 bandits (hp 5, 3, 3, 2, 1) working the docks to attack. Of the men working in this area, he alone knows how to swim. If the battle turns against his men he will jump into the river and swim south to area #20. He will then attempt to find Theral the Wise and alert him to the intruders.

Room 18, Hermit Beach: This area is inhabited by an ancient, wizened hermit. Years of dwelling underground have lightened his skin to a sickly white pallor, he eyes have grown sensitive to even the faintest of light. The bandits working the docks often call downstream to him, taunting him with "Oh, hermit! Beware the fish that catches YOU!". They otherwise leave him alone due to a cultural superstition against harming the insane. The creature is quite mad and mutters their taunts to himself over and over (Hermit! Hermit!) in his guttural voice. If the party attacks him the Hermit is surprisingly tough to kill (AC 4, hp 9). If they do not attack he will ask a riddle of the person with the highest charisma, offering his very precious magical ring if he or she can answer. The ring, though not magical at all, is of elvish make and worth 80 gp.

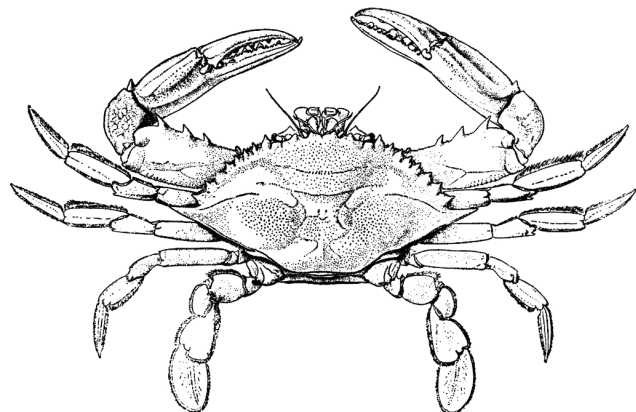
What can run but never walks, has a mouth but never talks, has a bed but never sleeps, has a head but never weeps?

Answer: a river.

Room 19, Forgotten Island: The armored skeleton of a fighter lies face down in the sand. Protruding from the back of the armor is the apparent cause of death: a sword. The sword is beautifully made and is +1, +2 *versus lycanthropes*. If the skeleton is closely examined, the players will notice the skeleton of the right hand is missing a finger. The armor is in salvageable condition.

Magic Sword, "Hapsitris": Hapsitris is a Lawful sword with an intelligence of 7, ego of 8, and dominance of 15. It communicates empathically by causing an itchy, tingling sensation in the wielder's sword arm in the presence of lycanthropes (all over the body in the case of werewolves), and in the presence of traps.

Room 20, Water Supply: A lone animated skeleton comes down to the beach, fills a pan with water, and heads back north into area #2 as detailed in that encounter description. Across the river, lying unmoving behind the stalagmites, is a giant crayfish (use the statistics for a *crab, giant*). This monster will attack anyone traveling downstream, but will usually ignore anyone approaching the beach from room #2, provided they do not enter the water (result of 1 on d10). Note: the cleric from #17 knows how to avoid the crayfish.



WANDERING MONSTER TABLES

Wandering Monster Table I: Upper Level

d6	Result
1	Bandits (2-6)
2	Magic-User (Level 1-3) and Men-at-Arms (d4)
3	Skeletons (d6)
4	NPC Party
5	Anti-Clerics (1-2 nd Level with d4 1 st Level)
6	Zombies (2-8)

Notes on Table I: This table is used for rooms 1-12, (including room #9). None of the monsters on this table will automatically be hostile to the party, they are all on some sort of errand within the upper level, though they will defend themselves if attacked. For NPC parties use the generation methods described for the dungeon wandering monster tables included in the dungeon exploration section.

Wandering Monster Table II: Lower Level

d6	Result
1	Zombies (2-7)
2	Skeletons (7-12)
3	Giant Rats (3-12)
4	Anti-Clerics (4, Level 1)
5	Giant Centipedes (2-8)
6	Giant Spiders (2-7)

Notes on Table II: Used for rooms 13-16. Monsters encountered here are more inclined to attack on sight.

