

DWDF-01

DARK TIMES IN BRIGHTON

A FANTASY ADVENTURE MODULE

BY BILL LOGAN



Labyrinth Lord
Compatible Product



An adventure for four-six
characters of 1st-2nd level,
compatible with most
fantasy RPG systems.

Dungeon Module DWDF-01

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The goblin kingdom is long since gone, having been wiped from the map by the now retired legendary adventurer, Richan Thatcher. The town he built on the frontier faces a danger he cannot solve alone (especially now that he is bound to a chair). A terrible blight sweeps the halls of the town of Brighton, leaving death in its wake. Men and women have been taken in the night. The city's wardens are ill equipped to help, as their forces are tied up with a conflict in the north.

A call to arms has been sent, a request for heroes to come and free the town of Brighton from the grips of an evil long thought slain. Do the heroes have what it takes to save the town and free its captives from the depths of the old goblin halls?



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Credits

Design	Bill Logan
Editing	Stephanie Logan
Cover Art	Wayne Peters
Cartography	Bill Logan
Interior Illustrations	Peter Szabo Gabor*
	Rick Hershey*
	Khairul Hisham
	Bill Logan
	Larry Moore
	Sade*

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Play-Testers

Bill Allison Jr., Jayce Gaines, Bryan Hogaboom, Michael Hogaboom, Hunter Logan, Noah Logan, Carolyn Mizak, Mark Mizak, Larry Moore, Jackie Sonewald, Matt Swigart. Additional help: Scott Weston, Sean Michael Kelly

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About the Author

I'm an electronics engineer working for a solar panel manufacturer in Ohio. I am a proud father of four great children and a husband to a lovely wife, Stephanie. In my spare time I like to play games... lots and lots of games. You might know me from the StarFrontiersman webzine or the design of the up-coming FrontierSpace roleplaying game. You might know me because I built a website for you, or helped you design yours. Odds are, you probably don't know me at all. So allow me to introduce myself: I'm Bill Logan, a big dork and proud of it.

About DwD Studios

After several years of digitally re-mastering our favorite science-fiction game and publishing years of issues of the free online webzine, the StarFrontiersman, Bill Logan and Larry Moore decided it was time to put creative efforts together and make games. But not just any games, we have blended the best of the "old school" games with the best of the "new school" games to create fresh ideas and unique products. DwD creates engaging high-quality games for all generations. We stress fun, fast and furious game play. Whether it's an adventure module for your favorite role-playing game or a new game altogether, we hope you come to love the fruits of our labor.

Author's Note

Throughout this adventure module you'll see notes set aside like this. Read 'em. It's a chance I have to speak directly to you, the game master, without having to be all official and whatnot.

-Bill

SECTION 1 INTRODUCTION

This adventure module was written for and tested with the Labyrinth Lord™ role-playing game, by Daniel Proctor. Although intended for use with that game, it employs generic principles of fantasy role-play and can be used with any similar game system. For this purpose, the term “GM” is used (short for “Game Master”) rather than the more product-specific term, “Labyrinth Lord” within the scope of this adventure.

This product was intended for a heroic style of game play. Moral choices are obvious in nature; players should have no problem choosing what is “right” and identifying what is “wrong.” This makes this module ideal for game play with younger gamers. To promote this concept, this book uses the term “hero” instead of the more generic “player character.” Because of this, this adventure makes assumptions on the good nature of the heroes and what they will undoubtedly choose to do. For more mature players with characters who don’t fall into the simplistic categories of black and white, Game Masters should pre-read the adventure and consider the implications of activities he knows his players might perform.

If your party lacks a good number of fighters, or lacks a magic-user with a heavy-hitting low-level spell (such as *sleep*), then you will wish to scale back the number of goblins encountered in a few of the encounters listed in this adventure.

EXPECTED OUTCOME

This adventure is designed to give the heroes an opportunity to start building their legends. Thatcher respects adventurers (unlike many other mayors who find them dangerously unpredictable). He will provide fanfare and celebration when they return from the goblin halls victorious, especially if they have stopped the poisoning of the river and brought back rescued wardens. The heroes may even be able to restore some youth to the mayor by use of the potions Vir-kayik hordes... this will earn them a special place in Thatcher’s heart. The tales of their heroic exploits will begin to spread and they’ll enjoy a heroes’ welcome anytime they return to Brighton in the future.

BACKGROUND INFORMATION

The quiet town of Brighton is positioned in a once dangerous location. The retired legendary adventurer Richan Thatcher, commanding a small army of followers, was the one who stormed the goblin tunnels in the

Daakencraags, bringing an end to their foul corruption. The scattered forces of the goblin army were rendered unimportant in the grand scheme of things and lost to time. The river, once poisoned by the goblin shaman’s alchemy, was made clean and pure and remains so to this day. Still, the mountains hold vast dangers and nobody would dare think to build a settlement within sight of them. That is of course, except the retired legendary adventurer, Richan Thatcher.

Despite the pending danger of the mountains, the rugged good folk of the town enjoy a simple life free from harm, thanks to the dedicated wardens who patrol Brighton. These wardens are an elite group once trained by Richan Thatcher (who now serves as the town’s mayor after his aging health bound him to a chair). The wardens have been training their own for the past generation and have done well. The numbers of battles they endured are countless but the result is obvious: Brighton is a great place to live... until recently.

Two weeks ago, an overconfident Brighton warden named Crass Shire led a group of fresh recruits too deep into the mountains. They uncovered some of the ruined halls of the goblin kingdom and were surprised to find those halls patrolled by a group of goblins carrying rusty weapons. The battle was brief, and several new recruits were slain. The remainder routed deeper into the halls of the goblin stronghold. Shire failed to find any of them, so he returned to Brighton full of shame to inform the mayor that the scattered goblins seemed to be taking back the mountain keep. Two days later, Shire died of a terrible blighting disease which caused him great pain.

The next day Mayor Thatcher sent his four best wardens to the mountain to find any surviving recruits and seal up the entrance Shire had discovered. They never returned... and now people in Brighton are starting to die of this terrible illness that Shire brought back with him.

Saddened that he is unable to remedy the problem himself from his immobile chair, Mayor Thatcher has sent riders to all nearby towns seeking an adventuring party to help save his town. This is where the players come in.

GM INFORMATION

Vir-kayik, the goblin shaman (brother to the goblin king slain by Thatcher) has returned. His body is kept youthful by use of alchemical concoctions he has created himself. He has come to gather the scattered remnants of his late brother’s army. He has a hatred of Richan Thatcher and considers him old and weak and will someday amass enough goblins to march his vengeance on Brighton. He has begun by gathering several bands of goblins, opening up a sealed passage and reclaiming his alchemist lab.

Dark Times in Brighton

The first thing Vir-kayik did when he returned to his reclaimed alchemy lab is taint his decanter of endless water. Once cursed, he tipped it into a well which leads directly into the river which feeds into town. To keep any clumsy goblins or skillful adventurers from putting the stopper back on the decanter, he lured two carcass scavengers (who can drink the toxic water freely) into the room containing the decanter and well and locked it in place with iron bars. This is the source of the deadly disease which is plaguing Brighton.

Vir-kayik knows the tainted waters will lure the attention of Thatcher's men. He sent his goblins to spread havoc on the countryside, dividing Thatcher's forces while goblin scouts seek other bands to join the call to arms. Crass Shire was the first to stumble upon Vir-kayik's plans, but half of his eight warden recruits were slain in the ambush (the others fled deeper into the dungeon and can be rescued by the heroes).

THE CRIMSON BROTHERHOOD

The heroes are not the first adventurers to answer Thatcher's call. Another group – calling themselves the Crimson Brotherhood – answered a day before the heroes arrived. They were turned away because they were motivated by greed and bloodlust and Thatcher would have none of it. They were escorted out of town and told to leave the countryside. Thatcher made no secret of the reason for his denial for aid. Remember, Thatcher was once a heroic adventurer and won't tolerate murder and mayhem. Of course, the brotherhood didn't leave as requested.

Author's Note

During one of the playtest sessions, the players (once they heard there was a deadly plague in Brighton) wanted no part of it... "Plague? See ya!"

This isn't unreasonable behavior for players who care about their characters. In order to keep the adventure flowing in a case such as this, consider giving them a personal stake. Make one of their mentors have family in Brighton, or perhaps a family member of one or more of the heroes themselves. This should suffice to draw in the players.

If you anticipate your players' characters reacting similarly, consider making the blight magical in nature. Invoke a state of catatonic slumber in the last phase rather than death. Those affected will awaken when Vir-Kayik is slain.

With the lure of goblin treasure and easy kills, they have looped back around and have entered the dungeon. When the players get there, in addition to evil goblins, they'll encounter the Crimson Brotherhood. This is intended to be a recurring villainous adventuring party in future adventures and so the GM is encouraged to allow them to survive to fight again in a future adventure..

BLIGHTING DISEASE

This disease is very dangerous. It was created by Vir-kayik and is tainting the water with its foulness. Sooner or later, a player character might contract the disease. This section details the disease and what players can do about it.

Contact: The first day spent in Brighton gives a character a 1 in 20 of coming in contact with the disease (have each player roll d20 – anyone who rolls a 1 is potentially infected). Each day this chance increases. So if the players for some reason remained for 3 days, they

would wake with a 3 in 20 chance (1-3 on d20) of coming into contact with the contagion. Other reasons may automatically force contact with the disease: drinking the local water un-boiled, fighting a blight diseased creature and being bitten, etc.).

Resistance: Any time a character comes in contact (see above), he must make a saving throw versus poison. If successful, there is no ill effect. If he fails the save, however, he is afflicted and will eventually die.

Cure: Unless the character is cured with a *cure disease* spell (third-level cleric spell) or effect (for instance, from a paladin or potion), he will eventually die. There is no cure for this magically created contagion.

Blighting Disease Summary Table

Phase	Duration (days)	Save vs. Poison Succeeds*	Save vs. Poison Fails	Effects
Sweats	4	Sweats	Sores	-1 all rolls
Sores	3	Sores	Shakes	-2 all rolls, ½ movement
Shakes	2	Shakes	Coughs	-2 all rolls, ½ movement, 2 in 6 spell fail, -20% thief abilities, -4 ranged attacks
Coughs	1	Coughs	Dead	-2 all rolls, 10' per turn movement, 2 in 6 spell fail, -20% thief abilities, -4 ranged attacks
Dead	n/a	n/a	n/a	n/a

* If save succeeds, character must attempt save again on the next day. Eventually save will fail and disease progresses.

Effect: The effect is quite deadly and interferes with the infected character's nervous system. The disease will traditionally run its course in 4 phases. The first phase lasts 4 days, the second phase lasts 3 days, etc. At the end, things progress quickly. Whenever the phase descriptions below require a saving throw and if the hero rolls a natural 20, he has kicked the disease on his own. Although unlikely, it sometimes happens.

- **Phase 1: the sweats.** The character sweats too much. His body temperature increases, and he feels fatigued, waking each morning in a pool of sweat. Due to overheating and exhaustion, he will be at a -1 to all rolls during this phase. On the morning of the fourth day after contact, make a save versus poison. Failure results in the disease advancing to phase 2. Success staves off the advancement for another day.
- **Phase 2: the sores.** The character's body erupts in open sores which ooze nasty smelly things. The character has a -2 to all attempted rolls and can move only at half his normal movement rate as his fatigue worsens. He has trouble sleeping, and therefore often nods off when he doesn't want to. On the morning of the third day after phase 2 begins, make a save versus poison. Failure results in the disease advancing to phase 3. Success staves off advancement of the disease for another day.
- **Phase 3: the shakes.** The character's hands shake. He still suffers the -2 to all rolls and may only move half his normal movement rate. If he is a spell caster, he now must make a d6 roll whenever he attempts a spell. On a roll of 1 or 2, the spell fails because he is too shaky to pull off the necessary gestures. If he is a thief, he has a -20% to all thief abilities. Finally, he has a -4 to all ranged attacks due to his shaking hands. Other actions are only penalized with -4 if the GM thinks shaking hands would be a problem (otherwise the -2 penalty applies). On the morning of the second day after phase 3 begins, make a save versus poison. Failure results in the disease advancing to phase 4. Success staves off the disease another day.
- **Phase 4: the coughs.** The character erupts in coughing fits randomly throughout the day. He coughs up blood and other foul things. When the cough starts, the character's days are quite numbered. He spends most of his time lying down with no energy, and must be carried around. If he must move, he can only cover 10' per turn as he stumbles and struggles to work his muscles. If he does try to perform any actions, he has the same penalties described under phase 3. He lacks strength to stand for more than a few rounds. Each morning make a save versus poison. Failure results in not waking up that morning.

Author's Note

Getting heroes together can be challenging or simple, depending on how demanding the players are for good story. A good approach is to put the burden on the players. Tell them that they are all adventurers who are seeking fame and fortune (or seeking to spread good, or uncover mysteries, or whatever) and ask THEM to talk together and tell YOU why they are all together and how they know one another. This approach puts some of the story in the players' hands, and sometimes gives you great ideas to sprinkle into the adventure that you otherwise wouldn't have thought of.

INVOLVING HEROES

One of the most challenging things when using a published adventure module is figuring out how, as GM, to get the player's into it. This section provides a couple of suggestions. Whatever the manner, the players are eventually going to be brought before the mayor for a job briefing. This is expected to progress the adventure as planned (proceed to Section 2: Job Briefing). However, if your players decide to go solo without the backing of the mayor of Brighton – just proceed to the Section 4: The Road to Danger.

THATCHER'S RIDERS

The easiest way to drop a new group of heroes into this adventure is to have a rider approach them in whatever town they're in. The rider brings news that Mayor Thatcher is offering fame and fortune to any adventurous lot willing to help him rid Brighton of the dangers it is facing. The rider won't answer too many questions but will ensure the heroes that it is a righteous cause. The rider will then escort the heroes to meet with Thatcher in his castle. If you use this simplest method, read or paraphrase the following:



You were sitting in a tavern, counting your last coins and pondering your situation. You've always aspired to be adventurers, but never knew that so much of being an adventurer is sitting around in a tavern with no adventure at hand!

Then the riders came. They were dressed in the uniforms of Brighton wardens (well-known for their skill and bravery) and entered the tavern. They scanned the room quickly, sized up everyone, and honed in like hunters on your table. You recall their plea for help and remember them reading a hand-written note from Richan Thatcher (famed former adventurer). The plea for help was a call to adventure, a promise of fame and fortune. Of course you proudly accepted.

Your trip to Brighton was long but uneventful. On the way, you were briefed about a possible goblin uprising and a disease sweeping through the town. They couldn't answer any more questions, but told you that all would be explained by Thatcher. Finally... adventure!

PASSING THROUGH

Have the heroes pass through Brighton on their way to some other destination. This isn't common: people usually come to Brighton as a destination not a waypoint, but if you can fit it into your story, have the heroes stop in Brighton for a stay in an inn and have a warden come in out of the night's chill and sit with them. If the heroes look around, they see a couple in the corner coughing and wheezing as they are in the throes of the blighting sickness from the tainted waters. Many of the people seem generally downtrodden, eager for help. The warden will escort the heroes to see Mayor Thatcher.

SENT BY THEIR MENTOR

If the heroes all report to a single person (high priest, mentor, baron, etc.) this works well for expositions. Simply have their mentor be an old friend of Richan Thatcher (knew him in his adventuring days) and have him receive a letter via messenger, asking for help with his problem. The mentor will decree the players must report to Thatcher with expedience. The voyage to Brighton should be quick and easy, and when they reach the gates of the town they are taken in immediately to see Mayor Thatcher.

PERSONAL STAKE

This plot hook will work for heroes whose players like to build elaborate backgrounds and who have a thirst for self-motivated heroism. One or more of the hero's parents are from Brighton and were afflicted with the blighting disease, and so the heroes have been called to attend the funeral. When they arrive, they see many people ill and dying and undoubtedly some hero will announce his intentions to help solve the town's problems. He is told that the best way to fix things is to go talk to the mayor...

SECTION 2 JOB BRIEFING

This is a pure role-playing section of the adventure. Depending on how much role-playing you and the players prefer, this section might be brief or could take some time to accomplish. You may read the boxed text aloud or, if you prefer, ad-lib the encounter yourself with the guidelines on page 6.

EXPECTED OUTCOME

The players should meet with Thatcher, understand who and what he is (a famed adventurer now past his prime), and be briefed with the mission he has for them. Additionally, the heroes should learn of the Crimson Brotherhood, so when they meet up with their murderous greed later in the adventure they'll understand what it is they're facing.

MEETING THATCHER

When the heroes are finally brought before the mayor, read or paraphrase the following boxed text aloud (if you don't like reading boxed text aloud, skip to Ad-libbing the Encounter, below):

You were escorted to a private audience chamber, not more than an office, in the main castle of Mayor Thatcher. Immediately you know this is no normal mayor – there are stuffed trophy heads from hunting expeditions that include large reptiles and things you've never seen before. On the walls are the many writs and thank-you letters from barons, dukes, and kings from all around the land. The small, withered old man before you seems at ease here, comforted by the elements of his past. He hardly looks capable of such heroic feats today and you have to keep reminding yourself that Mayor Thatcher is a great hero of an older generation.

He beckons you sit across from his desk and he begins to tell you of the mission ahead of you. "Thank you for coming, adventurers. I desperately need your help. When I wore a younger man's boots, I would have handled this issue myself. But alas, the years were only kind to me until a few winters ago and now my body ages."

He pauses to allow for role-playing. He may ask for introductions, may ask to know heritage of the heroes, etc. Play into your player's wishes here. If they enjoy deep role-playing then here is a great opportunity. If they are light on the role-play and eager to get to business, keep it short and get to the point. When the time is right, continue:

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Thatcher clears his throat and continues: "Long ago, I led a small army into the mountains to put an end to the goblin king's reign over the region. I destroyed the king and his private guard and destroyed much of their shaman's lab. The remaining goblins fled to the four winds, never to rise to power again. I and my henchmen sealed off the entrances to the goblin halls and the clerics I brought from the church cured the wells deep in the mountain which feed the rivers here.

Since then, I have built up a very fine town, secure in its finances and its safety. My henchmen and I formed the wardens, soldiers and scouts all, to patrol the area and keep the goblins of the Daakenkraags and the creatures of the Darkenwolde Forest in check. We have flourished and prospered... until now."

Pause again here to allow the players a chance to interject with their role-playing. They will undoubtedly wish to bring up the blighting disease or perhaps the increased goblin activities around Brighton. When the time is right, continue with the following:

"I care for this town more than you know. I weep each time I hear of the blighting disease taking another life. It took us so long to realize it was in the water that far too many of my beloved townsfolk became infected – still become infected. The goblins harassing people on the roads to Brighton are an increasing concern.

"A few weeks ago, one of my more overconfident wardens took a unit of eight fresh recruits into the Daakenkraags to the north. They ventured farther than was safe, and stumbled upon one of my old sealed entrances now re-opened. They went inside and were ambushed. He returned with no recruits, claiming half of them were dead and the other half fled deeper into the goblin halls. He returned full of shame and was the first to die from the blight.

"The next day I sent four very experienced wardens, but they haven't returned. That's when I sent the riders to find help... that's where you come in.

"I need you to venture into the goblin halls and find out whatever is poisoning the river. Find out if the goblins are rebuilding their kingdom... and if so, bring me the head of whatever goblin is wearing the crown of command. Do this for me, do this for the town of Brighton, do it because it is right and just.

"And of course, do it for gold. Yes, I too adventured in my days, and I know what motivates a man. Take this now and divide it amongst yourselves, and keep what you find in the goblin halls. I left much there when we sealed those entrances so many years ago."

Thatcher throws the players a pouch full of gold coins. When the players count it, it equals 100gp per hero. They may use this to help outfit themselves for the dangers in the mountain. If the players try to negotiate for more money (or if Thatcher is feeling conversational) read the following:

"You were not the first to come to me... another group calling themselves the Crimson Brotherhood came and offered their services. More mercenaries than heroes, they tried to negotiate more reward as well as brag about their eagerness to murder goblins. I sent them away, had them escorted to the edge of this land. Although my assistants couldn't believe I did that, we don't need that kind of help. You seem different, and I'm happy to have you working for me but alas, this gold is all I can spare during this difficult time."

Author's Note

I seldom read long sections of boxed text aloud. I find that younger players have difficulty staying tuned in while I prattle on and on in a monologue. That is why any time I write an adventure module and a very long section of text is boxed for reading, you'll find a section directly following it entitled "Ad-libbing the Encounter." If you're like me and hold disdain for long boxed text, pre-read the longer version before the session then just wing it during the session with the guidelines presented.



AD-LIBBING THE ENCOUNTER

If you don't like reading boxed text aloud and wish to act out this scenario, you should read the boxed text to yourself before playing to familiarize yourself with it. Then just ad-lib the encounter but make sure you hit the following points during your interactive performance:

- Thatcher used to be a legendary adventurer.
- The mountains used to hold a goblin kingdom, but Thatcher routed them and sealed off their halls.
- The water in the river is poisoned and coming from the mountain.
- Goblins are organizing in the halls once more.
- Four recruits are unaccounted for, having fled into the halls and are lost.
- Four experienced wardens were sent and never returned.
- Thatcher gives a purse of 100gp per person and promises them riches await in the Old Goblin Halls.
- The Crimson Brotherhood was turned away because they're greedy and murderous.

SECTION 3 BRIGHTON

The heroes are encouraged to get a good night's sleep (but no more than that) and to enjoy use of the Mayor's Manner (which is a veritable small castle) until the morning. The mayor assumes the heroes will want to visit the town, partake of the town's good ale and meal, and visit the various shops with their pouch of gold.

