

NE1

FOR
1ST EDITION
ADVENTURE GAME RULES

Dungeon Module NE1

The Pits of Wob

by Nordbo

based on "Hall of the Kobold King" by Emil Larsson
INTRODUCTORY TO NOVICE-LEVEL



Darkness has fallen across the land. From the outer limits of the known realm come rumours of a new menace. Evil echoes resound through the Kinghill plains. First, a beautiful princess disappears - then whole caravans. The remaining survivors only manage to gasp a mysterious, terrifying name: Wob. Somewhere in the depths of a mountain lies the answer to the looming threat. Here, brave adventurers might find marvels, magic, or a grim fate. Will you accept the challenge?

NE1 is a complete, ready to play scenario for games with the 1ST EDITION ADVENTURE GAME rules. The adventure can be played by 3-5 characters of levels 0-1.



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INTRODUCTORY TO NOVICE LEVEL



This module contains a map of the Pits of Wob and information describing the dwellers therein. This is a complete, ready-to-play scenario, which, upon completion, also provides optional links to to other published adventures suitable to the player characters' level progression.



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1st Edition Adventures

Dungeon Module #NE1

The Pits of Wob

INTRODUCTION

Welcome to a land of wonder! You will set out into a world full of monsters and magic, where good and evil constantly clash, where heroic adventures may lead to fame and fortune for those who dare. This is the world of the **1ST EDITION ADVENTURE GAME**. If you plan to take part in this module as a player, stop right here. All the information hereafter is solely for the Dungeon Master ("DM"), to help him guide you through an exciting experience. Prior knowledge of the contents may ruin the fun and thrills of the game you are about to join.

INFORMATION FOR THE DM

Your rule books for the 1ST EDITION ADVENTURE GAME provide the information vital to understanding this game and its procedures. This module is a scenario to help you, the DM, to introduce players into a world of fantasy, the world of 1ST EDITION ADVENTURES. Study the module carefully; the area is 'fully stocked' and ready to play but additional details may be added by you - allowing you to customize the scenario, and adjust it to your group of players.

This module has been prepared with three to five player characters of zero to first level in mind, offering each one a chance to advance at least one level of experience during the course of play. It is recommended that the group have both a spell caster and a cleric in it. If there are less than four players, have both advice and help from external sources (*such as eg the NPC Eddy Ragfist listed at the end*) ready at hand. You may also wish to give the players some magic weapon and perhaps a healing potion to help them in their battle against evil. Leave the players with a fair chance of survival. Should the players' approach be chaotic and unstructured, prepare some men-at-arms to come along for the trip.

The evil creatures awaiting them will coordinate their attacks in an intelligent way. Players ignoring this fact will suffer the consequences. But if skillfully handled, a player character's level advancement will be almost certain by the time the last foe has been slain.

Rat Ridge and The Kinghill Valley only cover a small part of the known world. It's up to you to create the countryside and dwellings nearby. Build empires, spin the fabric of society and fill the world with people and creatures. Use this module as inspiration: mankind and other friendly races have established themselves in cities and villages where adventurers may live, trade, fight, learn and grow.

Other parts may be dangerous to venture into. There may be wild areas where fearful beings roam, or there may be warring neighbour states pitching terrible battles. The terrain may provide challenges - there may be icy wastes, swamps, caves and jungles. Magical gateways may lead to other planes, times or universes. The 1ST EDITION ADVENTURE world is limited only by your imagination. Create a world that is so fantastic that your players will believe in it!

(For suggested further adventures, see the FURTHER ADVENTURES section).

HOW TO USE THIS MODULE

As DM, you should first familiarize yourself with the contents of this module. First, read through the scenario completely, studying the map, the layout, the contents and inhabitants of each area. Put yourself in the mind of the monsters, study their preferred style of combat and how they guard their treasures.