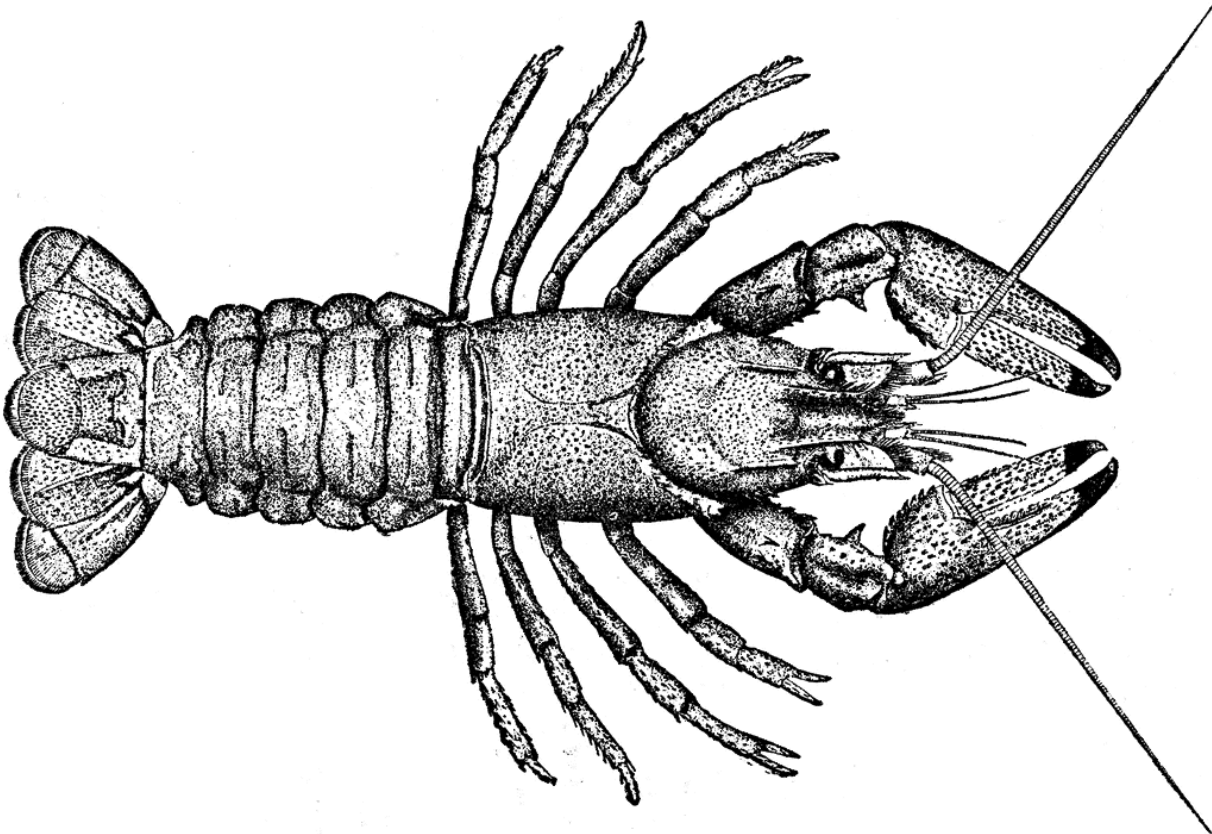
- Giant centipedes: AC 9, ½ HD, move 6, poisonous sting.
- Giant rats: AC 7, ½ HD, move 12, diseased bite.
- Giant spiders: AC 7, 1 HD, move 12, poisonous sting.

Wandering Monster Table III: River

d6	Result
1	Electric Eels (1-4)
2	Piranha (2-8)
3	Giant Crayfish (1)
4	Crocodile (1-4)
5	Giant Gar (1-6)
6	Giant Leech (2-12)

Notes on Table III: Use the *Crabs*, *Giant* statistics for the giant crayfish, and *Fish*, *Giant* for the giant gar.

- Crocodiles: AC 5, 3 HD, move 6/12, extra attack: tail lash.
- Eels: AC 9, 2 HD, move 120', extra attack: electric shock (d6).
- Piranha: AC 5, 1-4 hp, move 120'.



RIVERTON IS IN PERIL!

Chaos has reared its ugly head in troubled town of Riverton! You and some new friends have left home to seek your fame and fortune. Brace yourselves, opportunity is about to hit you right between the eyes!

The time has come to show you were made for better things than scratching out an existence on some hardscrabble farm, or slaving away in the hold of some perfumed and effete Peer of the Realm.

Grab your sword, don your armor, ready your magic wand; adventure awaits!