Author's Note

If you want to spend more of your campaign in and around Brighton, involving its atmosphere and people, please consult Section 8, where you'll find some detail for each of the prominent NPCs of the town.

There is much to see and do in Brighton. What follows is a basic summary of important features. On the following page you'll find a map of the town and a key of the more memorable and important features the players might find themselves in or near.

GENERAL INFORMATION

The walled town of Brighton is only 42 years old. The buildings look like they are in good condition, with masonry from the quarries of the Daakenkraags and timber from the Darkenwolde Forest. Most homes are mortar and timber with thatched roofs. A few are pure stonework, mostly the church and the homes of the wealthy (families of Thatcher's former, faithful henchmen). The roads are cobblestones or dirt, depending on the location. A functional gutter system runs waste through the roads down to cisterns where the waste is leached and filtered through gravel systems then sent back into the river. All in all, Brighton is a town that could have been here for hundreds of years and for hundreds of years to come.

LIMITS

Due to its small size, poor location, and relative simplicity, Brighton doesn't boast a huge merchant area. Other than the Market (the road outside Southgate), finding things for sale will be difficult unless looking for common domestic things like bread and meat. For adventurers, that might pose a small problem. No adventuring item worth more than 25gp can be found for sale on any shelf. Residents just don't have that kind of coin and travelers come too seldom for stocking much more than that. If the players spend any length of time in Brighton, however, they could commission people such as Chandra Ringhold (at the warden's Trappings), Maerdenath (at his keep), or Daugar (at Brighton Armory) to craft most things, but they would need half the money up front to buy materials.

The Town of Brighton

1. Thatcher's Castle
2. Thatcher's Stables
3. Straight & Arrow
4. Warden's Trappings
5. Southgate
6. Northgate
7. Maerdnath's Keep
8. Temple of the Winds
9. Swallow's Inn
10. Brighton Armory
11. The Market
12. Doran's Herbs
13. Fordenbridge
14. Oghrehall
15. Red Rona's Rest



1" = 500'

Dark Times in Brighton

ATMOSPHERE

Despite its size, Brighton has a small-time village feel. Walking the streets brings one the scent of baked bread. Passing by people's homes one finds men working on their houses with saws and wood or children playing games with barrel hoops or balls. Smiling at someone yields a smile – even in these dark times. The people don't see too many outsiders, but if they sense that a visitor is an adventurer they ask to hear all about their tales. They love their mayor dearly and show sorrow over seeing such a commanding figure bound to a chair. If you get them drinking, they may admit that the wardens aren't what they once were, now that Thatcher doesn't train them himself.

PEOPLE

The town's population is around 2,322, with each home housing a family of 3-8 people. They are a rugged population, used to harsh winters and short but prosperous growing seasons. Most have a love for their mayor, who built this place out of nothing, though there are some who believe a younger man with more energy to lead would do a better job. They aren't afraid to speak their mind in Brighton. Most people are farmers, loggers or miners, or riverboat captains who take the mined or logged goods from Brighton to points south.

Of the population of Brighton, at least 10% are family members of someone who was rescued by the heroics of Thatcher. Another 5% are family members of someone who walked side-by-side with the legendary figure, fighting goblin hordes and braving the mysteries of the unknown. This amounts to a fair number of people who owe their lives or their legends to their mayor.

GUARDS

There are two types of soldiers in Brighton: the town guard and the wardens. The town guard are little more than militia, wearing leather armor and carrying spears. Stripes on the spear denote rank position. Guards are only used for settling local disputes, catching thieves in the market during events, and clearing the streets and alleys late at night. They seldom use their spears. If a situation is dire, a captain might also be present.

WARDENS

Once personally trained by Mayor Thatcher himself, the wardens are an elite group of riders and warriors who patrol the countryside and keep it clean and clear for travelers. For the past generation, new trainers have taken over and the death toll for new recruits has increased due to poor training. In addition to the typical warden, there exists a fair number who trained under Thatcher. Such veteran wardens are given the most important jobs and heavily trusted with the safety of the people.

TYPICAL GUARD *(level 1 lawful human fighter)*

STATISTICS
AC 8, HP 4, MV 120' (40'), ML 7, XP Value 10
ATTRIBUTES
STR 11, DEX 10, CON 10, INT 9, WIS 10, CHA 10
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
GEAR & TREASURE
Leather, Spear (1d6), Dagger (1d4, range 10/20/30), 1d4gp

GUARD CAPTAIN *(level 3 lawful human fighter)*

STATISTICS
AC 5, HP 10, MV 90' (30'), ML 10, XP Value 50
ATTRIBUTES
STR 12, DEX 10, CON 12, INT 10, WIS 11, CHA 13
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
GEAR & TREASURE
Chain armor, Shield, Long sword (1d8), Dagger (1d4, range 10/20/30), 1d8gp

TYPICAL WARDEN *(level 1 lawful human ranger)*

STATISTICS
AC 7, HP 8, MV 120' (40'), ML 9, XP Value 20
ATTRIBUTES
STR 11, DEX 12, CON 15, INT 12, WIS 12, CHA 11
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
<ul style="list-style-type: none">+1 to damage against goblinoids, giants and their kin.Surprised only on a 1 in 6, and surprise others on a 3 in 6.Tracking 90%, +2% each creature more than own party, -25% per hour of rain, -10% each day since tracks were made.
GEAR & TREASURE
Studded leather armor, Longbow with 12 Brightontip arrows (1d10 range 70/140/210), long sword (1d8), 1d4gp

VETERAN WARDEN *(level 3 lawful human ranger)*

STATISTICS
AC 4, HP 17, MV 90' (30'), ML 11, XP Value 50
ATTRIBUTES
STR 13, DEX 13, CON 15, INT 12, WIS 12, CHA 13
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
<ul style="list-style-type: none">+3 to damage against goblinoids, giants and their kin.Surprised only on a 1 in 6, and surprise others on a 3 in 6.Tracking 90%, +2% each creature more than own party, -25% per hour of rain, -10% each day since tracks were made.
GEAR & TREASURE
Chain armor, Shield, Longbow with 12 Brightontip arrows (hit +1, dmg 1d10, range 70/140/210), long sword (hit +1, dmg 1d8+1), 1d10gp

EXPECTED OUTCOME

The heroes spend some time in the town preparing for their journey. They brighten the hopes of the townsfolk and perhaps get involved in a side quest or two. In the morning they leave for the Old Goblin Halls. GMs can make the day in Brighton full of activities (see the side quests in this section), or can breeze through this if short on play time.

RUMORS

To help give your players a sense that their heroes know the world around them, consider giving each of the players ownership of one of the following rumors. Some of these tidbits are a bit random, but random, obscure facts about a town help bring it to life for the players.

RUMOR TABLE

(roll once for each player)

1d12 Rumor

- | | |
|-------|--|
| 1 | <i>The mayor holds a goblin artifact. The goblins want it back (this is untrue).</i> |
| 2 | <i>The famed Brightontip Arrows are blessed by Tharahala, goddess of the four winds!</i> |
| 3 | <i>The OGREHALL tavern boasts some of the best ale. For a few silver pieces the barkeep will entertain with stories of goblin sightings and of the daring young Richan Thatcher.</i> |
| 4 | <i>Bruck Cleaver (who frequents OGREHALL) pays 1gp for each goblin scalp (his wife was slain by goblins a few summers past, and he isn't daring enough to seek revenge himself).</i> |
| 5 | <i>Brookshow, a sniveling human boy, follows visitors and steals anything left unattended.</i> |
| 6 | <i>Giant reptile-like birds have been spotted by sage Anecke (a teacher at Maerdenath's Keep) using his long-eye. (the sage possesses no magical powers but has intellect beyond compare. Most of his inventions appear magical but are in fact based on science. The long-eye is a crude telescope.)</i> |
| 7 | <i>Heavy rains bring giant river rats and insects by the dozens flooding down the Brother's River and into town. The White Banner Company sells "magic" repellent dust - but don't bathe or get caught in the rain! (the dust repels nothing, and gets sticky when exposed to water. If not removed it can harden like paste.)</i> |
| 8 | <i>Exposed weapons will grant you a ticket or a night in jail. The judge (Father Oran from the Temple of the Winds) dislikes public display and use of weapons.</i> |
| 9 | <i>Melshanks the Magnificent has knowledge in lore and history of the Brighton area. He is a bard of some skill. Dropping a gold in his cup will make him your personal storyteller until the Straight & Arrow closes.</i> |
| 10 | <i>The Brighton wardens are not what they used to be. Soft living and lack of experienced training have left them lacking in real combat techniques.</i> |
| 11-12 | <i>Player has no specific knowledge of Brighton or its people.</i> |

SPECIFIC AREAS

Viewing the map of Brighton, there are several keyed areas. GMs wishing to have the players spend a little bit of time in the town might want to familiarize themselves with these areas.

1 THATCHER'S CASTLE

This is where the players receive their job briefing. It was once a powerful military castle standing against the once mighty goblin kingdom. Today, it is full of the comforts of a home. Thatcher doesn't decorate in valuables; he decorates in textures and rich warm colors. The castle is garrisoned with 20 guards and at any one time by 5 wardens. Thatcher maintains only a small staff of townsfolk to help take care of the castle.

2 THATCHER'S STABLES

Tended to by Thatcher's half-sister Raina, the stables are home to some very able steeds. Currently in the stables are three sturdy war horses and three riding horses. Raina is kind and has a lot of love for her half-brother. She hates seeing him bound to his chair. If pressed (especially with promises of helping Brighton in Richan's stead), Raina would loan the characters horses to get them to and from the old goblin halls faster.

3 STRAIGHT & ARROW

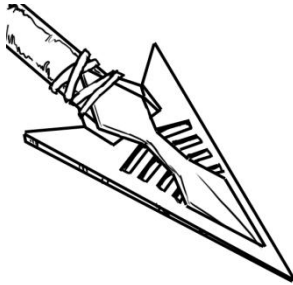
This modest stone building is the most prosperous tavern in the town. Ale flows, men sing, and women dance. Great merriment can be had here. The owner, Gorick Angler, was once a noted archer who lost his hand to frostbite some winters past. If he spots any archers in the player's group, he'll send them to the warden's Trappings (across the street), with promises of some amazing arrows. Gorick's daughter and son are dead (they were both wardens who died with honor) and his wife is currently sick with the blighting disease.

4 WARDEN'S TRAPPINGS

Chardra Ringhold is the daughter to Dharin Ringhold (a former adventuring companion of Richan Thatcher) and is the proprietor of this small but sturdy shop. It is a blacksmith shop, and simultaneously a tannery and fletcher. Chardra developed the Brightontip Arrow to serve her brothers in arms. Chardra is a city treasure, as beautiful as she is skillful. Unfortunately, there are few who can do all that she can do, and she is too much of a perfectionist to share her business with anyone less skilled. That is why the weapons and equipment of the wardens are excellent but expensive to replace. It's probably also why Chardra remains unwed. Note that Brightontip Arrows cost 30gp for a quiver of 20. It takes Chardra three days to produce such a quiver. Only one quiver is available for sale on the day the heroes spend in town.

BRIGHTONTIP ARROWS

Wardens of Brighton use a special arrow design. Brightontip arrows are broader than normal but are crafted of thinner steel which collapses when it hits bones.



These arrows cannot be retrieved and re-used because they are destroyed in their use as the collapsing broad arrowhead tears tissue and wraps around bone. They do 1d10 damage if fired from a long bow or 1d8 damage if fired from a short bow. Against foes wearing chainmail or greater armor, the arrow only does 1d6 damage (regardless of what type of bow fires them); they're just not designed for that kind of foe.

Brightontip arrows can only be purchased in Brighton by trained wardens and only from the fletcher at the Warden's Trappings (who is the daughter to an old adventuring companion of Thatcher). If one of the heroes seems to be a skilled archer, a warden may offer to get him some of these arrows. They cost 30gp for a quiver of 20, but only one quiver is available immediately for purchase.

5 SOUTHGATE

This is the main gate from which visitors arrive from points south. Since Brighton exists in a wild land unclaimed by duke or baron, the Southgate is the only one which sees visitors. There is always a garrison of 4 guards present. They tax 1gp per axel for entry (those on foot pay nothing). If trouble is afoot, each of the four guards wears a horn around a lace of leather on his belt. When blown, 1d8 guards will arrive in 2 turns, led by a guard captain (see stats for guards and captains beginning of this chapter).

6 NORTHGATE

This gate is normally only used by miners who head along the north road towards the mining camp. Other than this, it serves as the great iron gates against the unknown and frightening region formerly known as the goblin kingdoms. Few visitors come through the Northgate. A garrison of 4 guards is present at all times, and charge a tax of 1gp per axel for entry (those on foot pay nothing). If trouble arises, each guard wears a brass horn on a chain suspended from his belt.

One blow of the alarm and an additional 4 soldiers will appear within 1d4 turns.

7 MAERDENATH'S KEEP

This huge manor belongs to Maerdenath, one of Thatcher's former adventuring companions. He is a wizard who achieved a fair level of fame, but retired too early to become truly powerful. He teaches wizardry to anyone who can afford 100gp annual tuition, but is old and grizzled and many believe he's lost most of his former glory.

If a hero magic-user shows Maerdenath proper respect, he may be kind enough to offer him an apprentice scroll with the following spells: *detect magic*, *read magic*, and *knock* for 50gp. Of course, Maerdenath will proudly boast that the magic user is his pupil, and claim some accolades for whatever tales bards will tell of the heroes' exploits.

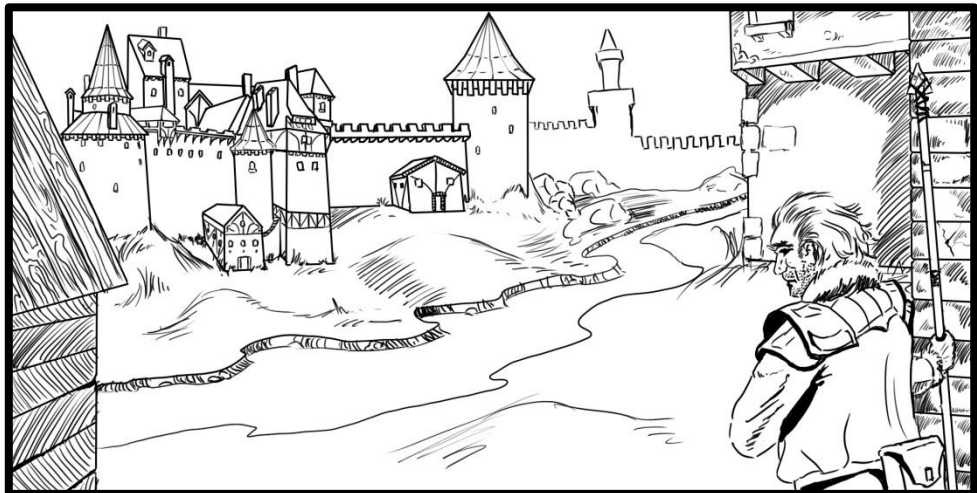
Author's Note

While play-testing this adventure, one group had a magic user who lacked any significant offensive spell. The GM gave (through the mage Maerdenath) the hero a spell scroll with a Sleep spell on it, suggesting he scribe it into his spell book. This allowed the group far more success in the depths of the old goblin halls than they would have had without the help!

8 TEMPLE OF THE WINDS

A common temple found throughout the lands, this temple is devoted to Tharahala, goddess of the four winds. The vested priest is Father Oran, a cleric who also serves as a town judge in times of need. Father Oran is aided by 3 more clergy who help see to the spiritual needs of the community. The temple has arisen here in Brighton over the last few decades. Although uninvited, Thatcher welcomes it.

In these dark times, the temple is overflowing with people enduring the blighting disease. Rows of makeshift beds line what should be the chapel and the long corridors (though



so far Father Oran won't allow the dying to be kept within the temple proper). They minister to the dying but since the contagion is spreading faster than they can cure disease, they are failing in their attempts to keep the city clean of its effects. The temple has been forced to send for templars from another city, out of fear that some worried parents might storm the place and demand attention be given to one child over another.

Father Oran is very stressed and explodes in anger at anyone who provokes him (accidental or otherwise). His clergy try to curb his fury, but sometimes they just get out of his way. He is angry he cannot cure the blight fast enough to keep its darkness from potentially devouring the city.

If visited, Father Oran offers to bind wounds (assume his expertise restores 1-2 hp of damage) and may offer a healing potion or two (at a cost of 50gp so he can buy more medicines for the dying). He cannot afford to waste his prayers on curing wounds directly unless it is to save someone from dying. Too many people rely on him!

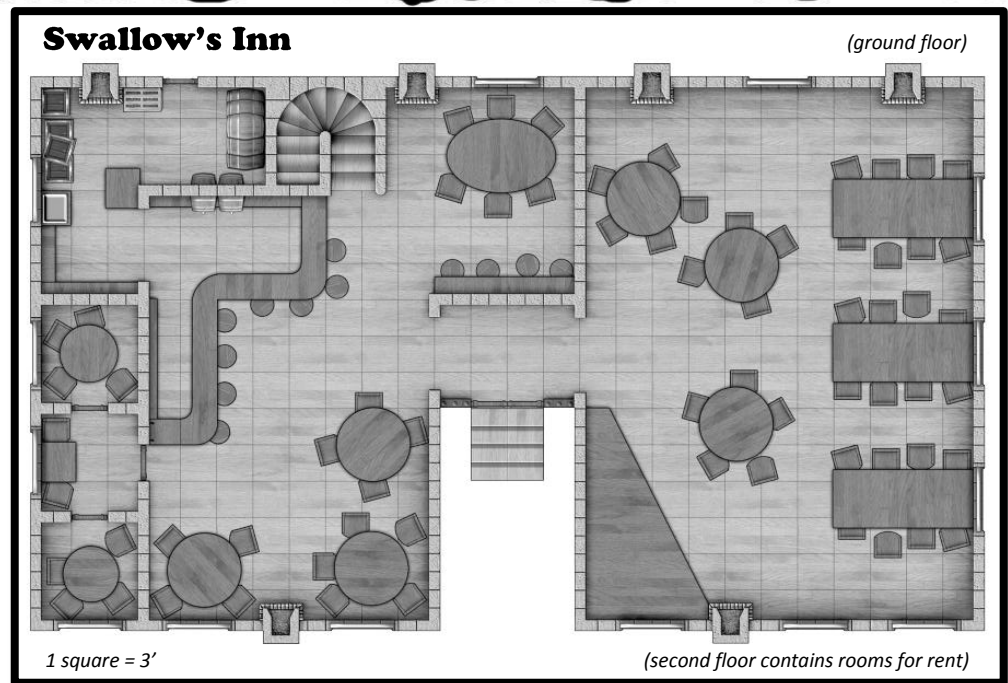
9 SWALLOW'S INN

Marked by a sign bearing a gray-rumped swallow drinking from a tankard of ale, this three-floored building is both tavern and hotel. It is able to sleep 20 in private rooms (2gp per night) and has a common room where travelers might flop for the night (5sp per night). A small but very professional stable service is attached, and caring for a mount ranges from 1sp per day to 5sp per day for a fine breed war horse requiring special grains.

The inn is owned and operated by the Weaver family, who found that slinging ale and turning down beds was more profitable than weaving in the town of Brighton. Winifry Weaver, the evening and night shift inn keeper, is known throughout the town for her sharp wit and dirty tongue. She lives on her own in one of the inn's rooms, because (as she puts it) her "good-for-nothing father left her alone with nothing but her bones." As the town's primary inn, its rooms are subsidized by Thatcher, in order to keep it open for potential travelers even when many rooms go empty.

10 BRIGHTON ARMORY

Despite being called an armory, this sturdy building serves the town's smithing needs far more than it does its armor needs. Daugar is a dwarf who adventured with Thatcher



and lost an eye in the Goblin Wars. He feels a sense of ownership over Brighton, having helped carve away this home from a once mighty goblin kingdom. He has 3 smithy apprentices; strong young lads, all. Daugar's skill in smithing is excellent, but he is a dour man who spouts obscenities as quick as he swings a hammer at an anvil. He's been to the goblin depths and knows a thing or two about it, but knows nothing of the recent events there.

The armory has one suit of chainmail, and four suits of studded leather armor for sale (normal rates), but otherwise has only a few daggers and a handful of short swords. There just isn't a large market for that kind of stuff.

11 THE MARKET

This open area was designated as an open market. No taxes are paid on wares peddled here. Unfortunately, since few visitors come to Brighton, the market has little but hawker stands to offer. Two merchant houses have buildings in or near the market:

- **The White Banner Company** maintains a stone building right before the Southgate (with only a single clerk and a companyman named Schmidt who hates his station but earned it by making advances at the wrong man's wife) and specializes in textiles and minerals. If not for the wealth the miners drag from the Daakenkraags each month, Schmidt would quit his job and just spend his days drinking and womanizing.
- **The Wanderbrook Trading Company** operates from a wooden building on the western outskirts of the market and is native to Brighton (wishes to expand). It specializes in domestic wares, cutlery, and creature comforts. It is operated by the only halfling family in Brighton, the Wanderbrooks.

12 DORAN'S HERBS

Doran claims to be a witch, and nobody has yet to prove her wrong. She peddles herbs used for cooking and potions from a two-story stone home. Doran is also an excellent painter and makes far more of her money selling paintings. Many Brightonians own portraits by Doran. In a larger city she would drop the witch ruse and make a fair living with a brush and paint. Or maybe she is a witch and her brush is guided by magic?