It also up to you, the DM, to decide where the adventurers will be based when catching the first snippets of information that leads them to adventure, and from where they will be setting off. It could be in a village, a travelling camp, a city etc - but it will have to be mapped out by yourself: for such a 'home base' is not described in this module, which only contains information regarding the Pits of Wob area itself. How they get there, from where, and why will have to be prepared and planned beforehand.

When you feel ready and have made all necessary preparations or adjustments, present the information and possible rumours under the BACKGROUND heading to the players, setting the stage for the adventure about to begin.

BACKGROUND

For some time now, commoners (in the place where the adventurers are staying) have been gossiping in hushed tones about a beautiful princess captured by foul creatures, and about how her father is offering a reward for her rescue. The whole area is buzzing about the supposed amount of money involved, and about the fact that the wealthy House of Gung is somehow implied.

Others talk about 'a menace' who single-handedly has apparently enslaved whole villages 'not far away'. Elder priests mutter that the whole realm is threatened by a mysterious fiend, residing in the depths of a mountain, who is 'putting fear even into the heart of gods'. How these stories connect with each other is unclear at the start of this adventure, but eager for fame and fortune, the group of adventurers player have decided to find out more.

Before the Players set off on their trek, the DM may privately provide each player with one rumor

about the Pits of Wob. Such advance knowledge may be shared or not by each player. A RUMOUR TABLE (see below) has been set up for this purpose; you may also create your own stories, riddles and clues in advance - true or false, clear or mysterious, helpful or misleading. Such plot-related information could also be picked up in a tavern by the group, instead of on an individual basis.

RUMOUR TABLE

(T) = True (F) = False (M) = Maybe true

- A malevolent menace is threatening the whole of the realm, putting fear even into the heart of gods (T)
- Strange things have been seen around Rat Ridge (T)
- Caravans have disappeared in the Kinghill Plains (T)
- The hills are infested with goblins (T)
- The evil tyrant Wob has burned down many villages (M)
- Unless Wob’s forces are stopped, darkness will fall upon the land (M)
- The beautiful Princess Regina Blanché, daughter of Lord Gung, has disappeared. Bringing her safely back to the House of Gung will secure a princely reward including magic items from her father’s treasury (F)
- The beautiful princess Regina Blanché has been kidnapped by Wob (F)
- The beautiful princess Regina Blanché eloped with Wob - and married him (F)
- A member of Lord Gung’s family is missing (T)
- Regina Blanché is also sought by a powerful hero called Eddy Ragfist (M)
- Find the orb - and see the future (T)
- The shadow men live beneath the earth (T) *(relates to another adventure beyond the Pits of Wob; see the FURTHER ADVENTURES section)*

KEY TO THE PITS OF WOB

Wandering Monsters:

Encounter occurs 1 in 12. Check each third turn:

Die Roll	Result
1	1-2 Large spiders
2	1-4 Rot grub
3	1-4 Goblins*
4	1-2 War dogs
5	1-6 Rat, giant
6	1-4 Goblins*
7	1-2 member(s) of zombie cleaning staff**
8	1-4 Goblins*
9	1-6 Rat, giant
10	1-4 Goblins with 1-2 war dogs*

*In addition to normal (relatively worthless) equipment (clothes, simple armour & weapons, food & drink etc) there is a 25% chance that some items of minor value or use will be carried by goblins encountered as wandering monster:

Die roll	Item
1	1-3 GP
2	1-3 SP
3	1-3 CP
4	tinderbox with flint & steel
5	scraper <i>(for green slime)</i>
6	1 flask of oil

NB: All goblins know how to scrape off green slime, with scrapers, swords or choppers

**Cleaning and maintenance inside the Pits of Wob is done by trained zombies, who have been issued special commands to keep the place tidy, and to keep quiet and not engage in any interaction. When appearing as wandering monsters, such zombies will be carrying brooms, sweeping the floors, emptying buckets, cleaning up war dog areas etc. They will not attack players unless attacked, and will not sound any alarms or report about intruders. Only one thing is on their decomposed minds: keeping The Pits clean.