Author's Note

If you worry that the heroes will be too out-matched by the old goblin halls, Doran might have something which can help. She sees visions, and paints them. One day she awakened with a paint brush in hand and realized she had been painting in her sleep, two paintings, to be exact. They are absolutely identical in every way, and radiate magic when detected. Doran knows they're special but not what they can do. She might offer to sell a hero one of the paintings for 50gp. If the heroes buy it, she cuts the canvas off the frame and rolls it up to put it in a bone case. Later, when the heroes have dire need, they can invoke the painting, which will open a magical gateway to its matched pair in Doran's shop. This one-use teleportation scroll can be a safety net for heroes, who may find the halls dangerous. Maerdenath should be able to identify this magic item if the heroes lack the ability.

13 FORDENBRIDGE

This was the first structure Thatcher and his men built when settling the town. The first stone is laid prominently, with carved signatures or sigils of Thatcher and his adventuring company. Fordenbridge is the only way to cross the Brother's River into what was previously known as the Goblin Kingdoms (and still is on most maps, despite the efforts of this town). This structure oft serves as a meeting place for people, and it is said that all roads in Brighton lead to Fordenbridge if only you walk "away from the walls."

14 OGREHALL

This tavern belongs to Ogre. He is not an actual ogre, just a tall, heavyset man who answers to it. He was rescued from the goblin kingdom when Thatcher was leading the raids and settled in the town. He is a good man in his early fifties but his tavern is a place frequented by more nefarious sorts. People go to Ogrehall to drink to forget, or maybe to remember, dark times of days gone by. Ogre tolerates some violence, but expects a fair coin to pay for damages.

15 RED RONA'S REST

A larger building than anyone would expect from the road, Red Rona's Rest is a place to go relax and be pampered. Many of the women of the town come here for massage and beauty treatment. Many men come here for, well, Red Rona. She also uses this place as an escort service (she refuses to serve anyone who refers to it as a "brothel" or worse). Her ladies are fine and clean and well trained in societal skills and conversing (some would say persuading)

and make impressive earnings. Red Rona isn't all makeup and fashion; she is a very capable thief who squashes any competition with a quick blade and a small army of very attractive cutthroats.

SIDE QUESTS

If you want to expand the scope of the players' stay in Brighton before the dungeon-crawl part of the adventure begins, consider rolling on the following table (especially if the players are spending a lot of time in the town).

SIDE QUEST TABLE

(roll as desired)

1d6 Side Quest

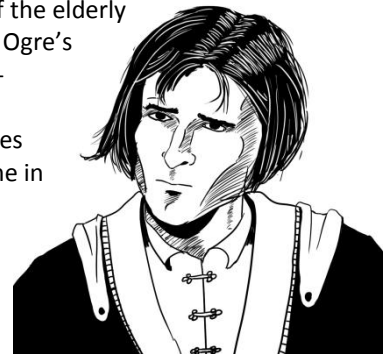
1	Schmidt's Folly
2	Thieves at the Inn
3	A Lizardhawk Took My Baby
4	Goblins in the Sewers
5	Healer Under Siege
6	Fire!

SIDE QUEST TABLE RESULTS

After rolling (or selecting) a side quest from the table above, read the detailed explanations below.

SCHMIDT'S FOLLY

The players discover that Schmidt (see area 11, the Market) has crossed the line of propriety – again. After drinking entirely too much last night, he was making advances at the young wife of the elderly Ogre (see area 14, Ogrehall). Ogre's wife (Sali, a 39 year old, plain-looking, red-haired/freckled woman) accepted the advances and went with him to his home in the back of the company building near the Market. She took Ogre's small chest of gold and Ogre fears they will run off together.



Author's Note

When play testing this with my group, the players split up in Brighton, each with his own agenda. I opted to make Brighton a long part of our session, and gave each hero his own side quest that I chose specifically for his style of play.

I recommend this method of play if you have mature players able to deal with the long waits of being split up, or if you are an experienced GM who can juggle it and keep it fun for everyone at the same time. The players really enjoyed each being given an individual chance to shine!

Dark Times in Brighton

Oran the judge/priest at the Temple of the Winds refuses to help, claiming this is a sinful abomination of the sanctity of marriage and he will have none of it. Ogre offers the heroes 50gp apiece and free ale as long as they are in town if they return his wife to him, hopefully with his chest of gold (he believes he can convince her the folly of her decision to run off with such a man).

The players find that Schmidt did indeed leave town with her and the players can catch up with them a mile south of the city (Schmidt's wagon threw an axle). Schmidt is no fighter. He'll try to flee and leave Sali if possible; indeed a despicable individual.

Keep in mind that this is more a role-playing side quest than a combative one, but includes a strong moral choice. Schmidt will try to bribe the PCs away with Ogre's gold: 50gp each. Less honorable heroes may take this gold. If it comes to blows, Schmidt will drop Ogre's gold, yell "see ya!" to Sali, and run like hell.

However this turns out, Sali will be an emotional wreck. Any player who role-plays well with the emotionally compromised woman should be remembered when experience points are dished out at the end of your night's session.

MERCHANT SCHMIDT (level 0 neutral human fighter)

STATISTICS
AC 9, HP 3, MV 90' (30'), ML 4, XP Value 5
ATTRIBUTES
STR 9, DEX 12, CON 9, INT 12, WIS 7, CHA 14
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Stylish walking cane (1d4), Fancy clothes, 2d10x10 gp

THIEVES AT THE INN

Swallow's Inn (area 9 on the Brighton map) is probably where the players will be sleeping the night before leaving for the Old Goblin Halls. Winifry Weaver tells the players that thieves have been stealing from the inn late at night, and offers them 50gp (total, not per person) to hide in her kitchen at night and ambush the burglars.

Rather than turn this into a pure combat encounter, have the 4 thieves attempt to flee once ambushed, leading to a fun chase across the rooftops on a dark, cold, rainy night as they attempt to evade the heroes. Once caught, they admit to be thieving for a new thieves' guild in town, operating out of an old building near the northeast tower to Maerdenath's Keep.

If the players go there to expose the guild or extract justice, they arrive to see Red Rona's rather attractive ladies exiting the place. They smile at the players as they depart, riding away in a gilded carriage. The new thieves guild has been

taken care of, and the house begins to burn to hide evidence. The players now have a clue about what goes on at Red Rona's besides massages and escort services.

THIEVES (4) (level 1 chaotic human thief)

STATISTICS
AC 7, HP 2 each, MV 120' (40'), ML 7, XP Value 10
ATTRIBUTES
STR 10, DEX 13, CON 9, INT 9, WIS 9, CHA 10
SAVING THROWS
Breath 16, Poison/Death 14, Petrify/Poly 13, Wands 15, Spells 14
SPECIAL ABILITIES
Thief abilities: Locks 17%, Traps 14%, Pockets 23%, Silent 23%, Climb 87%, Hide 13%, Hear 1-2, Backstab x2 damage
GEAR & TREASURE
Leather armor, Short sword (1d6), Dagger (hit +1 when thrown, damage 1d4, range 10/20/30), 1d8gp.

A LIZARDHAWK TOOK MY BABY!

Lizardhawks have taken roost in the Daakenraags, and have been preying on sheep, dogs, and other small animals of the farmlands around Brighton (this is exactly what Anecke at Maerdenath's Keep has been warning about). wardens have taken down several of them, but a half-dozen still remain.

Wherever the players are, a woman comes running in with tears streaming down her face, screaming for someone to help her. A Lizardhawk has swooped down and grabbed her baby only moments ago, from within the city itself. Guards hesitated and were afraid to throw spears and harm the baby. She has nothing to offer, but begs the players to be the heroes Thatcher expects of them. With so many people as witnesses, the player should feel obliged to meet the woman's plea for help, lest the townsfolk lose faith in the heroes.

The players must head out Northgate but won't have to go far, as four Lizardhawks are fighting over the baby above the farmlands just beyond the town walls. They swoop and dive at one another, and the baby changes hands (talons?) several times, crying from the sky as the sun begins to set (scratched and battered, but so far okay).

When the players interfere, two will attack them while the other two continue to struggle over the baby. Somehow the players must rescue the baby and return it to the expecting mother, who will later spread their tale of epic heroism for all of her days.

LIZARDHAWKS (4) (1 hit die neutral creature)

STATISTICS
AC 8, HP 3 each, MV fly 240' (80'), ML 7, XP Value 10
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
ATTACKS
Talons (#AT 1, +0 hit, 1d4)



GOBLINS IN THE SEWERS

Father Oran complains of sounds and rank odor in the cellar of the Temple of the Winds (area 8) to the town guards (this occurs within earshot of the heroes). The guards seem not to believe him, claiming he's hearing things. Father Oran reluctantly turns to the players and begs them to investigate. If pressed, he might offer a purse of 50gp for their efforts.

If the players agree, they go below the temple to find a hole has been opened up by crude digging tools, entering into the city sewers beyond. Four goblins (armed with short swords, scouting the city for Vir-kayik) are camped below and are startled to arms when the heroes arrive.

Once the players eradicate the goblin threat, Oran gives them tools and supplies to board up the hole for him. He is very thankful for their efforts and offers them a potion of healing as a boon.

GOBLINS (4) *(1 hit die chaotic creature)*

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Tattered goblin hide armor, rusty short sword (1d6), 1d4 gp

HEALER UNDER SIEGE

Since the spread of the blighting disease, people in Brighton are starting to panic. Banar is a young human paladin (level 1) who lives in a common home by the town wall not far from the Northgate. He took pity on an old man afflicted with the disease and used his *cure disease* ability (which he can only do once per day) and removed the man's troubles, in public. Unfortunately, this brought trouble down on him and his family.

Since blighting disease crops up at more than five times the rate Banar can cure it, and since he's the only one in the town with the ability to do so, a mob has formed full of the blighted (and parents of blighted children), begging or demanding the right to be next. Some of them brought make-shift weapons or implements of their trade, and appear riled up enough to consider using them.

The players come upon this scene just as it turns very violent: a tall strong farmer of a father uses a long piece of wood to smack a blighted man away from him, and the crowd erupts in violence and mayhem. Banar yells from the roof of the building, begging in vain for them to stop. Banar's mother is pulled from an open window as someone yells threats to Banar. Guards come running, but the players are closer to the situation and must do something.

If the young paladin boy is saved (and his mother, of course), he will thank the players. His mother will insist they stay and share a home cooked meal (she's really hoping they stay around in case the mob returns).

ENRAGED COMMONERS (30) *(level 0 neutral human fighter)*

STATISTICS
AC 9, HP 2 each, MV 90' (30'), ML 8, XP Value 5
ATTRIBUTES
STR 9, DEX 9, CON 9, INT 9, WIS 9, CHA 9
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Improvised clubs or farm weapons (1d4)

FIRE!

A fire is raging in the eastern-half of the town. It began in an abandoned home where the town wall meets the Brother's River. Witnesses say they saw Brookshow (a simple-minded, young street urchin often picking pockets around town) running away from the building. The fire has already spread to surrounding buildings.

Players need to rescue several people trapped in their buildings and help put out the fires. Make this as cinematic as possible! Roll dice behind your screen – force the players to make various checks – and describe the scene as dramatically as you can. Beams of fiery death fall. Heat wafts out of rooms when doors open. People scream.

Assuming the players help with the fire, eventually they'll ask about Brookshow. Townsfolk point in a direction and the heroes discover that the boy is easy to track, since his oversized boots have soot all over them. When they finally catch up with the boy, he is scared to death, saying "the demon is following me!"

The "demon" is actually a 3 hit die hell hound and is indeed chasing the boy. It pounces out to attack him and the players need to deal with it. The hell hound was laired up in



that abandoned home, having entered through the sewers. When Brookshow snuck into the abandoned house looking for a place to sleep, it attacked. The resulting fire breathing caught the house aflame.

When the hell hound is slain, the town guards cheer the players' deeds and slap them on the back with camaraderie. While this happens, Brookshow slips away. A warden shows up and cuts the fire gland from the beast and offers it to the players. He tells them it can be hurled and will cause a fiery burst of damage to foes (3d6 damage, the same as the creature's breath attack). The explosive weapon degrades and loses 1d6 of effectiveness every 24 hours until after 3 days, it is useless. This might be very handy in Section 4 – or in the Old Goblin Halls in section 5.

HELLHOUND	(3 hit die chaotic creature)
STATISTICS	
AC 4, HP 10, MV 120' (40'), ML 9, XP Value 80	
SAVING THROWS	
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16	
ATTACKS	
Bite (#AT 1, +0 hit, 1d6), Breath (#AT 1, +0 hit, 3d6 or half if save). Special: each turn roll 1d10: 1-7 it bites, 8-10 it uses breath attack.	

Author's Note

Why is a hellhound in Brighton?! Seven years ago, Maerdenath caught a hellhound in a sleep spell and surgically disposed of its firegland. He kept it as a faithful hound for six long years (it answers to the name "Smog"). Last winter, it escaped and Maerdenath gave up hope of finding it. The beast laired up in an abandoned house and healed. It seems a living hellhound with his firebreathing gland removed will regrow one in 7 years. Who knew?!

If GMs want to incorporate this into the story in order to provide an opportunity for role-play, consider the hellhound to have a collar with a dog tag proudly displaying the name "Smog" with Maerdenath's seal on the back.

SECTION 4 ROAD TO DANGER

Despite all the fun that can be had in Brighton, eventually (sooner rather than later) the heroes will need to head out the Northgate and head towards the Old Goblin Halls. This would be a simple matter, if not for the ambush that has been set for them. It is only seven miles to the Old Goblin Halls, and therefore the players will make the trip in just a couple of hours. No guide is needed, because the entire route is simple: follow the Brother's River to its source in the Daakenkraags. When the heroes leave, read or paraphrase the following:

The people of Brighton show up along the Northgate as you walk among them, shaking hands and smiling. Children cheer, women curtsy and men give sturdy handshakes while looking you in the eye, as if to say, "Don't disappoint my children."

As you depart the city, wardens escort you for about a half hour, then shake your hands and part ways. You stand along the north bank of the eastern fork of the source of the Brother's River. Destiny awaits you where these waters pour forth from the Daakenkraags.

GENERAL INFORMATION

The region between the two sources of the Brother's River and the Daakenkraags is known as the Goblin Kingdoms on most maps (still to this day). Since Thatcher's attack on the goblin forces and their eventual decimation, the region has lost any semblance of organized goblin occupation. Still, it is not without dangers.

Winters are harsher here than many other locations. When the rains are strong, the rivers flood the surrounding plains and bring with them dead fish. Bears are common to the base hills of the Daakenkraags (especially when the floods bring the fish), and wild boars frequent the heavier bush located throughout. A family of Lizardhawks have taken roost, and goblins still abound (though until very recently they lacked organization). Add to this the strange way the blighting disease affects animals and you have a region teeming with danger, perfect for adventurers to hone their skills.

EXPECTED OUTCOME

The heroes walk along the river bank and have one or more random encounters along the way. When they reach the Old Goblin Halls, they should feel relieved that they made it in one piece.



RANDOM ENCOUNTERS

The old goblin kingdom is quite dangerous: goblin scouts and war parties seek new recruits and natural animals are being driven to violence after having been poisoned by the river and the blighting disease. Each hour spent traveling requires a roll on the following random encounter table. Since a group of determined people on foot on this type of terrain can cover around 4 miles per hour, assume you will roll on this table twice during the voyage to the old goblin halls. If the characters are all mounted, they can make it all the way to the halls within a single hour; roll once.

RANDOM ENCOUNTER TABLE

(roll once each hour)

1d12	Encounter
1	Wild Boars
2	Goblin Scouts
3	Goblin Slavers
4	Thieves
5	Lizardhawks
6	Stampede
7-12	No encounter

RANDOM ENCOUNTER TABLE RESULTS

After rolling one of the encounters, refer to the following sections for an explanation of the results.

Wild Boars

The heroes encounter one or two of these animals (normally one, but if there are 4+ heroes, two). The animals are afflicted with the blighting disease and extremely violent. They come charging full-speed from the brush, attacking anything in sight. If a hero is able to heal one or more of the wild boars, they will stop attacking and will show up in a later encounter to help the heroes.

WILD BOARS (1 or 2)	(3 hit die neutral creature)
STATISTICS	
AC 7, HP 10, MV 150' (50'), ML 9, XP Value 50	
SAVING THROWS	
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16	
ATTACKS	
Tusk (#AT 1, +0 hit, 2d4)	

Goblin Scouts

The heroes encounter 1d4 goblins carrying spears; one is mounted on a dire wolf. They are a scouting party looking for more goblins to recruit. There is a 50% chance they already found 1d4 goblin recruits (armed with crude short swords) and are traveling back to the Old Goblin Halls. Since they're on an important mission they will only attack strangers if they're confident they can win the battle (Vir-kayik is a harsh master who instills fear in his subjects).

GOBLINS (1d4) (1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Tattered goblin hide armor, spear (1d6), 1d6 gp

DIRE WOLF (4+1 hit die neutral creature)

STATISTICS
AC 6, HP 15, MV 150' (50'), ML 8, XP Value 140
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
ATTACKS
Bite (#AT 1, +0 hit, 2d4)

Goblin Slavers

The heroes see 1d6+2 goblins on foot. Two of the goblins are pulling a large caged wagon. The others are armed with short bows and short swords. There is a 50% chance the cage already contains a human slave and the slavers are heading in the direction of the Old Goblin Halls. Otherwise, they're roaming about searching for new slaves.

GOBLINS (1d6) (1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Straps of leather armor, short bow with 12 arrows (1d6, range 50/100/150), short sword (1d6), 1d4 gp

GOBLIN CAGE HAULERS (2) (1 hit die chaotic creature)

STATISTICS
AC 6, HP 5 each, MV 60' (20'), ML 7, XP Value 10
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Leather stoles with bone studs, shortsword (1d6+1 due to greater strength), 1d4 gp

Thieves

The heroes will encounter 1d6 brigands on their way to Brighton. The way they see it, the wardens are the real threat in Brighton, and they'll be too busy dealing with the

goblin problems. They're heading for the Northgate because they've heard the Southgate is manned by more competent guards. The thieves will ask a lot of questions and will attempt to steal something that belongs to the players. If attacked, they'll flee in different directions to meet back up later.

THIEVES (1d6) (level 1 chaotic human thief)

STATISTICS
AC 8, HP 3 each, MV 120' (40'), ML 7, XP Value 10
ATTRIBUTES
STR 11, DEX 12, CON 10, INT 11, WIS 9, CHA 11
SAVING THROWS
Breath 16, Poison/Death 14, Petrify/Poly 13, Wands 15, Spells 14
SPECIAL ABILITIES
Thief abilities: Locks 17%, Traps 14%, Pockets 23%, Silent 23%, Climb 87%, Hide 13%, Hear 1-2, Backstab x2 damage
GEAR & TREASURE
Leather armor, Dagger (1d4, range 10/20/30), 1d10gp.

Lizardhawks

The heroes encounter 1d6 Lizardhawks hunting for food. They've recently moved to the area and the heroes may already know about their presence. They swoop and snatch at any small animals or food the heroes have (familiar, meals, etc.) but generally won't attack man-sized people unless they feel threatened.

LIZARDHAWKS (1d6) (1 hit die neutral creature)

STATISTICS
AC 8, HP 3 each, MV fly 240' (80'), ML 7, XP Value 10
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
ATTACKS
Talons (#AT 1, +0 hit, 1d4)

Stampede

A sudden appearance of 3d10 stampeding wild deer startles the heroes into defensive action. The deer are infected and trying to outrun their pain. They make such a loud noise that the heroes should have no problem identifying their approach. Assume any hero who is aware of the impending stampede can get to safety fairly easily. Any hero caught (for whatever reason) within the stampede must make a DEX check to get out of the way. Failure results in being trampled for 2d6 damage.

DEER (3d10) (2 hit die neutral creature)

STATISTICS
AC 7, HP 7 each, MV 240' (80'), ML 5, XP Value 10
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
ATTACKS
Head butt (#AT 1, +0 hit, 1d4)
SPECIAL ABILITIES
Trample as herd (attack all in area, +0 hit, 2d6) if in group of 10+

SPECIFIC AREAS

As you look at the Brighton area map, you'll see several named locations. These are detailed below. Any area not specifically explained can be made up by you, the Game Master, to suit the needs of your players.

BROTHER'S RIVER

Named for the twin crown princes of the scattered Eldeth Kingdom, the Brother's River winds and twists from its twin sources in the Daakenkraags all the way down through the valleys of the Eldeth Baronies and beyond. This adventure takes place on the eastern fork of the river's source. The river looks clean, especially in the chill waters this far north.

DAAKENCRAAGS

These mountains are just a small part of the Craags, a mountain range that cuts this part of the world apart from points north. The Craags are said to be impassable, though some claim to know secret paths through them. The higher points in the Craags are said to be home to all manner of beast – including several reports of a white dragon in the snowy peaks. Fortunately for Brighton, that rumor is either untrue or the dragon won't come this far south.

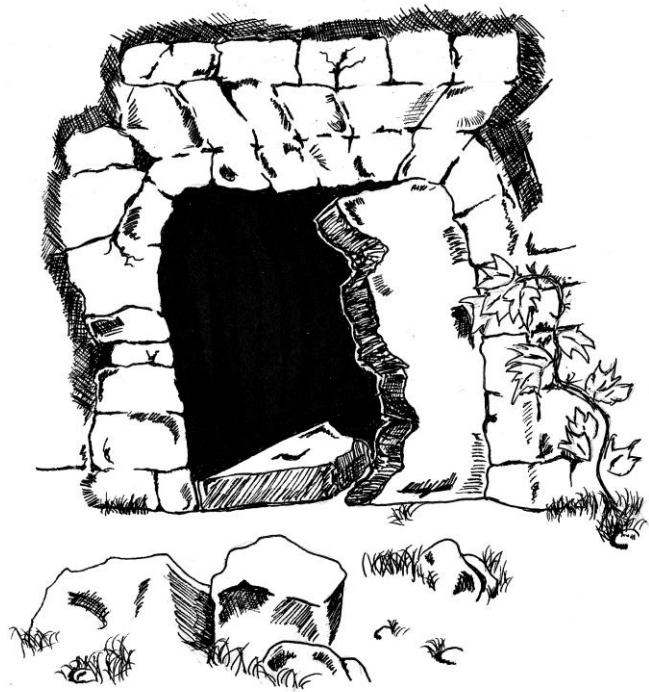
DARKENWOLDE FOREST

Shown in the Brighton Area Map is the northern tip of this large and mysterious forest. Home to all manner of faerie and fey, the Darkenwolde is known to swallow up travelers. To date, no man has successfully managed to create and hold a permanent path that cuts through the forest's depths, and so travelers take the long way around the woods when traveling to points east. At the very edge of the forest, however, some camps exist where loggers spend their time carving away small pieces of the forests. So far, none of this activity has met with opposition from the forest's denizens.

MINING CAMP

Although not covered in this adventure, the mining camp is a small arrangement of offices and buildings supporting the operations of mining gold and other minerals from the depths of the Daakenkraags. The miners all hail from Brighton, and distribute their wealth through the White Banner Trading Company.

At any given time there are 50 men at the mines, and wardens pattern their patrols to ensure that at least two are within earshot of the mines at all times, should anything happen. No map or description is given of the mine itself within this adventure, though GMs wishing to add some fun to the heroes' journey to the halls might consider reading the sidebar "Side Quest: Miner's Heroes."



OLD GOBLIN HALLS

Although there were many more entrances to the goblin kingdom, this is the one that was recently opened and serves as the headquarters for the ancient shaman Vir-kayik and his slowly building army. Once carved by the skillful hands of dwarf and human slaves (most of which were freed by Thatcher during his war against the goblin kingdom), the stonework of these halls is sturdy and well-reinforced. When the heroes reach this location, continue on to section 5.

Side Quest: Miner's Heroes

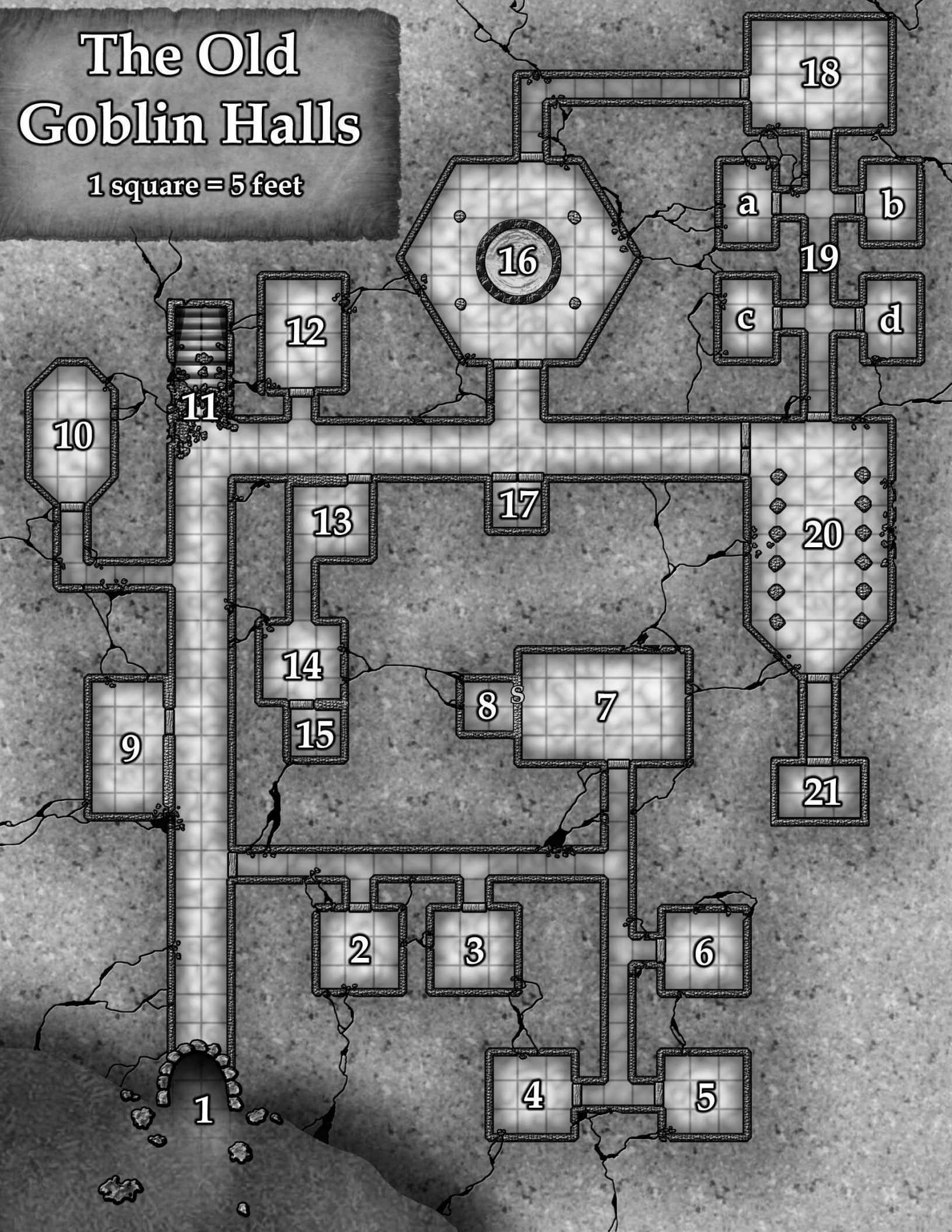
If you would like to make the heroes' journey to the old goblin halls more eventful, consider this side-quest (especially if the heroes are on foot). Have the heroes encounter Goblin Slavers (see above). When they deal with the goblins, one of the prisoner slaves turns out to be a miner who begs the heroes to help free his fellow miners who are being held by a dozen goblins back at the mine. If the heroes seem disinterested (for instance, they feel time is of the essence), he will inform the heroes that women work at the mine too, and they will certainly be mistreated by the goblin captors!

When the heroes approach, they will encounter a pair of goblin scouts who, if they are able to get away, will run back to warn the slavers of the heroes' approach. Prepared goblins are a greater threat than unprepared goblins!

If the heroes manage to free the captives and defeat the goblins, they will find that one of the miners is unaccounted for. He returns with six wardens, who vow to defend the mine while the heroes go tend to the true threat to Brighton. The miners will give the heroes use of riding horses, enough for each hero to ride alone. This will allow them to make up the time it cost them to come to the mine out of their way. The miners will also spread the tale of the heroes' skill and daring.

The Old Goblin Halls

1 square = 5 feet



SECTION 5 THE OLD GOBLIN HALLS

This is the dungeon-crawl part of the adventure. Hopefully, players have anticipated this and prepared by having their heroes equip appropriately in Brighton before coming this far. If they haven't, remember to mention to them the dangers of running around underground with no light sources so they have an opportunity to build some impromptu torches.

GENERAL INFORMATION

The old goblin halls were crafted by dwarf and human slaves back in the days of the goblin king's reign. It is a sturdy dungeon, built to support the needs of the deranged mind of the goblin king. The portion of the old goblin halls depicted in this adventure module is only a small part of the whole. Under the mountains exists a sprawling complex of similar construction. The portion found in this adventure module was designed to support the needs of the shaman Vir-kayik, who has returned to reclaim what was his.

GENERAL DUNGEON CONDITIONS

Ceilings	<i>Although goblins are quite short, they built the dungeon with 8' tall ceilings to accommodate their taller slaves.</i>
Doors	<i>Unless otherwise stated, doors are closed but not locked. They can be pushed open by any character with a little effort.</i>
Floors	<i>Well-placed flagstone, dirty in corners, but very little debris. No danger to running except where otherwise noted.</i>
Illumination	<i>None (unless otherwise stated). Goblins see well enough in the dark that they need no illumination.</i>
Temperature	<i>Cold and dry. Players can see their own breath, and will suffer from temperature exposure (-2 to all actions) if they do not use torches and stop occasionally to warm up extremities.</i>
Ventilation	<i>Assume this dungeon has adequate ventilation. No dangers regarding asphyxiation exist. Most rooms and halls have very thin (1") shafts to the surface.</i>
Walls	<i>Most corridors are 5' wide and lined with evenly lain stone blocks which are easily climbed (No penalty to Climb Walls attempts)</i>

EXPECTED OUTCOME

The players should enter the labyrinth, stalk the corridors and defeat goblins where they are found. They should be on the lookout for the eight wardens unaccounted for (the four recruits that fled deeper into the halls, and the four experienced wardens who went in to find them and never returned) and rescue them if possible (and anyone else they find). They must find and put an end to the blight poisoning the river. They must face and defeat Vir-kayik, ending the threat once and for all. And to make things even more complicated, the Crimson Brotherhood stalks these same halls, looking for treasure to claim with murderous intent.

RANDOM ENCOUNTERS

Adventurers can move around the old goblin halls in any direction they wish. Every turn roll on the following wandering monster table to determine what the heroes encounter. If you don't like keeping track of turns and movement rates, roll every once in a while to keep players on their toes. This, of course, is in addition to any creatures they encounter within the specific encounter areas.

RANDOM ENCOUNTER TABLE

(roll as needed)

1d12	Encounter
1	<i>Escapee</i>
2-3	<i>Goblin Patrol Party</i>
4	<i>March of the Goblin Recruits</i>
5	<i>Scene of Carnage</i>
6-7	<i>Slave Transport</i>
8	<i>Walking the Dogs</i>
9-12	<i>No Encounter</i>

RANDOM ENCOUNTER TABLE RESULTS

After rolling one of the encounters, refer to the following sections for an explanation of the results.

Escapee

The heroes come upon a slave escaping his captors. He is likely human, but could be dwarf or halfling as the GM prefers. There is a 50% chance that this escapee is one of the 4 missing warden recruits.

Roll 1d6. On a roll of 1-3, the escapee is deranged and dangerous. He might join up with the heroes, but screams in fear when he sees the first goblin, dropping his weapon and weeping. If left alone, he wanders off in search of the exit. If you rolled 4-6, the escapee is confident and competent and would be a valuable asset in a fight if he is equipped properly.

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ESCAPEE (level 1 neutral human fighter)

STATISTICS
AC 9, HP 4, MV 120' (40'), ML 9, XP Value 10
ATTRIBUTES
STR 12, DEX 9, CON 12, INT 9, WIS 10, CHA 12
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18

Goblin Patrol Party

The heroes encounter a goblin patrol. They are walking around looking for trouble. One will be larger, with maximum hit points for a goblin and wears a horn around his neck that, if blown, summons a second goblin patrol party of identical size that will arrive in 1d6 rounds. All goblins are carrying short swords and wearing daggers. The leader, however, also carries a spear and shield. If the party is using torches or lanterns, the goblin patrol party will see the lights coming and will attempt to set up an ambush (heroes will roll for surprise normally).

GOBLINS (4) (1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Ill-fitting goblin leather armor, short sword (1d6), or dagger (1d4), 1d4 gp each

GOBLIN PATROL LEADER (1+1 hit die chaotic creature)

STATISTICS
AC 5, HP 6, MV 60' (20'), ML 9, XP Value 10
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Leather armor, shield, short sword (1d6), dagger (1d4), 1d6 gp

March of the Goblin Recruits

The heroes hear boots striking the flagstone floor in unison. They have plenty of time to hide or flee. The sound is coming from a large group of goblin recruits being taught to march in a column.

The 6 recruits walk in a straight line, carrying their spears and slamming their right boots in time. They are being led by a larger goblin sergeant (carries a short sword and shield) who shouts "1... 2... 1... 2..." in goblin. If they encounter heroes, the recruits will fight proudly as long as the sergeant fights on.

Once this leader falls, the surviving recruits crowd in close and cower in fear (assume they fail their morale check).

GOBLINS (6) (1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 2 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Furs with leather strappings, spear (1d6), 1d4 gp each

GOBLIN SERGEANT (1 hit die chaotic creature)

STATISTICS
AC 5, HP 6, MV 60' (20'), ML 9, XP Value 10
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Leather armor, shield, short sword (1d6), dagger (1d4), 1d6 gp

Scene of Carnage

This isn't exactly a wandering monster, but a scene of mayhem so disgusting that it defies description. Heroes see the remains of a slave transport or escapee encounter, but everyone is dead... goblins and slaves alike. There is a 50% chance that one of the 4 warden recruits are among the dead. Whoever killed these people did so in a murderous fashion. The bodies appear to have been cut up long after their deaths. Nothing of value remains.

Slave Transport

The heroes encounter a group of 4 goblins armed with whips and spears escorting a group of 1d6 slaves (random mixture of humans, dwarves, and halflings). The slaves have their wrists shackled and their ankles chained to one another and are marching with their heads down in sorrow. There is a 50% chance that one of the 4 warden recruits are present.

GOBLIN TRANSPORTERS (4) (1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Ill-fitting goblin leather armor, spear (1d6), or whip (1d2), 1d4 gp each

SLAVES (1d6) (level 0 neutral human commoner)

STATISTICS
AC 9, HP 4, MV 120' (40'), ML 7, XP Value 5
ATTRIBUTES
STR 9, DEX 9, CON 9, INT 9, WIS 9, CHA 9
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18

Walking the Dogs

A pair of goblins dressed in thick leather gloves (not much else) is walking a dire wolf down the halls, giving it some freedom and exercise. The dire wolf is a very aggressive

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creature, but will listen to the commands of its two goblin trainers. As soon as the trainers see the heroes, they will shout a command to attack while they try to flee.

GOBLINS (2) (1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Tattered goblin hide armor, spear (1d6), 1d6 gp

DIRE WOLF (4+1 hit die neutral creature)

STATISTICS
AC 6, HP 15, MV 150' (50'), ML 8, XP Value 140
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
ATTACKS
Bite (#AT 1, +0 hit, 2d4)

SPECIFIC AREAS

It is best if you, as GM, read these area encounters in advance. This will give you an idea how to handle situations as the players attempt unusual things or enter areas quickly. For instance, if an encounter in one area makes an unusual amount of noise, consider the impact that would have on a nearby area.

1 ENTRANCE

The entrance to this portion of the old goblin halls stands before the heroes. When they arrive here, read or paraphrase the following:

As you approach the entrance, you notice right away that a great seal has been torn asunder. Large chunks of stone debris litter the grass around the great archway. Darkness from within carries with it a cold chill which settles into your bones even before you enter.

If any of the heroes are skilled in hunting or tracking, tell that player that there are numerous footprints coming in and out of the entrance, some of which are of great clawed paws.

2 GUARD POST

This square room is fifteen feet per side. It has only one door to the north, from where the heroes approach. The door is slightly ajar. If the heroes make too much of a clamor outside the door, the guards within will come rushing out with their short swords in hand. Otherwise, assume the goblins are unaware of the heroes and read or paraphrase the following:

The door to this moderately-sized square room is slightly ajar. As you peer through the crack, you see four goblin guards with short swords on their belts wrestling around with a smaller fifth, though the small one doesn't seem to like it much. The bullying continues as you ponder what you should do.

The small one is Gooban. He's not young, but especially small. He's smart however (though intellect isn't really a trait that goblins praise) and can actually speak dwarf (a skill gained from time spent with slaves). If he is "rescued" from the bullies, he'll thank the heroes in goblin and dwarf. If the heroes treat him well, he will tell the heroes about the treasure and trap set for intruders in room 9. Otherwise, he flees and promises not to speak of the presence of the heroes.

Other than a short sturdy wooden table and bench seats, the heroes won't find much of value here. Wooden shelves line the south wall, but they hold nothing but dust and cobwebs.

GOBLINS BULLIES (4) (1 hit die chaotic creature)

STATISTICS
AC 6, HP 4 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Ill-fitting goblin leather armor, short sword (1d6), 1d4 gp



GOOBAN (1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Tattered leather scraps for armor, chipped short sword (1d6-1)

3 PRACTICE ROOM

This is another square room with fifteen feet walls. Similar to room 2, this one has only one entrance on the north wall from which the heroes come. This room is where the recruits practice with their weapons. It is currently empty, except for a slave tied to a post with numerous spear wounds. He lives, though barely. When the heroes open the door to the room, read or paraphrase the following:

When you open the door, you see five wooden posts mounted to crude wooden platforms. A weapons rack on the east wall holds numerous spears and wooden practice swords. A crudely-drawn diagram of a human shape adorns the southern wall. The diagram shows red target marks in various dangerous locations: the neck, the heart, the head, etc. On each of the wooden posts sags a body, riddled with small spear holes. One of them appears to be clinging precariously to life, however, as he moans for help.

The moaning man is heavily wounded. His name is Rothal Smith, and he was once a proud and experienced warden. He was sent to look for the missing recruits and was captured. He has only 1hp remaining and will die from blood loss unless someone binds his wounds. Both his arms are broken, and so he will be a liability while adventuring forth. The burden of protecting him will have to fall on the heroes as they venture forth.

Within the room, the players can scavenge 12 spears and 6 wooden short swords (treat as clubs). There is nothing else of value, and the other four wooden posts hold nothing but dead corpses (one dwarf, three old human prospectors).

ROTHAL SMITH

(level 3 lawful human ranger)

STATISTICS
AC 5, HP 17 (current: 1hp), MV 90' (30'), ML 11, XP Value 50
ATTRIBUTES
STR 13, DEX 13, CON 15, INT 12, WIS 12, CHA 13
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
<ul style="list-style-type: none"> +3 to damage against goblinoids, giants and their kin. Surprised only on a 1 in 6, and surprise others on a 3 in 6. Tracking 90%, +2% each creature more than own party, -25% per hour of rain, -10% each day since tracks were made.
GEAR & TREASURE
Chain armor remnants (rest of gear taken from him)

4 EMPTY BARRACKS

The door to this small square room is locked. If a thief is in the hero group, he may attempt to pick the lock. The shoddy craftsmanship gives the thief a +10 to his check. Of course, the door can be smashed through instead (but this would alert the sleeping goblins in room 5). Smashing it requires a successful STR check from two heroes whose

combined strength is at least 26. Once through the door, read or paraphrase the following:

The room contains three small bunk beds, allowing six goblins to sleep. It smells of urine and sweat. Six small strongboxes sit on a long shelf, each locked and each belonging to one of the room's residents. At your approach, a small rat scurries into a crack in the south wall.

The goblins aren't very smart; each keeps his key to his strongbox under his tiny nasty pillow and fully believes none of the other goblins knows his hiding spot. If the heroes don't think of this, assume the strong box locks can be picked with a successful locks picking attempt or smashed with a STR check and a heavy bludgeon weapon.

- Strong box 1: 7sp, an empty ink vial, and a miniature pewter lamb (worth 1gp).
- Strong box 2: 6sp, and the bones of a halfling finger.
- Strong box 3: 1gp, 3sp, copper-rimmed spectacles missing one lens.
- Strong box 4: a silver dagger complete with scabbard. Scabbard has a simple thumb lock the goblin owner couldn't figure out.
- Strong box 5: 15sp and a key made out of fish bones, still has some fish meat on the base.
- Strong box 6: 6sp and a shrunken dwarf head. The owning goblin poked the eyes of it out.

Anyone who pursues the small rat will find that it is a very busy packrat indeed. It has managed to store 12sp and a small ring inset with a tiny ruby worth 150gp.

5 OCCUPIED BARRACKS

This room is similar to room 4. It is square and has only one entrance in its west wall. The door is closed and locked. Like room 4, picking it is easy: +10%. If the door is smashed (or if the door to room 4 was similarly smashed), the residents of these barracks will hear the pounding and be alert, waiting in ambush. Read or paraphrase the following:

You peer into the room and see three small bunk beds. Lumps under the blankets (in addition to the loud snoring) let you know that the six goblins asleep in these beds are quite unconscious. Several empty large tankards litter the floor and a large bottle of some alcoholic beverage sits by the doorway. The room smells of whiskey and urine.

If the goblins were alerted by an unnecessary amount of noise in the hallway or while getting through the locked doors to this room or to room 4, then the lumps in the beds are just piles of the goblin's clothes and pillows, and the six goblins actually stand three to a side on either side of the door, waiting with short swords in hand for half the heroes to enter before pouncing. One of the goblins is making the

snoring noise in an attempt to fool the heroes. Allow an INT check for any rangers or elves in the party. A successful roll lets that hero know that something isn't right about the snoring.

GOBLINS (6)

(1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 3 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Leather armor, shortsword (1d6)

If the goblins are defeated, each has a small strongbox on a shelf in the east wall and each carries his key with him:

- Strong box 1: 4sp, 1gp, and a quill pen.
- Strong box 2: a compass that always points east.
- Strong box 3: a set of gambling dice and a weak lodestone.
- Strong box 4: a potion of healing.
- Strong box 5: 15sp and some rotting meat on a stick.
- Strong box 6: a magic wand that is neither magic nor a wand (it is merely a stick that has an interesting shape).



6 KITCHEN

This is a small kitchen used by the goblin guards in the area. It is not a grand thing, just functional. The heroes will find nothing of value here, but may accidentally fall into the covered garbage chute. As they enter the room from the lone unlocked door in the east wall, read or paraphrase the following:

This room has a long table in its center, along with eight wooden chairs. The table is of decent quality but the chairs are falling apart. The northeastern corner boasts a sturdy support hook and a cauldron under which embers glow from last night's broth. A small but functional air duct above the fire pit proves adequate, and a cool chill settles in the room from the air being moved about.