1. RAT RIDGE

Rat Ridge is a peculiarly shaped rocky outcrop of the mountains and hills throughout Kinghill Valley. Kinghill Valley is connected to the largely desert-



covered Kinghill Plains, situated in a sparsely populated part of Al’atha. Rat Ridge should take about a day to reach on horseback from any ‘home base’ *(for wilderness encounters check as per temperate or near-tropical tables, ‘desert’, depending on your world settings).*

A force of goblins have chosen Rat Ridge as a stronghold and have carved out a complex of tunnels, rooms and halls, that goes by the name The Pits of Wob.



Some parts of the complex may have been excavated before the goblins appeared on the scene; for example the design of (and now caved-in entrance to) the ABANDONED BANQUET HALL (19) suggests it could be the work of someone more refined than goblins.

The caved-in entrance at ground level on the eastern slope of Rat Ridge (19A) is completely blocked by rubble and boulders. Players standing outside this opening may (50%) hear a muffled horrendous growl coming from inside the rock. The sound is that of the Bone Snapper kept in the ABANDONED BANQUET HALL (19).

Presently, the only entrance into The Pits of Wob is an opening placed high up on the south side of the rock face of Rat Ridge. From outside ground level a staircase in stone leads up to a square opening cut into the side of the rock, approx. 30' above ground:

2. ENTRANCE TO THE PITS

All passages and rooms inside Rat Ridge are neatly cut into the rock, with angled walls and flat ceilings unless otherwise stated. All passages and rooms (except the sloping entrance tunnel and Wob's headquarters) are on the same level as the outside ground level. All passages are 10' high

unless otherwise stated. All (regular) doors inside the complex are shut when first encountered, and unlocked - with the exception of the doors to rooms 19 and 23 which are closed and locked.

Just inside the opening, two strange looking plaques are mounted on the left and right walls. They are made of a yellowish metal, embedded into the rock, situated halfway between floor and ceiling.



The main feature is a demonic face - the 'eyeballs' of each demonic face seem to be almost like buttons or knobs. Some written symbols are embossed above the face. On both of the plaques the eyes are pushable buttons, while the mouth is a dark gaping hole. Underneath the mouth is yet another button.

The plaques are in fact both guard communication panels, traps and remote trap arming/disarming controls at the same time.

- Pressing the left plaque's left eye button - nothing happens
- Pressing the left plaque's right eye button - nothing happens
- Pressing the left plaque's both eye buttons - disarms the ceiling log trap (see below) and alerts goblin guards in GUARD ROOM (3)
- Pressing the left plaque's lowest button - a 2 foot flame shoots out from the mouth on the left plaque. Remove pressure - flame goes out.

- Pressing the right plaque's left eye button - nothing happens
- Pressing the right plaque's right eye button - nothing happens (3)
- Pressing the right plaque's both eye buttons - arms the ceiling log trap (see below) and alerts goblin guards in GUARD ROOM (3)
- Pressing the right plaque's lowest button will release a continuous burst of foul-smelling gas. Remove pressure - and the gas stops. The gas itself is harmless, but flammable

- If both the left and the right panel's lowest buttons are pressed simultaneously, the flame from the left will ignite the gas erupting from the right, the resulting explosion causing 1d4 damage to the button presser(s).

The opening continues into a passage 10' wide, about 12' high, carved out of the rock. It is approximately 100' long, sloping faintly, ending in an inner staircase. Visibility is about 30' inwards before it gets murky. The ceiling is reinforced with logs at intervals. There's a cool, slightly pungent draft from within. This musky atmosphere will be felt at various strengths throughout the area. There is no sound here.

3. CEILING TRAP

A section of logs reinforcing the ceiling, at 30' into the corridor, is actually a trap. If not disarmed (see above or below) the logs in this section will crash down, then possibly continue rolling downwards towards the:

4. GUARD ROOM

The staircase leads down into a square room, 30' x 30', with a 30' high ceiling. There is a vague haze near floor level. Two goblins stand guard by a closed door on the west wall. On the northern wall is another closed door.