Although not designed intentionally, the covered garbage chute acts like a pit trap 15' deep. Have one of the heroes make a DEX check or fall into the pit, sustaining only 1d6 damage from the impact with the rotting meats and bones below. He can be easily rescued by determined players, especially if they brought a rope.

7 ALTER ROOM

Once devoted to the spiritual needs of the goblins of the old goblin kingdom, this room was devoted to the dark god, Ruann. Today's goblins find the old ways annoying and humorous. When the heroes enter this room, read or paraphrase the following:

When you enter this room, its intended use becomes immediately clear. A blood-stained altar in the center of a large pedestal has the relief of a goblin warrior carved into its face. The altar is framed by dark stone, perhaps onyx. It appears to have once held gemstones in the stone framework, but they have been worked loose.

The floor is littered with the remains of wooden benches, and the wall behind the stage holds a symbol to the dark god, Ruann, patron to the creatures who stalk the night. Behind the altar stands a short, thin figure with his back to you. He doesn't move as you enter, but a voice is heard that says, "be seated" in goblin.

The tall figure is a skeleton of an old human slave. He wasn't the one who beckoned the heroes to sit, however. The mouth on the goblin relief on the altar is actually enchanted with a magic mouth spell, and configured to repeat the request whenever someone enters the room. The skeleton doesn't immediately attack; it simply stares off into the distance. It won't even defend itself with undead fury if attacked. The poor skeleton's will was broken as a human slave, and it remains broken in its undead state. If commanded in a harsh goblin tone, the skeleton will do whatever it is told. If the skeleton is somehow put out of its misery, it dies with a single request to the players: "Tell my daughter Winifry I always loved her."

SKELETON (1)

(1 hit die chaotic creature)

STATISTICS
AC 7, HP 4, MV 60' (20'), ML 12, XP Value 13
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
Immune to sleep/charm spells or effects
ATTACKS
Bone claws (#AT 1, +0 hit, 1d6)

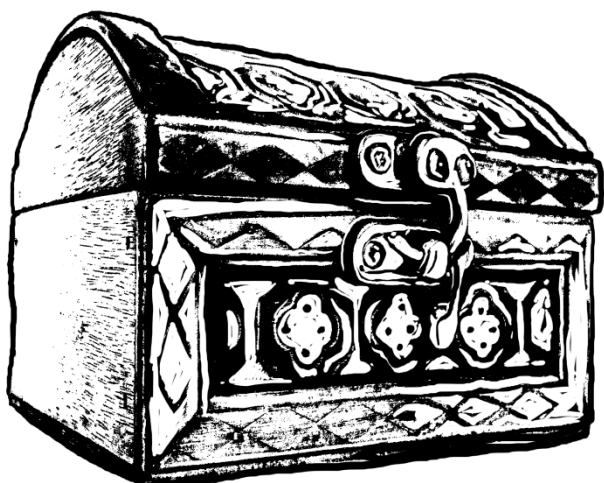
Any thief or greedy soul who searches the altar can make an INT check. Success finds the character a gemstone embedded in the stonework that somehow escaped notice by thieves of the past. Each gem (up to 1d4 of them) found in this way is worth 1d10x10gp, but spending time extracting them has a 1 in 6 chance of attracting a random encounter from all the chiseling and pounding.

8 TEMPLE GOLD

There is a secret room in the west side of the temple. A doorway is carved cleverly into the stonework there, concealing its existence. A character would have to feel around to find the hidden latch between two stones in the wall. However, the secret door is trapped. If the hero doesn't stand on an awkward-to-reach pressure plate to the right side of the door while operating the latch, a dart shoots from the wall and strikes the hero for 1 point of damage and the hero must make a save versus poison. Failure results in unconsciousness for 1d10 minutes (the poison was once lethal but has diluted). When the heroes finally get the door open, read or paraphrase the following:

The small temple treasury stands before you, continual light illuminating everything with bright colors. It is obvious the current goblin occupiers of these old goblin halls haven't found this room yet, or it would be cleared of all its wonders. You see chests and boxes of various cloths and linens, dies and wooden beads. Two gold-painted wooden carvings of large mastiffs adorn pedestals in the room's four corners, standing silent sentry to the contents of the room. One box particularly holds your interest, as it glitters with golden contents.

The dies, beads, cloths, etc. are mostly worthless. If gathered and hauled out of the dungeon, they might be worth 5gp sold in an open market. The treasure chest, however, is certainly worth the hero's effort. It contains 250gp and 1,400sp! Unfortunately, the gold-painted mastiffs are actually wood golems and will animate and attack as soon as anyone removes gold from the coffer.



Note that the secret door the heroes entered through can easily be pulled closed from the inside. The heroes could effectively camp here and recover hit points and spells. They shouldn't rest too long, however, as the blighting disease is still gripping the unfortunate town of Brighton.

WOOD GOLEM MASTIFFS (2) (2+2 hit die neutral construct)

STATISTICS

AC 7, HP 10 each, MV 120' (40'), ML 12, XP Value 59

SAVING THROWS

Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16

SPECIAL ABILITIES

- Clumsy, suffering -1 to individual initiative rolls
- Susceptible to fire-based attacks (-2 to saves versus fire-based attacks, +1 damage sustained per die from fire-based attacks)

ATTACKS

Bite (#AT 1, +0 hit, 1d6)

9 MOLDY PATHS

This room contains a trap laid for would-be adventurers. The door to this room has been wedged open, luring passersby to the rescue of a Brighton warden. Goblins know not to go into this room. When the heroes look in, read or paraphrase the following:

Black mold grows in thick patches and long veins along the walls of this twenty-five foot long room. The disgusting stuff hangs in tight groupings from the ceiling and rests in growing heaps from the floor. A clean path of stone cuts its way through the center of the room to its southern edge, where you see a Brighton warden (fully clothed in his uniform) shackled to the floor to a great ring protruding from the floor. You aren't sure if he is alive, but a long, red-feathered arrow sticks out of his chest.

The warden doesn't answer calls. His head lolls back limply, though an observant hero (if his player makes a successful INT check) can see his chest rising and falling as he struggles to breathe. The room is a deadly trap. A thief might be able to see the trap with his thief skills, but otherwise it should remain unseen.

This trap was not created by Vir-kayik or his goblins. It existed before they came to this place, and they learned of its existence the hard way. Vir-kayik simply took advantage of it and set this trap for anyone curious enough to enter these halls.

When a hero approaches, the pressure plate in the floor does not immediately trigger any effects. In fact, the hero will be able to walk all the way to the captured warden. However, one turn later the trap triggers in an attempt to take out not only a scout but the party for which it scouts. A jet of flame will erupt from the north wall, firing down the path (re-burning a clean path in the black mold in the process). Anyone in the path will take 2d6 damage (half that if they save versus spells or spell-like devices).

Once the heroes know of the trap, they can walk around the pressure plate safely, though that involves stepping through the moldy muck. Insidious GMs will force DEX checks through the slippery muck, failure resulting in falling

and getting covered in it and perhaps accidentally falling on the pressure plate!

The warden isn't dead (but will be if not shielded and the trap is triggered). He is dying, but not from the goblins (they simply chained him up tightly here). The red-feathered arrow is from the Crimson Brotherhood, who scoffed at the obvious trap and put an arrow in the chest of the warden, laughing while they did it.

His name is Vynn Sifter and he is one of the experienced wardens sent by Thatcher to locate the recruits. If rescued, healed, and equipped he can be of some use. He will tell the heroes about the Crimson Brotherhood, and will accompany them on their quest. He tells the tale of being ambushed when they arrived by a horde of over 100 goblins, and he worries that they will soon march on Brighton.

VYNN SIFTER

(level 3 lawful human ranger)

STATISTICS
AC 4, HP 17, MV 90' (30'), ML 11, XP Value 50
ATTRIBUTES
STR 13, DEX 16, CON 15, INT 12, WIS 12, CHA 13
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
<ul style="list-style-type: none"> +3 to damage against goblinoids, giants and their kin. Surprised only on a 1 in 6, and surprise others on a 3 in 6. Tracking 90%, +2% each creature more than own party, -25% per hour of rain, -10% each day since tracks were made.

10 GOBLIN TOMB

The door to this room is stone and steel, not wood like the rest of the rooms in the goblins halls. Although not locked, it requires great effort to open it. A cistern sits to either side of the door, filled with pitch and easily lit. The room contains no threat to the heroes and contains no treasure. When the heroes enter, read or paraphrase the following:

This room is an honorific testimony to the goblin kings of old. Five coffins rest in this room, each with the stone carving of a goblin on its lid. These stone coffins are old and carry the weight of their years well. Each has a goblin king's name: Grooth, The Bloodfist; Ravanak, The Boldnosed; Haaka-Taak, The Dark One; and The Grim Torderak. The fifth coffin's is ajar, and its occupant missing. The name engraved in its top: Lom-kayik, The Doom Giver.

11 CAVE-IN

This area has a caved-in section of hall. Heroes will have no chance to get past the cave-in. It is too mighty, and will withstand even the most steadfast attempts at achieving passage. Beyond the unpassable rocks, roots and earth are stairs which lead deeper into the Daakenkraags.

12 WOMEN'S SLAVE PEN

This room is where Vir-kayik keeps the slave women. They huddle together in fear and loathing, wondering if each day will be their last. Unfortunately for the heroes, the Crimson Brotherhood has been here and was crude and inappropriate with the women. The women played along in hopes they would be rescued, but the dastardly adventurers simply laughed and left, calling them harsh names and stating that if the women behaved themselves they would return to rescue them later.

When you enter this twenty-foot long, fifteen-foot wide room, you see women. Nine to be exact. They huddle together in the far corner and look at you without speaking, afraid of what you might do to them. One of them – with a swollen face and a black eye – becomes bold enough to ask in a quiet, shaky voice, "Have you returned to rescue us this time?"

The women are shackled with strong chains. Breaking the chains is not possible unless the heroes brought something useful with them (such as a crow bar). Picking the locks is possible, but will be time consuming. The women will assume the worst of the players, and will not like being told to stay put until the heroes return to rescue them later. Of course, this is probably the best course of action. Considering the dangers the heroes have faced so far, this place is too dangerous for them.

FEMALE SLAVES (9)

(level 0 neutral human commoner)

STATISTICS
AC 9, HP 3 each, MV 120' (40'), ML 7, XP Value 5
ATTRIBUTES
STR 9, DEX 9, CON 9, INT 9, WIS 9, CHA 9
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18

13 GUARD POST

The door to this room is not locked; it opens easily. In fact, it opens before the heroes get there. When the heroes reach for the door, read or paraphrase the following:

As you approach the stout wooden door, suddenly it begins to open and you see a rather burly goblin guard who just happened to be heading to check on the room across the hall. He stands there for a fraction of a second before drawing his sword and yelling for his fellow guards to "kill the intruders!" Clamoring from the room beyond the door indicates they heard his command quite clearly.

This room is a guard post, where 6 goblins keep guard against possible escape attempts from the male slaves in room 14. The goblins are very alert, always keeping watch. They don't sit around and gamble and drink like a lot of goblin guards. The fight will be a fair one, with no surprise

rolls and no ambushes. These elite guards all have keys to the shackles which bind the women and men slaves.

ELITE GOBLIN GUARDS (6) (1+1 hit die chaotic creature)

STATISTICS
AC 5, HP 5 each, MV 60' (20'), ML 9, XP Value 10
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Leather armor, shield, shortsword (1d6), dagger (1d4), 1d6 gp

14 MEN'S SLAVE PEN

This small room is where eight male slaves are kept shackled to the walls and floors. They're wearing only pants, and have had all belongings removed. There is a door in the south wall locked from the inside. Screaming mixed with diabolical laughing can be heard from within, even now. When the heroes enter this area, read or paraphrase the following:

As you enter this room, the sad and broken faces of eight men look at you. They don't have hope in their eyes, only sorrow. There is a door on the far end of the room, closed and dark. Screams and hideous laughter can be heard from within that room.

If the heroes save the slaves, one will be Gord Greenshaw, an elite warden sent in by Thatcher to search for and save the recruits. His will is broken, but he will try to be strong and help the heroes if necessary. He would prefer to lead the male and female slaves home to Brighton while the heroes take care of the old goblin halls, but good roleplaying (and some gear) might convince him to stay.

MALE SLAVES (8) (level 0 neutral human commoner)

STATISTICS
AC 9, HP 3 each, MV 120' (40'), ML 7, XP Value 5
ATTRIBUTES
STR 9, DEX 9, CON 9, INT 9, WIS 9, CHA 9
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18

GORD GREENSHAW (level 3 lawful human ranger)

STATISTICS
AC 5, HP 17, MV 90' (30'), ML 11, XP Value 50
ATTRIBUTES
STR 16, DEX 13, CON 15, INT 12, WIS 12, CHA 13
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
<ul style="list-style-type: none"> +3 to damage against goblinoids, giants and their kin. Surprised only on a 1 in 6, and surprise others on a 3 in 6. Tracking 90%, +2% each creature more than own party, -25% per hour of rain, -10% each day since tracks were made.

15 TORTURE CHAMBER

This room is used to break the will of problematic captives. A variety of torture equipment can be seen everywhere. A grotesque goblin with a limp second head (it is a failed twin; the head has been there since birth) performs the torture with a hideous nightmarish laugh that torture victims remember for the rest of their lives. Screaming and laughing can be heard even now. The door is locked from the inside and cannot be picked. It can be forced using normal door forcing rules. As the heroes enter the room, read or paraphrase the following:

You bash in the door with much violence and see a tall hunched goblin whose grotesque body has bony growths in many directions, including a limp second head that emerges from his right shoulder and neck. The primary head looks about with crazed eyes while it laughs horribly in sync with sounds coming from the second head's limp mouth.

A lone human lies stretched naked on a torture rack, his white and red clothes in a crumpled heap on the floor next to him. When you enter the room, the grotesque goblin cranks hard one last time on the torture device and you hear a loud snapping noise; the human's screams stop, but the goblin's laughter does not. He leaps at the nearest hero, sharp claws seeking a neck.

The goblin attacks the closest hero with his claws as weapons. They are very sharp and very filthy. Anyone so much as scratched by his horrid claws takes 1d4 damage and must make a saving throw versus poison or the infection will prevent the hero from healing naturally for a like number of days. For instance, if a fighter takes 3 points of damage and fails his save, he wouldn't heal naturally for 3 days. Magical healing will work normally.

MUTANT GOBLIN TORTURER (2 hit die chaotic creature)

STATISTICS
AC 6, HP 8, MV 60' (20'), ML 12, XP Value 13
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
SPECIAL ABILITIES
<ul style="list-style-type: none"> Toxic claws: Save vs. Poison or no natural healing for a number of days equal to the amount of damage sustained by the claws.
GEAR & TREASURE
Leather armor, freakishly sharp claws (1d4+toxin), 1d6 gp

The human was a member of the Crimson Brotherhood. His uniform has been removed and sits on the floor. He has a long bow, a quiver of 7 remaining red-feathered arrows, and a long sword. His white tabard is non-magical but emblazoned with the logo for the Crimson Brotherhood: a white gauntleted fist over a red shield. He has 3 potions of healing and 150gp in a large belt pouch. None of it is doing him any good anymore.



16 THE SOURCE OF ALL BLIGHT

This is the hero's opportunity to stop the blighting disease that is plaguing the town of Brighton. Unfortunately, they will have to face two angry captive carcass scavengers who were led here by Vir-kayik to protect his blight from would-be heroes. When the heroes enter the chamber, read or paraphrase the following:

This is a large hexagonal chamber with a large double-door entrance in the south wall, and a small normal-sized door in the north wall. Four columns help support the ceiling, which vaults highly overhead. The walls of this chamber are painted with a mural, each showing the exploits of one of the kings of the old goblin kingdom. The north wall has no picture, since there was never a sixth goblin king.

A large well exists in the center of the room, fed by the waters that seep down from the Daakenkraags above. This is the source of the easternmost fork of the Brother's River. Suspended above the well by ropes is a small decanter, tipped over and flowing dark water in a steady stream.

The blight is strong enough here that you can smell it. Fear grips at you, as you see two large, many-legged creatures scurry towards you from the darkness; odd tentacles at their front wiggle and reach for you.

The two carcass scavengers must be dealt with before the decanter can be turned upright or removed from the well. They will attack quickly, paralyze who they can, and move on to another, saving eating for when the battle is over.

CARCASS SCAVENGERS (2) (3+1 hit die neutral creature)

STATISTICS
AC 7, HP 12 each, MV 120' (40'), ML 9, XP Value 135
SAVING THROWS
Breath 13, Poison/Death 10, Petrify/Poly 12, Wands 11, Spells 14
SPECIAL ABILITIES
<ul style="list-style-type: none"> Stinger: if stung, hero must save versus poison or be paralyzed 2d4 turns (a cure light wounds spell will free a paralyzed character but won't heal him in the process)
ATTACKS
Stinger: #AT 1/turn, hit +0, damage paralysis (see special abilities)

The body of a lone elite warden, presumably Icus Crane, lies dead in this room. He appears to have tried to battle the scavengers bravely and lost. All of him that can be eaten by these creatures has been eaten. His scimitar is magical, providing a +1 to hit and damage. His long bow is of fine quality but is non-magical. These weapons rest on the ground near his body, along with a quiver, 8 Brightontip arrows, and a small pouch containing 20 platinum pieces.

17 GARBAGE CLOSET

When Vir-kayik returned to these halls, they were actually occupied by kobolds. He easily overtook their forces with his own, and ordered their bodies piled into this area. The doors are sturdy and there is a cross-beam locking the contents within. If the heroes open the door, a ceiling-high pile of dead kobolds avalanches into the corridor, filling the area with horrific smells. The 10'x10' room beyond has nothing of value, it was once a storage place for food.

18 CRIMSON BROTHERHOOD

This is the hero's opportunity to face the Crimson Brotherhood. They will arrive just after they performed their grim work of slaughtering sleeping goblins. This will begin as a role-playing situation, but depending on the actions of the players, it may escalate quickly to violence.

This room is a large barracks. It has beds enough to sleep 30 goblins, and all of them have a goblin lying in them, their tan-colored blankets soaked in blood. Many have red-feathered arrows sticking out of them; others have deep puncture wounds. Next to each of the 15 bunk beds is a double-chambered chest (presumably one for each goblin). Milling around the room and searching through various chests are 5 adventurers dressed in white tabards and crimson capes. Their tabards display symbols of a red shield with a white gauntleted fist before it. They see you enter and drop what they are doing, moving to stand together cautiously.

The leader of this adventuring group is Raiff Cutter, a cunning warrior with a silver tongue. He will greet the characters with a fake warm smile, and will attempt to creatively defend any actions the heroes accuse them of. This is an opportunity for the acting skills of you, the GM. Make Raiff seem genuine; have him seem like the heroes' best friend. Have him offer to trade or share booty obtained in the goblin halls. If there is a female player, have him give a private smile to her. Really ham it up.

If the heroes are becoming confrontational, Raiff will give private hand signals to his four party members to slowly flank the players. If violence breaks out they will be in a tactically superior position.

Important: The Crimson Brotherhood is a bloodthirsty lot, and will not hesitate to kill the heroes if they think they can win. If they cannot win, then have one of them flee by downing a potion of gaseous form and exiting through the tiny ventilation shafts in the ceiling. Having at least one of these adventurers (or hopefully all of them) flee allows for their eventual return in a later adventure.

Dark Times in Brighton



RAIFF CUTTER



CRAIMMAR



YARA ROLTH



DORICK



ELOWEN

RAIFF CUTTER

(level 3 chaotic human fighter)

STATISTICS
AC 6, HP 15, MV 90' (30'), ML 12, XP Value 50
ATTRIBUTES
STR 16, DEX 11, CON 13, INT 10, WIS 12, CHA 15
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
GEAR & TREASURE
Chainmail, two-handed sword (hit +2, dmg 1d10+2), cape of the crimson brotherhood, backpack, 4 days rations, 110gp, 250gp gem on a cheap chain around his neck

CRAIMMAR

(level 1 chaotic elf fighter)

STATISTICS
AC 5, HP 8, MV 90' (30'), ML 10, XP Value 20
ATTRIBUTES
STR 13, DEX 15, CON 13, INT 9, WIS 11, CHA 10
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
SPECIAL ABILITIES
Elf Abilities - Infravision 60', Detect hidden/secret doors 2 in 6, Immune to ghoul paralysis.
GEAR & TREASURE
Chainmail, two short swords (hit -1 primary -3 secondary, dmg 1d6+1), cape of the crimson brotherhood, backpack, 4 days rations, 55gp, potion of healing

YARA ROLTH

(level 1 chaotic half-elf thief)

STATISTICS
AC 8, HP 4, MV 120' (40'), ML 9, XP Value 20
ATTRIBUTES
STR 9, DEX 16, CON 10, INT 11, WIS 11, CHA 12
SAVING THROWS
Breath 16, Poison/Death 14, Petrify/Poly 13, Wands 15, Spells 14
SPECIAL ABILITIES
Half-elf Abilities - Infravision 60', Detect hidden/secret doors 2 in 6, Immune to ghoul paralysis.
Thief Abilities - Pick Locks 17%, Find/Remove Traps 14%, Pick Pockets 23%, Move Silently 23%, Climb Walls 87%, Hide in Shadows 13%, Hear Noise 1-2
GEAR & TREASURE
4 Daggers (+2 thrown, dmg 1d4), padded armor, grappling hook, 50' rope, hammer, 6 spikes, cape of the crimson brotherhood, backpack, 7 days rations, 35gp, 15pp

DORICK

(level 1 chaotic human magic-user)

STATISTICS
AC 8, HP 5, MV 120' (40'), ML 11, XP Value 20
ATTRIBUTES
STR 12, DEX 14, CON 15, INT 17, WIS 8, CHA 8
SAVING THROWS
Breath 16, Poison/Death 13, Petrify/Poly 13, Wands 13, Spells 14
SPECIAL ABILITIES
Magic-User Abilities - Spellbook: Allure, Burning Hands (memorized), Detect Magic, Identify, Read Magic.
GEAR & TREASURE
Dagger (hit +0, dmg 1d4), staff (hit +0, dmg 1d6), spellbook, wineskin full of quality wine, parchment, quill & ink, potion of invisibility, cape of the crimson brotherhood, backpack, 4 days rations, 56gp

ELOWEN

(level 1 chaotic human cleric)

STATISTICS
AC 3, HP 4, MV 120' (40'), ML 9, XP Value 20
ATTRIBUTES
STR 14, DEX 16, CON 11, INT 9, WIS 12, CHA 9
SAVING THROWS
Breath 16, Poison/Death 11, Petrify/Poly 14, Wands 12, Spells 15
SPECIAL ABILITIES
Cleric Abilities - 1 level 1 cleric spell/day. Turn undead: 1HD:7, 2HD:9, 3HD:11
GEAR & TREASURE
Leather armor +1, shield, light warhammer (hit +1, dmg 1d6+1), manacles, 6 torches, flint & steel, wooden unholy symbol, cape of the crimson brotherhood, backpack, 5 days rations, 42gp

Tactics

If the heroes end up fighting the Crimson Brotherhood, they will use very intelligent and practiced tactics.