Goblin 1: (AC 6, HD 1-7, HP 7, 1 halberd attack 1d10, move 6"). Personal items: pipe, smoking. tinderbox w flint & steel, 3 gp.

Goblin 2: (AC 6, HD 1-7, HP 5, 1 halberd attack 1d10, move 6"). Personal items: pouch with apricots, 2 sp.

A bell made out of an old paladin's helmet hangs in the NE corner. Behind the helmet bell is a metal plaque with:

A) a recess lock in which a wooden frog key (see 8 below) can be placed to remotely open the secret door in (6)

B) two buttons to arm/disarm the falling log trap in the entry passage.

If the trap in the entry passage is set off by intruders, any goblins posted here will ring the bell to alert more goblins from (7) who will appear through the northern door in room (3). All goblins will jointly attack any intruders.

If killed, upon dying, one of the door guard goblins may (75%) hiss the words "the frog...". (*referring to the WOODEN FROG KEY - which this goblin is not carrying*)

Any noise from the log trap or combat in this room will not necessarily alert goblins from rooms 9 or ?, so if the party subdues the goblins in room 1 there could still possibly be plenty of time to explore rooms 4-7 undisturbed, save for perhaps by the odd wandering monster.

A scraper (*useful against green slime!*) lies jammed and stuck under the W door.

5. CORRIDOR

A 30' long corridor that ends in a left turn. If the walls are searched, a pouch of powdered werebear claw may be found hiding in a crack. Upon exposure to sunlight, the contents will turn into powdered human fingernails.

6. OUTER ABANDONED CRYPT

A damp room, 50' x 30'. On the haze-covered floor lie several coffins made out of stone. The lids have been torn off and thrown aside. The coffins are empty apart for some damp matter and twigs.

On the southern rounded wall is a secret door that can only be opened by inserting a FROG KEY (see 8) in the plaque behind the helmet bell in (3). In addition, the secret door is trapped with small rusty spikes, causing 1d4 damage unless deactivated.

7. INNER ABANDONED CRYPT

Among four more discarded stone coffins hides a ghoul: (AC 6, HD 1-7, HP 4, 3 attacks 1-3 / 1-3 / 1-6 + paralyzation, move 9").

A large portion of green slime covers about half of the northern ceiling/wall (AC 9, drops from above 39%, turns victim into green slime in 1-4 melee rounds).

This crypt is the main treasure chamber inside the

Pits of Wob. In the middle of the crypt stands a stone font, filled with treasure:

- 168 cp
- 149 sp
- 64 gp
- 1 pp
- Gold necklace, value 54 gp
- Decanter, value 9 gp
- Earring, value 17 gp
- **Locket of clumsiness**, cursed. Reduces dexterity by 75% while worn. Can be cast off if successful roll vs. (the reduced) dexterity. Could be sold for 50-110 gp

8. GOBLIN GUARD QUARTERS

Unless they have been alerted by the helmet bell in G U A R D ROOM (3), four goblins will be sleeping on foul-smelling bunks in this 30' x 40' room.

If awakened they will not be armed the first round but by the 2nd round 1-4 of them will be. There is a 50% that they will be sleeping in armour.



Goblin 1: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 7, 1 attack 1-6, move 6"). Personal items: 4 cp.

Goblin 2: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 6 1 attack 1-6, move 6"). 2 cp. Personal items: a small wooden frog (= key to operate the OUTER ABANDONED CRYPT secret door)

Goblin 3: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 4 cp. , towel, cookies.

Goblin 4: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 4 cp. , bottle of beer.

From the ceiling hangs two hooks with semi-rotten meat. If tasted, save vs. poison. This meat may be used to distract war dogs based in rooms 11 and 17, or dogs appearing as wandering monsters. The meat hanging here will be enough to distract 1d4 war dogs, with a 40% chance of success per dog.