- Dorick will take his potion of invisibility and position himself so that next turn he can strike multiple targets with his burning hands spell.
- Yara will take to the shadows and flank the heroes.
- Raif will engage the toughest-looking warrior.
- Craimmar closes with any spell caster.
- Elowen (perhaps one of the most dangerous in the group) will cast a command spell on a hero, commanding him to sleep (he will only do so for single turn, but that's enough time for Yara to slice from the shadows next turn).

19 DIRE WOLF PENS

The goblins of the old goblin kingdom were famed for riding powerful wolves into battle. These same wolves doubled as guard dogs with their amazing senses. Their pack mentality causes them to be cunning opponents, even if their goblin riders are fallen.

In each of these four chambers are dire wolf pens, each of which has one such dire wolf in a locked cage (4 dire wolves in all, though fortunately the players need not encounter that many at once). Since the heroes do not need to fight them, they could simply ignore these rooms and move on. If, however, they want to rid the realms of these dangers, they may wish to destroy them in their pens.

DIRE WOLVES (4) (4+1 hit die neutral creature)

STATISTICS
AC 6, HP 15 each, MV 150' (50'), ML 8, XP Value 140 each
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
ATTACKS
Bite (#AT 1, +0 hit, 2d4)

If there is a thief in the group, have him make a *find traps* roll with a +20% (whether the player thinks of it or not). If the roll fails, tell him nothing. If it succeeds, let him know that the gates have handles rigged to a pulley mechanism that runs up to the ceiling and through the wall. Somewhere, someone has the ability to throw open the doors and unleash oversized canine fury. He may attempt to disable this, requiring a Remove Traps roll with that same +20% bonus.

Other than the dire wolf cages, bowls of some kind of gruel, and trough of water, there is nothing in these chambers worth investigating.

20 THRONE ROOM

This room is (to the dismay of Vir-kayik) the only room failing to stand up to the tests of time, perhaps because of its size, but it certainly shows its share of structural damage.

This is the last great battle of the goblin kingdom of Vir-kayik, of the undead Lom-kayik, and of the player characters in these old goblin halls. There is much debris, and since the heroes will be hopelessly outnumbered, encourage them to think tactically and use the terrain to their advantage.

When the heroes enter, read or paraphrase the following text:

As you enter this huge chamber, your eyes adjust quickly to the twilight entering in from the ceiling. The easternmost wall is quite crumbled. A large chunk of stone sits in a pile on the floor in the westernmost section of the room. Eleven of the original twelve great stone columns stand, holding up the remainder of a cracking domed ceiling. In the southernmost alcove is a large throne on a stone platform.

On the throne sits Lom-kayik, or rather, the zombie of Lom-kayik, raised from the dead by his brother to resume his reign. Vir-kayik stands by his side, looking you over with the thoughtful eyes of the truly enlightened. Lom-kayik wears a crown; two columns of 8 goblins each kneel before the pair, spears in hand and swords on belt, chanting the name, "Lom-kayik! Lom-kayik!"

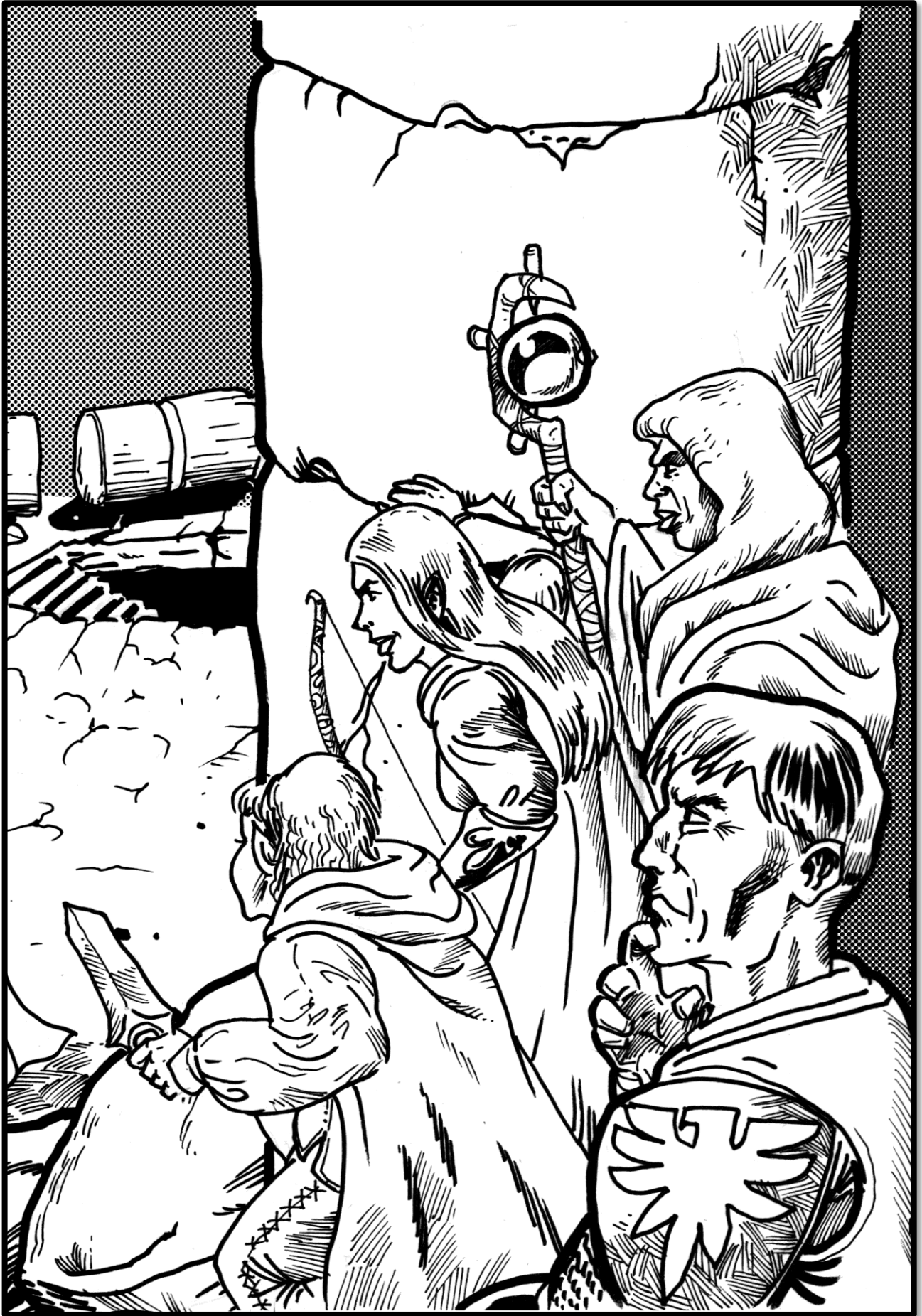
Vir-kayik points his finger in your direction and shouts (in goblin), "Intruders in the royal chamber! Defend your king! Bring me their heads!" As his sixteen soldiers turn to face you, Lom-kayik stands, moaning a zombie moan, and lumbers forth. Vir-kayik seems to stand back, heading towards the far corner of the room where a large lever juts from the wall.

During the fight, Vir-kayik makes his way to a lever near the old goblin throne that, when pulled, releases all the gates in the rooms of area 19. The cage gates open, as do the doors to the individual rooms, and the dire wolves come pouring out to join the fray. They won't attack goblins normally, and will help the goblins attack the heroes. Vir-kayik will then join the battle himself. Although he knows more rituals than spells, he will try to help. He is especially concerned about his brother, the zombie king, and would maneuver to defend him if necessary.

If heroes are way too outnumbered, mention to one of the characters that he notices the ceiling could easily be collapsed in the area near the northern entrance with a well-placed arrow or hurled object. Dropping the ceiling in that location will effectively close off the approach of the dire wolves, who will be confused and can be dealt with later. Similarly encourage other creative uses of the environment. Columns might be able to be toppled, to divide the ranks of goblins or to land on some. The large stone obstacles will give the heroes partial cover against hurled spears. Or carefully backing into the western doorway will force goblins to have to come one-at-a-time through the door. Despite the fact that this encounter seems hopeless, the heroes should be victorious in the end.

Once the fight moves in the heroes' favor, Vir-kayik will try to escape through the door in the south wall behind the throne. If he is engaged in combat, he'll use *charm person* to help assure that he can get away.





Dark Times in Brighton

VIR-KAYIK, GOBLIN SHAMAN (4 hit die chaotic creature)

STATISTICS
AC 6, HP 15, MV 120' (40'), ML 12, XP Value 190
SAVING THROWS
Breath 16, Poison/Death 13, Petrify/Poly 13, Wands 13, Spells 14
SPECIAL ABILITIES
Magic-User Abilities – Spellbook: Level 1: charm person (memorized), detect magic, light, magic missile (memorized). Level 2: invisibility (memorized), detect evil, mirror image.
GEAR & TREASURE
Ring worth 250gp, staff (+0 to hit, 1d6 damage), plus other treasure stored in room 21

GOBLINS (16) (1-1 hit die chaotic creature)

STATISTICS
AC 6, HP 2 each, MV 60' (20'), ML 7, XP Value 5
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Leather armor, shortsword (hit +0, dmg 1d6)

ZOMBIE OF LOM-KAYIK (2 hit die chaotic undead)

STATISTICS
AC 8, HP 8, MV 120' (40'), ML 12, XP Value 29
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Crown of Goblin Kings (worth 2,500gp), Goblinshard (hit +1, dmg 1d6+1, see below*)



* *Goblinshard* is the sword of the goblin kings. It is a +1 short sword that glows in a 10' radius when wielded by a goblin, or in a 5' radius when goblins are within 30' of the wielder. It will not glow when sheathed.

21 VIR-KAYIK'S CHAMBERS

The heroes come here because of one of two reasons: either they are chasing Vir-kayik after defeating his small goblin army, or they have defeated Vir-kayik as well. The door is locked.

IF VIR-KAYIK STILL LIVES:

If Vir-kayik is in his chambers, read or paraphrase the following when the heroes approach the locked door:

You are confident the goblin shaman went this way. You stalk carefully down the corridor to where it ends in a door. A quick check reveals that the door is locked. You can hear chanting on the other side of the door.

When the heroes enter, Vir-kayik will be in the process of finishing off a spell to transport him away. If the heroes cannot defeat Vir-kayik in 1 turn, then on his initiative on his second turn he will simply vanish, returning to threaten Brighton and the heroes another day.

IF VIR-KAYIK WAS DEFEATED ALREADY:

We can't just let the heroes walk into the room and scoop up treasure, now can we? If the heroes were fortunate enough to defeat the shaman in room 21, his personal chamber will have a strong trap present. In this case, Read or paraphrase the following:

You open the door to Vir-kayik's private chamber and see a room that comes as close to opulence as one could possibly expect in a dungeon. The bed is of fine quality, obviously imported from afar. The area rug is decorative, and some fine cloths hang from the walls. None of this attracts your attention as much as the heavy wooden chest sitting against the far wall.

Heroes who enter the room and head towards the treasure chest will feel themselves step on a pressure plate. A huge section of ceiling comes pounding down to hit them in the head. This is an old trap, made before Vir-kayik came here. It was designed to protect the resident of this private room from humans who might come to assassinate him.

The character who trips the trap will take 2d6 damage if he is taller than a dwarf or Halfling. A DEX check will cut the damage in half. If he is a dwarf or Halfling, he won't be hurt by the trap (the stones comes down only to a 4' height, and then retracts back up into the ceiling).

VIR-KAYIK'S TREASURE:

Being an old and experienced goblin shaman of a once proud goblin kingdom, Vir-kayik is not so stupid that he would have all of his wealth with him. In addition, some of the wealth he brought with him went to buy short swords and other things for his slowly growing goblin army. However, once he is defeated or has fled, his private chamber can be looted.

In addition to an assortment of alchemical tools, beakers, ingredients (some quite foul), and many tomes written in various languages, Vir-kayik has accumulated a fair amount of gold and gems:

- A wooden chest filled with 2,000sp and 300gp. It is trapped by a poison needle. Opening it without caution (using a long pole, for instance) will force a save versus poison or the hero will die.
- Small black silk pouch under Vir-kayik's pillow. It contains 6 gems, worth: 10gp, 25gp, 100gp, 100gp, 250gp, and 750gp
- 2 potions of longevity in wooden vials on a shelf above the bed. They have cork stoppers and are marked with a symbol of an hourglass flowing upside-down.
- 4 potions of cure disease in white bone bottles, marked clearly "blight gone" in goblin writing.
- 1 potion which is a strong poison, used to coat the poison needle trap on the shaman's wooden chest. Anyone taking so much as a small taste of the poison must save versus poison or die.

Author's Note

When I created this adventure, I began with a goblin lair. I added depth and layers as I went, and expanded the story. It all fell into place once I built Brighton and made the side-quests to add some extra fun. Low level adventurers are often stuck with nothing but a dungeon crawl, and I wanted to give these low level heroes a chance to build their legends and to feel like they are a part of the game world. I hope I've accomplished that.

If you think this adventure gives out too much or too little treasure, please keep in mind that I used the actual treasure tables as they are presented in the Labyrinth LordTM game book and added little else, so the scaling should be appropriate for the styles of play recommended by that rulebook.

If you prefer a more magic-item-heavy style of play, consider giving Vir-kayik a +1 staff, and consider the long bow discovered in room 15 to also have a +1 enchantment. This helps assure that each player has something valuable and long-lasting from this adventure (other than the coin-based treasure, that is).



SECTION 6 HEROES' WELCOME

So now the heroes have defeated Vir-kayik, slain his undead brother Lom-kayik, racked up an amazing kill count of goblins, dispatched the killer dire wolves, rescued wardens, cleansed the blight from the river, and freed many slaves. They will want to head back to Brighton for pats on the back. Let's not disappoint them!

When the heroes leave the old goblin halls, they should feel elated to finally be out of the depths. Read or paraphrase the following:

As you emerge from the old goblin halls, the fresh chilled air of the Brighton area fills your lungs. Your eyes take in all the colors and brightness of the sky and that feeling of freedom settles in on your soul. You feel victorious as you take account of what you've accomplished: dealt with an old goblin shaman and his undead royal brother; cleansed the waters that have been causing this blighting plague; saved many men and women; and wet your blades with the blood of many goblins. All in all, despite what you may have lost in those old goblin halls, you accomplished what you set out to do... save Brighton.

You travel back to the town, following the water for many hours until you finally see the Northgate beckoning. The wardens at the gate smile at your return; they know you were victorious. They always knew you would be.

You didn't expect to see all the men and women gathered for your return, just as they were gathered for your departure. You didn't expect to see the men who warned you to save their families clapping you on the back with grateful nods. You didn't expect to see so many eligible women throwing their kerchiefs at your feet, offering you favor. You certainly didn't expect to see Red Rona's beautiful emissary saunter up to you and offer each of you a ticket for a free massage.

When the heroes' welcome finally draws to a lull, you see humble Richan Thatcher, seated in his rolling chair. An aid had wheeled him all the way to the Northgate, surrounded by five wardens. Despite the fact that he sat the whole journey, he appears winded and tired. He smiles at you warmly and claps his hands. The rest of the town joins him for several minutes.

This is a great opportunity to allow the players to role-play. Although nobody forces them to, if someone starts to speak then the entire town will quiet down to hear. The crowd would love to hear a speech, one wrought with admissions of the perils of the adventure. If none of the players considers speaking, then consider prompting them, especially if there is a heavy role-player in the group.

Also, this is a great chance for the heroes to present the potions of longevity to Thatcher. If imbibed, he will be restored by 12 years, and suddenly have the strength of his legs return to him. When he rises from his chair with half as many wrinkles, it should be a dramatic moment for all gathered. This miraculous event will make everyone in the town full of grateful happiness.

Thatcher will be so pleased that he will offer each of them a special ring; one from each of his fingers. They were made by a friend long ago, and each has a garnet carved like the face of a goblin. The rings have no magical value, but each is worth 100gp and identify the wearers as a Guardian of Brighton; a title never before given to any man or woman. If the players think of giving Thatcher the potions on their own (without your prompting), then consider making the rings worth 200gp instead, to reward their proper heroic moral ways.

GUARDIAN OF BRIGHTON

A character bearing this title is a hero of the town of Brighton. He is given free passage through the gates, is never taxed, and is always given free food and ale and will never go without a place to sleep. A Guardian of Brighton can stable his mount at Thatcher's Stables, and can buy Brightontip Arrows freely.



The Guardian of Brighton is known by the ring he wears; a goblin's death-head garnet set in a silver ornate band. The ring is known by all in the Brighton area, but few outside of Brighton will know its meaning.

A character who bears the ring can be called upon by Thatcher during times of need. Thatcher can have Maerdenath (the senior wizard at Maerdenath's Keep) send a magical message to the ring bearer, regardless of the distance the message must travel.

SECTION 7 NEW CREATURES

Within this adventure module are creatures easily found in the main sourcebook (Labyrinth Lord™, etc.). This section lists new creatures appearing in the area of the town of Brighton.

LIZARDHAWK

No. Enc.: 0 (1d6)
Alignment: Neutral
Movement:
Fly: 240' (80')
Armor Class: 8
Hit Dice: 1
Attacks: 1
Damage: 1d4
Save: F1
Morale: 7
Hoard Class: None
XP: 10

These reptilian birds are predatory. Some believe them to be distantly related to Rocs, though this has not been proven. Certainly they live in the same terrain and climates and even share the same diets. Therefore, there may indeed be truth to this claim. Lizardhawks fly in a clumsy manner, though, in stark contrast to the mastery Rocs have over the air.

Lizardhawks take roost in mountain peaks and swoop down to hunt in parties of up to six. They dive from high above, and are clever enough to keep their shadows from broadcasting their approach. With their sizeable talons and impressive 10' wingspans, lizardhawks can carry away small animals (cats, dogs, even young horses or human babies). They typically stay away from civilized areas (instinctive fear of large groups of sentient beings), but will occasionally attack farmlands around a town if their other sources of food becomes sparse.

Swoop & Grab: If a lizardhawk successfully has surprise, its attack roll will cause no damage but will grasp and carry away one small animal or child. It tries not to harm it too badly (scratches and bruises only) because it wishes to carry it back to its roost to feed its young a fresh meal. While carrying such a package, if the lizardhawk sustains 2 or more points of damage from a single hit it will drop its carried meal.



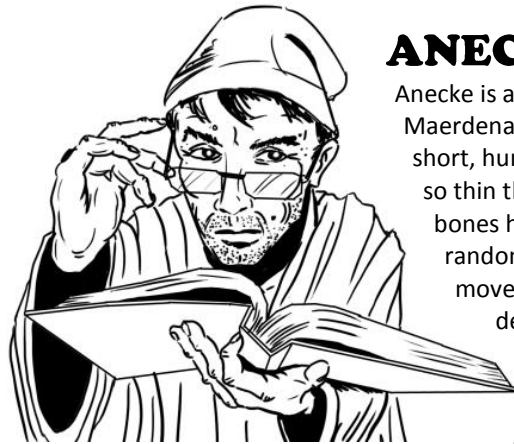
Swamp Lizardhawks

If you'd like to use lizardhawks in your campaign, consider the addition of the following variety: In mountains near swamplands there exists a cousin of the lizardhawk. It is statistically similar to the lizardhawk shown here, except that it has 2 hit dice and has a tail that ends in a singular sharp spike. The swamp lizardhawk has the stats shown below:

No. Enc.: 0 (1d6)
Alignment: Neutral
Movement:
Fly: 240' (80')
Armor Class: 8
Hit Dice: 2
Attacks: 2
Damage: 1d4 (claws) or 1d6 (tailspike)
Save: F2
Morale: 8
Hoard Class: None
XP: 20

Swamp lizardhawks are grey with mottled specks of green and flecks of dark brown along their scaly bodies and tails. Their tail spikes are a bright green and shine with secreted lubricants to help the tail spike drive deep into foes.

SECTION 8 FACES OF BRIGHTON



ANECKE

Anecke is a teacher at Maerdenath's Keep. He is a short, hunched, half-elf. He is so thin that it appears his bones have been thrown randomly into his skin. He moves slowly and deliberately, and scans around with wild eyes that have probably seen too much. His studies into

the dark arts for Maerdenath have taken their toll, but he has always maintained his sanity. Well, mostly.

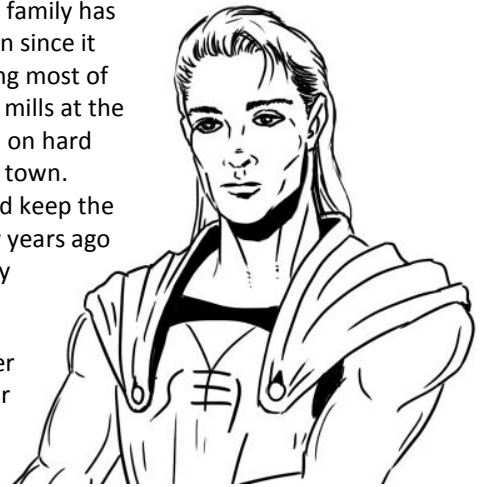
Anecke's mother lived in Brighton until she passed away. His father never settled down with his mother; he was riddled with wanderlust and only knew her in passing. He never adventured with Thatcher, but was the first apprentice to Maerdenath, who did indeed brave dark places with the aging mayor. Anecke has lately been talking about the nest of lizardhawks from the Draakencraags, citing the peculiarity of their behavior. He has forwarded the theory that they are under the control of something large, something that must eat a lot, based on the amount of food these lizardhawks are gathering. Anecke can normally be found in the north-west tower of Maerdenath's Keep, researching or scrying with his master's crystal ball.

ANECKE (level 4 neutral half-elfen magic-user)

STATISTICS
AC 8, HP 9, MV 120' (40')
ATTRIBUTES
STR 8, DEX 9, CON 11, INT 16, WIS 13, CHA 11
SAVING THROWS
Breath 16, Poison/Death 13, Petrify/Poly 13, Wands 13, Spells 14
SPECIAL ABILITIES
<ul style="list-style-type: none"> • Infravision 60' • Detect hidden and secret doors 1-2 in 6 • +4 saves versus ghoul paralysis • Cast Spells: 2 first-level, 2 second-level
GEAR & TREASURE
Ring of protection +1, wand of detecting magic, 500gp ruby on top of staff, 400gp, Spellbook: (level 1) detect magic, charm person, feather fall, identify, message, scribe, unseen servant (level 2) continual light, levitate, phantasmal force, rope trick

BANAR

At the young age of sixteen, Banar is built like a full-grown man. His family has been in or around Brighton since it came to be. After spending most of his young life working the mills at the river's edge, his family fell on hard times and moved into the town. Banar's good spirits helped keep the family on track until a few years ago when Banar's father finally passed away to old age.



Banar lives with his mother in a small town house near the east wall along the river. He frequents the Temple of the Winds, but believes in the cause of good and justice far more than his mentor, Father Oran. People who know Banar will attest to his good heart.

Banar, if asked, will reluctantly join an adventuring party as long as they are good and just people. He would be happy to banish the goblin threat and save Brighton (and therefore his mother). If encouraged to leave his home, the players will have to outfit him (his family is too poor to afford weapons and armor).

BANAR (level 1 lawful human paladin)

STATISTICS
AC 9, HP 7, MV 120' (40')
ATTRIBUTES
STR 15, DEX 12, CON 14, INT 9, WIS 13, CHA 17
SAVING THROWS
Breath 13, Poison/Death 10, Petrify/Poly 12, Wands 11, Spells 14
SPECIAL ABILITIES
<ul style="list-style-type: none"> • Lay on Hands – heal 2hp/level once per day • Cure Disease once per day • Immune to disease • Detect Evil 50' upon concentration • Protection from Evil 10' radius, always in effect
GEAR & TREASURE
None

BROOKSHOW

People think he's a troubled youth. But anyone who looks closely at this street urchin will see that his smirk is ever-present and his eyes shine with a brilliant intellect. He is no victim of the hardships of the town: he lives his life the way he pleases.

Brookshow came to Brighton stowed away in the back of a White Banner Company wagon. He has been living on the streets of this town for the past four years. He generally avoids eye contact with people and tends to himself, stealing what he can or what he must. Shop keepers shout him away with a swing of a broom or worse, and town guards keep their eye on him whenever they see him. Despite this, he lives a fairly prosperous life in this town.



Brookshow has a secret. He was actually born of noble blood, but fled to live his life in his own manner. Tired of always being told what to do, always having to have every word or action scrutinized and always having people around. He longed for the freedom of those over which his parents ruled, and so he fled. This is the reason he hides from the guards; the reason he avoids eye contact (lest someone recognize him). He wants nothing more than to avoid discovery, and so Brighton was a great place to hide.

BROOKSHOW

(level 2 neutral human thief)

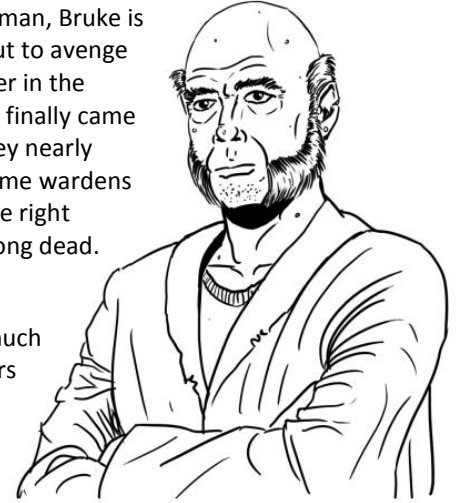
STATISTICS
AC 7, HP 5, MV 120' (40')
ATTRIBUTES
STR 9, DEX 17, CON 13, INT 13, WIS 11, CHA 9
SAVING THROWS
Breath 16, Poison/Death 14, Petrify/Poly 13, Wands 15, Spells 14
SPECIAL ABILITIES
<ul style="list-style-type: none"> Thief Skills: Pick Locks 28%; Find and Remove Traps 22%; Pick Pockets 32%; Move Silently 32%; Climb Walls 93%; Hide in Shadows 22%; Hear Noise 1-2
GEAR & TREASURE
Dagger (damage 1d4, +2 to hit when thrown), 3gp, 12sp

BRUKE CLEAVER

Bruke was a hearty woodsman who lost his wife and now lives with a heavy heart. He worked the logging crew for as long as he has been in Brighton (more than fifteen winters now). Last year, while his wife was walking to the logging camp bringing him and the crew some fruit drink and biscuits, she was attacked by a group of goblins. Bruke was furious at the wardens, who long ago declared the path to the logging camp safe. Bruke is the first one to claim that the wardens have gone soft since Thatcher stopped training with them.

Despite being a hearty man, Bruke is no warrior. He went out to avenge his wife after putting her in the cemetery, but when he finally came across some goblins they nearly killed him. If not for some wardens who happened by at the right time, Bruke would be long dead.

Bruke now frequents OGREHALL, and spends much time in his ale. He offers anyone who takes him up on the offer 1gp per goblin scalp. He burns the scalps and places them on his wife's grave. A gruesome practice, but few begrudge him the right to engage in such behavior.



BRUKE CLEAVER

(level 0 neutral human fighter)

STATISTICS
AC 9, HP 2, MV 120' (40')
ATTRIBUTES
STR 10, DEX 9, CON 12, INT 11, WIS 9, CHA 10
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Treasure: 1d6gp at any given time, at home Bruke has a small chest with 75gp inside, remnants of his old logging business

CHARDRA RINGHOLD

Chardra is a true treasure of Brighton. She is a natural beauty, with dark luxurious hair (usually unkempt or tied back) and flawless skin (usually smudged with soot). Her dark eyes are intense, but naturally so (not made up like many women prefer). She wears all this beauty well, treats all people with respect and kindness, and is generally loved by all.

Since she runs the Warden's Trappings (which caters to the militant needs of hunters – and wardens), she has little to fear from anyone. Just about any warden would risk his life to protect Chardra.

So why is she still single? She's a perfectionist. She doesn't think anyone else could run her shop, much less her household, better than she. It's not that she's an elitist, she's just a realist. She manages to be a fletcher, tanner, weapon smith, bowyer, and armorer all by herself. She's invented new arrows that are legendary. She's



Dark Times in Brighton

successfully kept a shop running in a location nobody before her could. All this, and she still has a great smile. Let's see some man do all that!

CHARDRA RINGHOLD *(level 1 neutral human fighter)*

STATISTICS
AC 8, HP 5, MV 120' (40')
ATTRIBUTES
STR 13, DEX 14, CON 12, INT 14, WIS 11, CHA 16
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
GEAR & TREASURE
Treasure: 12sp

DAUGAR

A sturdy but grizzled old dwarf, Daugar fought alongside Thatcher in the old days. Today he's too old to be gallivanting around hefting his weapons in battle. However, he still has his +2 suit of dwarf-sized platemail mounted on a practice dummy in his home, and his prized warhammer (which he named Greller – a long story best told over a tall tankard of mead) is hung with pride over his fireplace.

He is a dwarf of dour disposition, quick with obscenities and quicker with his well-known, sharp, angry glare. People enjoy him despite (or perhaps because) of these behaviors. Daugar feels a sense of ownership over Brighton. He loves the town and its people. His grumpy nature is just a shield for his actual feelings, and he'll show the true grit of his convictions if push comes to shove.

Daugar owns and operates Brighton Armory. Although he would prefer to be making arms and armor for a dwarven clan of warriors, he settles for making horse shoes and retaining pins and one tool or another. Occasionally, as time permits, Daugar spends some time making hammers or short swords or daggers. But mostly he makes things that the miners need to wrestle gold from the Daakenkraags.



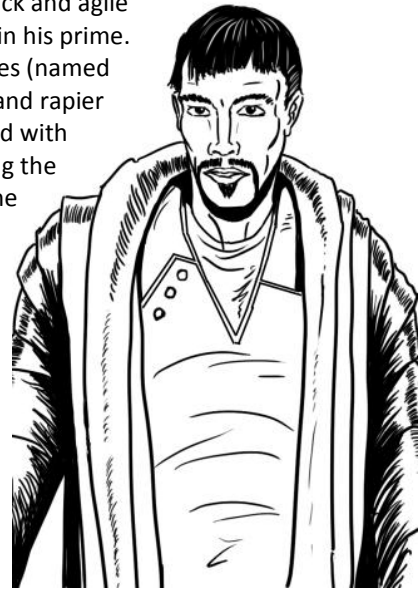
DAUGAR

(level 9 lawful dwarf fighter)

STATISTICS
AC 0, HP 54, MV 90' (30')
ATTRIBUTES
STR 17, DEX 12, CON 14, INT 11, WIS 13, CHA 9
SAVING THROWS
Breath 7, Poison/Death 4, Petrify/Poly 6, Wands 6, Spells 8
SPECIAL ABILITIES
<ul style="list-style-type: none"> • Infravision 60' • Detect stone traps, false walls, hidden construction, or sloping passages 1-2 in 6
GEAR & TREASURE
+2 plate mail armor, +2 warhammer (#AT 2/3, +4 to hit, 1d6+4 damage), 200gp tucked away under his bed for a rainy day.

DHARIN RINGHOLD

Dharin was once a quick and agile warrior when he was in his prime. Known for his twin axes (named *Nickers* and *Bockers*) and rapier wit, Dharin adventured with Richan Thatcher during the days of the raids on the old goblin halls. Dharin is old and skinny, and his mind isn't quite right anymore.



One tale tells of a night when Thatcher fell victim to the feminine allure of a powerful sorceress. The charm that bound him was absolute. Dharin, when he heard that Richan got a girl *that he did not*, struck out alone to save him. He stormed the sorceress' valley and dealt with her minions. He climbed her cliffs and her tower, dealing with her winged gargoyles along the way. He made his way all the way to the top window and climbed in. He found Thatcher... who was about to be sacrificed to some foul being or another by the lovely (but quite evil) sorceress. Rather than slay the sorceress to free his friend, Dharin walked straight up to her and started laying on the old Ringhold charm. The story goes on in some detail how Dharin made the sorceress forget what she was doing long enough that the charm spell faded and Thatcher was freed. Dharin claimed for years that he didn't do it to save Thatcher. He did it to make Thatcher wake up just in time to see that Dharin always gets his girl!

Today, the Ringhold manor sits along the southern bank of the river that splits the town. His building is well-kept, and manned with a score of men loyal to the Ringhold name more than its coin. Dharin himself doesn't speak much, and

won't indicate what has happened with his treasures gained from his adventurous past, including his twin hand axes.

If asked, Thatcher will smile and claim that the tales you hear about Dharin are only half the story, and that his treasures and trinkets likely line the jewelry boxes of ladies all over the known lands.

Dharin has a daughter, Chardra, who is as beautiful as she is skillful in the fine arts of tanning and fletching. Dharin has a dowry of 500gp for whoever finally woos Chardra enough to make her choose a love. Nobody talks about Dharin's wife, who finally made an honest man of him. She died several winters back, and her absence is likely the cause of Dharin's current mental state. The stats below show Dharin if he were motivated to arms.

DHARIN RINGHOLD *(level 9 neutral human fighter)*

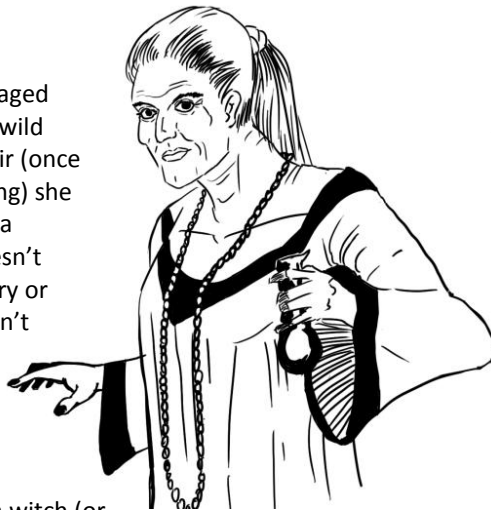
STATISTICS
AC 5, HP 55, MV 120' (40')
ATTRIBUTES
STR 17, DEX 17, CON 15, INT 12, WIS 11, CHA 16
SAVING THROWS
Breath 9, Poison/Death 8, Petrify/Poly 10, Wands 9, Spells 12
GEAR & TREASURE
Ring of protection +2, Twin +2 hand axes (#AT 2, +2 to hit with primary hand, +0 to hit with secondary hand, 1d6+4 damage), wedding ring worth 450gp

DORAN

Doran is a middle-aged widow. She has a wild amount of long hair (once blonde, now graying) she keeps tied back in a pony-tail. She doesn't worry about jewelry or make-up and doesn't spend any of her time worrying about meeting a man.

Doran isn't really a witch (or any type of magic-user, for that matter). She grows rare herbs and is an herbalist, knowing the basic properties of most of the things she grows and sells. She can't make actual potions, but she can provide some basic medicinal aid when needed.

Doran's husband was a painter. A very good one. It is said that his works adorn the temples of several cities throughout the known lands. Doran herself has taken up her husband's brushes since he left a handful of years ago and never returned. Her works are nearly as good as his.



Doran does have one power. Sometimes, she sees visions while she sleeps. Sometimes the visions turn out to be real. For instance, she dreamt of the arrival of the heroes. She doesn't know their names, but she knows their faces well enough. She dreamt of the arrival of the sickness infecting the waters, and knows the heroes are going to stop it.

Doran doesn't know what happened to her husband. She only knows his reasons must be good for him to be away so long, or else he's dead and his reasons are irrelevant. Either way, she pushes on... selling her herbs to those who need it.

DORAN *(level 0 lawful human fighter)*

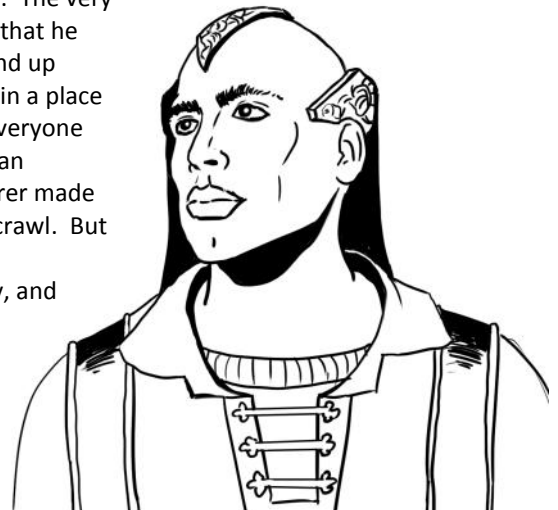
STATISTICS
AC 9, HP 3, MV 120' (40')
ATTRIBUTES
STR 8, DEX 12, CON 10, INT 13, WIS 14, CHA 13
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
10gp necklace, 125gp personal savings in small chest near bed

FATHER ORAN

Oran was not born into a clerical life. He started life as an adventurer. While adventuring, though, he saw calamity after calamity, oft created BY adventurers. He saw companions fall victim to greed and bloodlust. He saw the unpredictable nature of those who call themselves adventurers; watched as reputations of men and women were made and broken; watched as people came to or lost political power. All because of the actions of "adventurers." This was not the life for him.

So he followed the advice of an elder friend and began the cloistered academic studies that eventually led to his position in the church. He runs the local Temple of the Wind (a church devoted to Tharahala, goddess of the four winds). He has a handful of clerics that work under him, and he ministers to the faithful and faithless alike.

At first, Oran winced at being stationed in the town of Brighton. The very concept that he would end up working in a place where everyone idolized an adventurer made his skin crawl. But he came faithfully, and maybe that was for the best.



Dark Times in Brighton

Perhaps he could help break the awe held by the locals for their mayor, and knock him off that high horse he rides.

Ever since the blighting disease began, Oran has been very stressed. He works day and night tending to the ill, and takes it as a shock to his faith when another man or woman under his care dies. He is trying very hard not to shout from his pulpit or at anyone who would listen, "This is what happens when you let an *adventurer* run things! This blight is a direct response to Thatcher's actions of his past, and it is we – the children – who must pay the price for our father's past sins!" And the worst part is, Oran sees clearly that adventurers are needed to solve this problem!

FATHER ORAN

(level 5 lawful human cleric)

STATISTICS
AC 9, HP 19, MV 120' (40')
ATTRIBUTES
STR 10, DEX 12, CON 9, INT 9, WIS 15, CHA 14
SAVING THROWS
Breath 14, Poison/Death 9, Petrify/Poly 12, Wands 10, Spells 12
SPECIAL ABILITIES
<ul style="list-style-type: none"> • Turn Undead • Cleric Spells: 3 first-level, 2 second-level, 1 third-level
GEAR & TREASURE
gold-tipped staff with holy symbol, worth 250gp, spells: cure light wounds, purify food and drink*, remove fear, augury, delay poison, cure disease**

*purify food and drink does indeed cleanse blighted water and make it drinkable. Father Oran discovered this days ago.

**cure disease doesn't cure the blight, due to its magical nature. Oran keeps trying, however.

GORICK ANGLER

Gorick is a sturdy man, built with a little extra weight than is healthy. He wears a light beard and has thick, heavy eyebrows. He is missing his left hand (which he lost to frostbite the first winter he was in these north lands), but seems to manage just fine without it. He liked to laugh (until recently) and drink, but tries not to drink to excess. He is a good man, and well-respected in town.

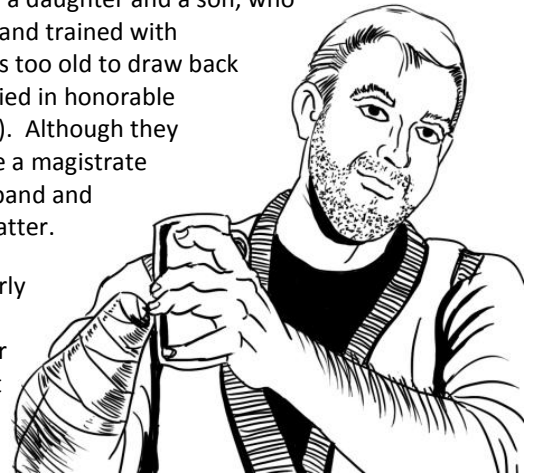
Gorick owns the Straight & Arrow, easily the most prosperous inn in Brighton. He is not native to the area, nor is he one of the old adventuring companions of Richan Thatcher. He came here because of his wife.

Gwen was outcast from a monastic life in the southern lands due to her indiscretions with a boy. Once she was sent out, she looked for the boy but he wanted nothing to do with her. Shamed and alone, she tried to jump off a bridge. Gorick, a young merchant at the time, talked her down from the bridge and cared for her. Eventually they fell in love. But no church would wed them in the south, so

they came as far north as settled lands would allow, and ended up in Brighton.

Gorick and Gwen are married in all senses of the word. They had two children, a daughter and a son, who served in the wardens and trained with Thatcher before he was too old to draw back a bow (both children died in honorable battle with dark forces). Although they were never wed before a magistrate or priest, they are husband and wife in all ways that matter.

Gorick's wife shows early signs of the blighting disease. He worries for her, knows she has but weeks to live. He prays to any god that will listen that the heroes find the cure.