The floor of the room is littered with dusty junk, some

of it covered in (harmless) mould and cobwebs. A search may reveal items such as:

- a cracked hammer head
- a pallet
- a bag containing:
 - an awl
 - a bottle containing treacle with small insects trapped in it
 - a 1st level magic user scroll: Enlarge
- a barrel stuffed with linen, a cap and some sandals
- a curled lute string
- packets of tea
- dried pears
- dried fish, in boxes marked "AWAD" (*see the FURTHER ADVENTURES section*)

9. CORRIDOR

This empty section of corridors is dank, mouldy with a faint southwesternly draft.

10. GUARDED AREA

The 30' x 30' room is a guarded area, connected to an area where war dogs are kept.

Four goblins are guarding a door on the eastern part of the southern wall.

Goblin 1: (AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 1 gp.

Goblin 2: (AC 6, HD 1-7, HP 7, 1 attack 1-6, move 6"). Personal items: 4 cp, parchment, tinderbox (with flint & steel).

Goblin 3: (AC 6, HD 1-7, HP 4, 1 attack 1-6, move 6"). Personal items: 1 cp, pouch containing bread, a simple chopper that can cause 0-1 dmg - or be used to scrape off green slime.

Goblin 4: (AC 6, HD 1-7, HP 7, 1 attack 1-6, move 6"). Personal items: 2 gp, bandages, a cracked monocle.

11. WAR DOG ROOM

In this dirty side chamber two war dogs are kept by the goblins in GUARDED AREA (10).

War dog 1: (AC 6, HD 2+2, HD 1-7, HP 9, 1 attack 2d4, move 12")

War dog 2: (AC 6, HD 2+2, HD 1-7, HP 6, 1 attack 2d4, move 12")

The dogs rest on a pile of hay and rotting wood in among which some items lie hidden: some gnawed humanoid bones - regularly refilled from the pile in (19), a smoking pipe plus a small WOODEN FROG KEY which has been gnawed on by the dogs so much that it will only work as a secret door key 30% of the time.

Meat from the GOBLIN GUARD QUARTERS (8) (if it



hasn't been spent already) can be used to distract the dogs, with a 40% chance per dog.

12. NARROW CORRIDOR

This short and narrow corridor is only wide enough for one person. The floor is hazy, the atmosphere damp and there is a vague sulphurous smell in the air. There is scratching on walls and a slimy coating on the ceiling (*but harmless: here it is not green slime*).

13. STATUE ROOM

A 50' x 30' foul-smelling room. On the eastern wall stands a statue of a goblin, with an inscription at the base in goblin, reading: "Son of Grrumsh". The base of the statue is covered in dried blotches and egg shells, apparently crushed in ritualistic use, accounting for the sulphurous pong. More egg shells litter the floor around the base.

Water trickles down the wall behind the statue, out on the floor and into another narrow passage that continues southwards.

14. NARROW CORRIDOR

The water trickling from the STATUE ROOM (13) has collected in a puddle on the floor of this 1-person wide, 25' long passage. Scattered teeth/fangs and broken egg shell fragments litter the wet floor.

15. THE HALL OF WOB

In this large, dark, unlit, damp and round hall resides **Wob**, together with his personal guard, nearest entourage and foot soldiers, armed and perched on ledges around the circular wall which leads up to a domed ceiling. The circular ledge also continues over the entrance to the hall.