GORICK ANGLER

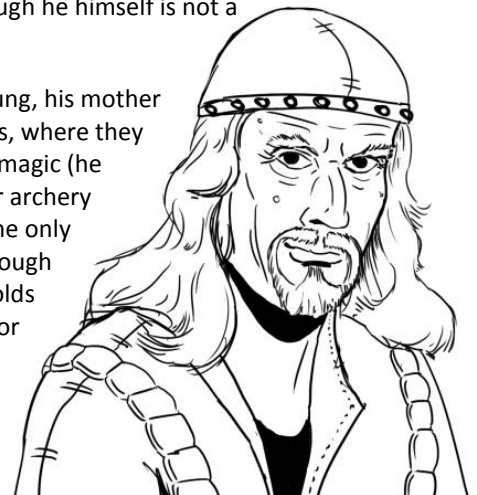
(level 1 neutral human fighter)

STATISTICS
AC 8, HP 5, MV 120' (40')
ATTRIBUTES
STR 11, DEX 9, CON 10, INT 10, WIS 12, CHA 14
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
GEAR & TREASURE
55gp in small pouch, thrice that in the till

MAERDENATH

Tall and thin with an oblong head and bold nose and brows, Maerdenath is a white-haired master of magic and mayhem. He adventured with Thatcher when he was young, and was responsible for the spell that sealed off the old goblin halls so many years ago. Unlike Thatcher, however, Maerdenath has held up well. He is still quite spry and lean, despite his age. This is because of the elven blood in his lineage – although he himself is not a half-elf, his mother was.

When Maerdenath was young, his mother sent him to the elven courts, where they tutored him in the ways of magic (he held no particular talent for archery or swordplay, so this was the only other option for him). Although the elven court normally holds no love for the half-breed (or in his case, the quarter-bred), Maerdenath's mother was owed a debt by the daughter of the elven queen and so he was allowed to study.



Today, Maerdenath runs his own school of magic. He employs only one other teacher (Anecke, described previously), and has a handful of students (none of which have yet filled their first-level spellbooks). He sees the importance of curing the blight and wishes to smite the goblins in their halls once more, but Maerdenath is as wise as he is powerful and realizes that new heroes are needed to bring hope and return normalcy to his town.

Maerdenath once came across a hell hound in the old halls. He put it to sleep with his magic, and surgically removed its fireglend. He charmed it and kept it as a pet for many years until it got loose and Maerdenath lost it. He might offer a small reward (20gp) for *Smog's* return.

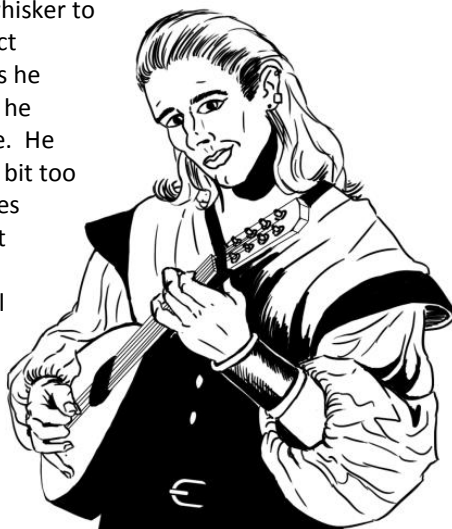
MAERDENATH (level 9 neutral human magic-user)

STATISTICS
AC 1, HP 23, MV 120' (40')
ATTRIBUTES
STR 11, DEX 15, CON 9, INT 17, WIS 16, CHA 12
SAVING THROWS
Breath 14, Poison/Death 11, Petrify/Poly 11, Wands 11, Spells 12
SPECIAL ABILITIES
• Cast Spells: 3 first-level, 3 second-level, 3 third-level, 2 fourth-level, 1 fifth-level
GEAR & TREASURE
Bracers of defense AC4, Ring of protection +2, Potion of polymorph self, scroll (clone, trap the soul, maze), boots of levitation, approximately 650gp in coffer. Spellbook: assume Maerdenath has all level 1 and 2 spells in his spellbooks

MELSHANKS ("The Magnificent")

In the prosperous tavern called Straight & Arrow, there is a firepit in the back corner. Near it one will find Melshanks "the Magnificent" with a tin cup for tips and a mandolin in hand. He sings when he feels like it, speaks when it strikes him.

With his big bright eyes, thick full head of hair, boyish skin (not a whisker to be seen), and perfect eyebrows (he claims he doesn't trim them), he seldom sleeps alone. He lays on the charm a bit too hard, and most ladies will roll their eyes at him at first. But he grows on them until at the end of the night they're offering him their room keys.



Born to a family of scholars, he was somewhat of a family disappointment when he picked up the mandolin and put away the books. Still, he's a well-educated minstrel who can read and write and knows a bit about the heraldry of the realm. Melshanks came to Brighton to learn the story of Richan Thatcher, to sing his tales. It is his plan to leave Brighton, but he decided to stay when the blight broke out. His instincts told him a tale was in the making, and what self-respecting bard would allow such an opportunity pass? If the heroes manage to save the town, then Melshanks might tell their tale someday.

MELSHANKS (level 2 neutral human thief)

STATISTICS
AC 7, HP 6, MV 120' (40')
ATTRIBUTES
STR 9, DEX 16, CON 12, INT 14, WIS 10, CHA 15
SAVING THROWS
Breath 16, Poison/Death 14, Petrify/Poly 13, Wands 15, Spells 14
SPECIAL ABILITIES
• Thief Skills: Pick Locks 28%; Find and Remove Traps 22%; Pick Pockets 32%; Move Silently 32%; Climb Walls 93%; Hide in Shadows 22%; Hear Noise 1-2
GEAR & TREASURE
Dagger (damage 1d4, +1 to hit when thrown), tin cup with 1gp and 5sp, small purse with 25gp tucked away in instrument case

OGRE

Captured when he was a young man, Ogre (for that is indeed the only name by which he is known) worked in the goblin depths as a slave. There he grew large and strong, and the goblins used him for even heavier labor, which further contributed to his strength. Eventually they feared him, and locked him away with strong chains.

At the end of his sanity, his cell door was opened one day by Richan Thatcher and his band of adventurers. Thatcher rescued many people that day the halls fell, but none who would become more loyal than Ogre.

Today, Ogre has all of his mental faculties. Although some might analyze him and say that he has abandonment issues (see the side quest "Schmidt's Folly" on page 12), he lives a normal life. He runs a tavern/inn called Ogrehall, where fine ale (of Ogre's own brew) flows and men and women of all sorts mingle and make merry.

Ogre, who is in his fifties, has a wife (Sali, who is nearing 40). They have no children and likely never will at this point. He is very protective of her, and thinks the world of her, a gentle giant in her presence. It is obvious to anyone who sees that Ogre needs Sali to center his nature and bring balance to his soul.

Although he has been in the goblin halls in his past, that was a long time ago. Ogre can't help the heroes by offering



them direction or maps. If pressed, he gets melancholy and asks if he can change the subject.

OGRE (level 3 neutral* human fighter)

STATISTICS
AC 9, HP 5, MV 120' (40')
ATTRIBUTES
STR 18, DEX 11, CON 15, INT 9, WIS 8, CHA 10
SAVING THROWS
Breath 15, Poison/Death 12, Petrify/Poly 14, Wands 13, Spells 16
GEAR & TREASURE
Whatever is in the till behind the bar, and a chest containing his life savings of 250gp

* alignment is chaotic without Sali in his life

RAINA THATCHER

When Richan was a teen, his mother passed away (see Richan Thatcher, below) and later his father wed another woman, Gaeya. This union was sanctified by the church, and the result of it was Raina. Although she is not as strong and brave as her half-brother (who she grew up admiring and loving as if he were her full flesh and blood), her moral code is much like Richan's.

Raina grew up on a farm; tending horses was her true love. She is very good with them, and sees many of the qualities in them that others see in people... this one tends to get jealous; that one likes to be touched; the angry one is a good horse (once you get to know her), etc. She uses this natural kinship with horses in service to Brighton even now, as she works in the castle stables.



Raina is pretty and projects a great deal of confidence. The natural presence she has on horses has a nice effect on people as well; they tend to like her. Although not beautiful, she is indeed a fine woman who any man would be proud to call his own. But like many horses, Raina will not be broken and domesticated; she's typically a fun-loving free spirit. She enjoys serving her brother's cause as best as her talents allow.

Since Richan's recent injuries and declining health, Raina has been in a sad state. She tends to the castle mounts and sings to them in a sorrowful tone. If given the chance, Raina will do what she must to help save Brighton. She has the conviction, just lacks the bravery to do anything herself.

RAINA THATCHER (level 0 lawful human fighter)

STATISTICS
AC 9, HP 4, MV 120' (40')
ATTRIBUTES
STR 8, DEX 10, CON 11, INT 13, WIS 11, CHA 13
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Small purse with 1d10gp, plus a modest 50gp savings in her room in the castle. With her relationship to Richan, however, she could easily come up with more money if she needed to

RED RONA

She is of average height, but that is the only thing average about Rona. Seldom seen without evening-wear (often of red color), Rona is a well-shaped and very well-groomed woman who carries herself as if born of upper-class. She doesn't try to hide her attractiveness; she flaunts it happily around town. One would expect the wives of Brighton to resent Rona, or perhaps gossip about her behind her back, but that's now how things work. Rona is almost seen as a celebrity, smiled at and handed free things wherever she goes. Well... almost wherever. Some people know what goes on behind the scenes at her place of business.

Rona runs Red Rona's Rest, a well-known salon and massage parlor for women of means to purchase a chance at trying to look and feel as good as Rona. The most beautiful young ladies of Brighton are chosen (as an honor) to work at the place, and are well-trained and skilled in many things; the place is also a high-class brothel and the headquarters for one of the most unusual thief's guilds in the known lands.

Whether Rona is in the field on a roguish mission with her small army of exotically beautiful guild-members/employees, or dancing with foreign dignitaries visiting from far off lands, all who know Rona like and respect her, except perhaps those who cross her. Those people quickly learn that they had no idea how effective and practical Rona could be.



The guild accepts only female members. It will not allow organized thieving or other illicit activities in Brighton except under Rona's own authority. The few who have tried have found their warehouses burned to the ground and their

inventories and guards missing. A red silk handkerchief is often the only thing left behind to serve as a warning to others who would dare try to compete with Rona.

The truth about Rona is that she isn't even fully human. A sad coupling of a forest nymph and a human soldier (under a certain conjunction of stars and in an unlikely crossroads of magical influences) resulted in Rona's birth. The nymph died during birth, and the soldier wasn't much of a father (he was a womanizer and a drunk). Rona set off on her own and learned quickly how to use her attractive appearance to wrap key people around her little finger. When she came to Brighton, and saw many women in places of authority and respect, she decided to work with some of the prettier girls, teaching them how to persuade men to do what they wish. In time, this business venture would grow to become Red Rona's Rest, a place of beauty, intrigue, and contradictions... just like its proprietor.

RED RONA (level 9 neutral half-nymph thief)

STATISTICS
AC 3, HP 25, MV 120' (40')
ATTRIBUTES
STR 10, DEX 16, CON 9, INT 14, WIS 13, CHA 18
SAVING THROWS
Breath 12, Poison/Death 10, Petrify/Poly 9, Wands 11, Spells 10
SPECIAL ABILITIES
<ul style="list-style-type: none"> Racial Ability: Dimension Door (as spell) once per day Thief Skills: Pick Locks 75%; Find and Remove Traps 78%; Pick Pockets 83%; Move Silently 85%; Climb Walls 100%; Hide in Shadows 82%; Hear Noise 1-5
GEAR & TREASURE
+2 Cloak of protection, +2 ring of protection, Seldom found without wearing at least 1,000gp worth of various jewelry (gifts from suitors)

Her thieves don't typically burgle or pickpocket (except perhaps the youngest, who are still in training and not yet trusted with important missions). They deal in contract theft, extraction, information trafficking, and importing and exporting things that are oft not permitted. Rona is building an empire, and it is only the beginning of her

influence. Cities in other locations will soon see growth of the unusual franchise of Red Rona's Rest.

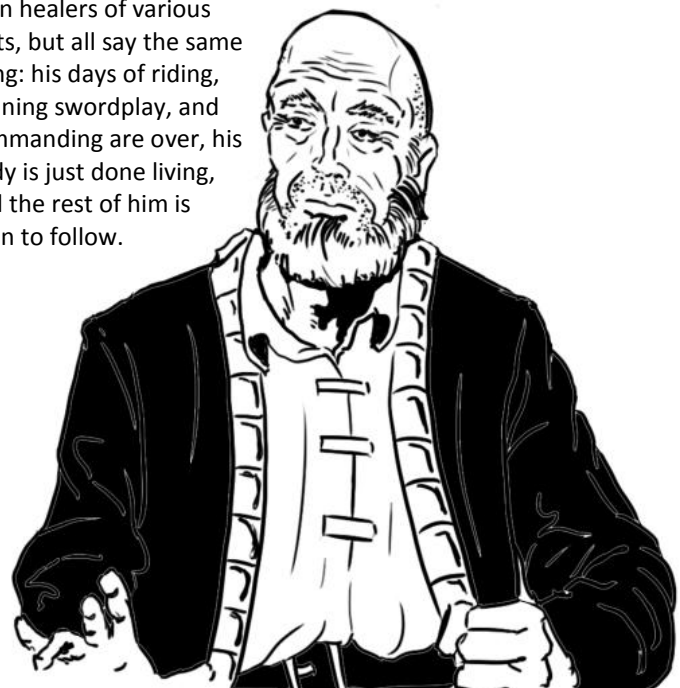
RICHAN THATCHER

How much more can be said about Richan Thatcher that hasn't already been told within the pages of this adventure module? He was a hero of a man, who squashed a goblin kingdom and carved out his own. He cast aside the chance to be called a king of the land, and accepted only the role of Mayor. His "kingdom" is but a single free town (not even quite a city), but it is his.

Thatcher's love for his people is undeniable. In times past, he put his very life on the line to prove just that. In the days following the fall of the old goblin halls, Thatcher and his band of adventurers defeated many foes to make the region safe. As people came flocking to the region, he accepted the role of leader naturally and completely.

Thatcher's fatherly attitude towards his subjects is returned upon him by the many villagers who look up to him and admire him. There is a sense of pride to the people of Brighton. While other towns pay homage to a distant king, theirs kneels to no one. While other people tithe to a fat noble who lives life to excess, they pay taxes to a man they would trust the honor of their daughter to. While others fear or detest their rulers, they love and admire Richan Thatcher.

Richan was once very able to get around. His strength was surprising, and his agility unique. His cunning on the battlefield made him a natural commander, and his skill with a sword and shield made him a natural front-line warrior. He put all this to good use as he carved out a name for himself. A year ago, however, he fell from his steed while on a hunt and never recovered use of his legs. He has seen healers of various sorts, but all say the same thing: his days of riding, cunning swordplay, and commanding are over, his body is just done living, and the rest of him is soon to follow.



Dark Times in Brighton

Richan grew up in a city in the south, but when he was a teen his mother passed away. His father was fair but strict, but soften up when he met and wed Gaeya. Although he missed his beloved mother, he did eventually grow to have a love for Gaeya (though he never did call her "mom"). Richan grew to love his stepmother, leaving the city and living on the farm with his new family. As is his way, Richan took on a certain protective feeling for his young half-sister Raina. Richan's father and stepmother died ten years ago, and Richan sold their farm. His most treasured possession from his father is a fabulous +3 shield with a lion's head on the front. Thatcher used this in battle many times and it currently rests over his fireplace in his dining hall.

RICHAN THATCHER *(level 12 neutral human fighter)*

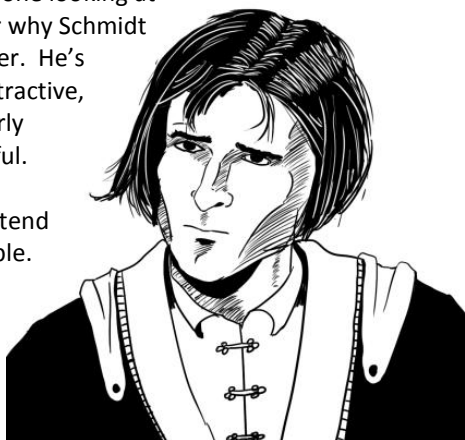
STATISTICS
AC 6, HP 63, MV 40' (10')
ATTRIBUTES
STR 16, DEX 13, CON 14, INT 12, WIS 11, CHA 16
SAVING THROWS
Breath 7, Poison/Death 6, Petrify/Poly 8, Wands 7, Spells 10
GEAR & TREASURE
+3 ring of protection, otherwise has access to much of the treasury of Brighton

SCHMIDT

Tall and lanky, anyone looking at him might wonder why Schmidt is such a womanizer. He's not particularly attractive, nor is he particularly wealthy or powerful. But for whatever reason, the ladies tend to find him desirable. Unfortunately, most of those ladies are married.

Schmidt is a despicable man. The excesses of his drinking are rivaled only by his excesses of womanizing. He scowls at children, steps on flowerbeds, spits on church floors, and generally proves to all that he is a bad person.

Schmidt hails from points south, where the climate is warm and the people have more coin to spend. He works for the White Banner trading company, and has done so for a dozen years. His career was progressing well and many thought he would be given his own trade route soon. But then his nature intervened. After Schmidt made several inappropriate advances at the wife of a superior, he found himself quickly stationed at a dead-end position in the far-removed corner of the realm: Brighton.



Despite hating his position, it was Schmidt who convinced a stalwart group of industrious men to begin mining in the Daakenkraags. He turns the iron and occasional gold they pull from the mountain into wealth, and everyone wins. The Daakenkraags are rich with ores and rare veins of gold, and Schmidt might as well try to get rich while he is stuck in this town.

MERCHANT SCHMIDT *(level 0 neutral human fighter)*

STATISTICS
AC 9, HP 3, MV 90' (30'), ML 4, XP Value 5
ATTRIBUTES
STR 9, DEX 12, CON 9, INT 12, WIS 7, CHA 14
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Stylish walking cane (1d4), 2d10x10 gp

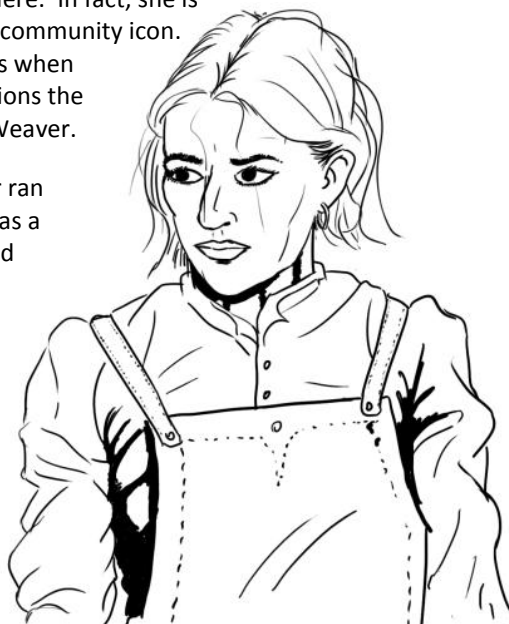
WINIFRY WEAVER

The Weaver family was among the first of several families to come to Brighton to start a new life. They helped establish the bylaws of conduct and have had family members sit on juries, running one board or another. They are active in the community, and well-respected. Their family business has been *weaving* as long as anyone can remember. Clothes made by the Weaver family always have their family mark, a depiction of a gray-rumped swallow, emblazoned somewhere on the inner lining.

Their family business was not as profitable as turning down beds and slinging ale, so they opened the Swallow's Inn, a very popular (and large) eatery, drinkery, and sleepery.

Winifry Weaver was by far the least talented at weaving. She is a cute but frumpy, foul-mouthed, little woman, always quick with a joke or snappy come-back. Tough as nails for someone her size and gender, Winifry has no enemies anywhere. In fact, she is somewhat of a community icon. Everyone smiles when someone mentions the name Winifry Weaver.

Winifry's father ran off when she was a teen. It was said he was chasing after some fool's crusade, seeking to convert the savage demihumans living in the Daakenkraags. He left and was never



heard from again. Winifry's mother is still alive but doesn't get around too much (keeps to her permanent room in the inn, and comes out only for attending the Temple of the Winds twice each week). Winifry has a husband named Jon (a short, stocky fellow with a quiet, mousy demeanor that does what he's told and doesn't ever raise his voice). He can be seen most days at dinner time in the inn's eating hall. Some folks question Jon's manhood since he is the one to accept the Weaver name rather than Winifry accepting his last name.

WINIFRY WEAVER *(level 0 lawful human fighter)*

STATISTICS
AC 9, HP 4, MV 120' (40')
ATTRIBUTES
STR 9, DEX 12, CON 9, INT 12, WIS 7, CHA 14
SAVING THROWS
Breath 17, Poison/Death 14, Petrify/Poly 16, Wands 15, Spells 18
GEAR & TREASURE
Whatever's in the till

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Labyrinth Lord
Compatible Product

The town of Brighton exists in the north, at the source of the Daakenkraags where the Darkenwolde Forest shades the winding Brother's River. The legendary adventurer, Richan Thatcher (along with his party of adventurers) carved the place away from a once mighty goblin kingdom. It has prospered for many long decades, until now.

Townsfolk are disappearing from the surrounding countryside. Goblins are on the march once more. If that wasn't enough, a terrible blighting disease has infected the waters and not even the curative magics of the Temple of the Winds can thwart it. This is indeed a very dark time for Brighton.

Too old to do anything about it himself, Thatcher has sent out a call to any adventurers who will swear their swords to his mighty town and its innocent people.

Are your players hero enough to face down a growing goblin horde? Are they brave enough to fell the mighty goblin shaman, Vir-Kayik? Are they clever enough to find the source of the blight and cleanse the town's water source? Are they the light to end these dark times in Brighton?