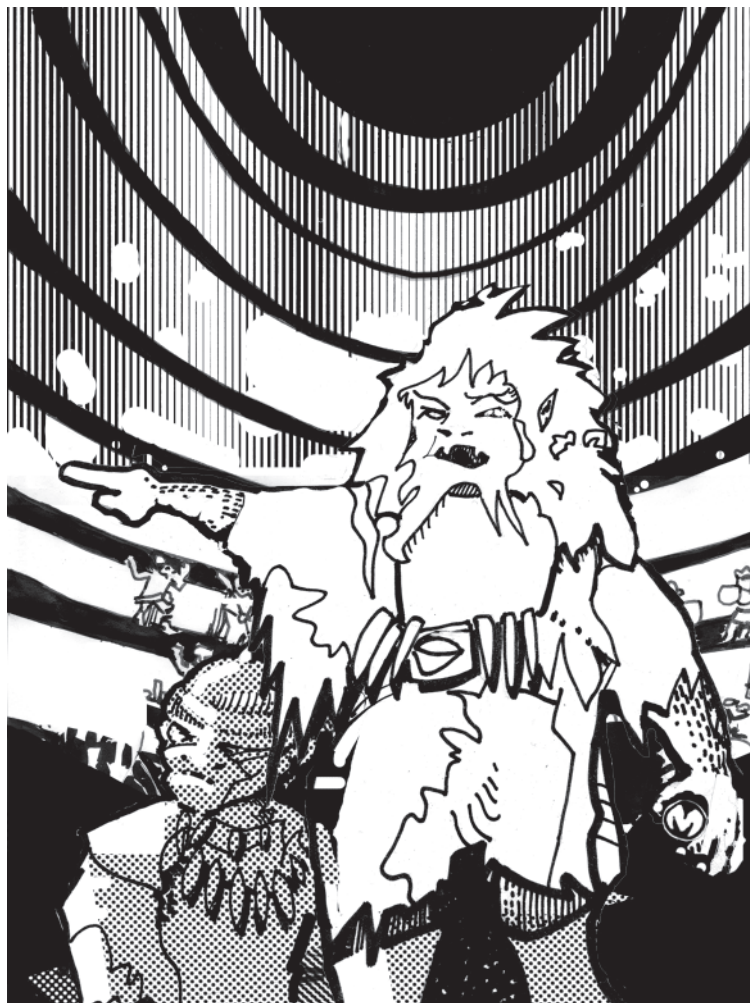
At the start of the game, the hall is guarded by 1d4 x 10 goblins (AC 6, HD 1-7, roll individual HP, 1 attack 1-6, move 6"), and this guard will be replenished from other parts of the complex when needed - and vice versa.

The floor is lower than other areas in the complex; anyone entering from NARROW CORRIDOR (14) stands a 80% risk of misjudging the height and stumble when passing through the opening and thus losing initiative/surprise - unless the goblins have raised wooden stairs up to the threshold (20% chance).

Wob, or **Wob The Almighty, Harbinger of Wrath, Lord and Knight of the Order of Pestilence** as he prefers to be called, is the leader of the goblin troops occupying Rat Ridge. This hall is his headquarters.

At the southeastern end of the hall is his crudely fashioned throne / platform, decorated and furnished with items taken from raids in the area, quite

a few of them religious. Wob is draped in a quilt patterned with flames. His hair is singed, and the left half of his face is darker than his right. He speaks in a hissing voice and acts in a stubborn, sometimes practical but mostly unpredictable way. He speaks common quite well.



Wob's soldiers see him as their Goblin King, an epithet he doesn't mind being spread. In fact, this is how he is most often described in the rumours spreading throughout the region, putting fear among villagers and common people who believe he is about to enslave the known world.

Thrilled as he is at this reputation, Wob is in fact a mere **goblin chief**: (AC 4, 14 hit points, 1 attack 2d4, move 6"), who has secured Rat Ridge as one of many lesser strongholds part of a much larger (and slow-moving) strategic campaign led by forces known only to Wob himself (*and to you as the DM - should you wish a tie-in to other modules or adventures*).

While supposedly carrying out orders from his superiors, Wob is quite comfortable posted in this remote corner of Al'atha, enjoying the growth of his inflated reputation, while raiding the occasional caravan or nearby village for fun and souvenirs. Actually, Wob himself has no major plans for aggressive expansion and will generally see adventuring intruders as a nuisance to his personal well-being rather than a strategic threat to his supposed greater agenda.

For this reason, and because he is a volatile character, Wob's attitude to intruding adventurers may express itself in several different ways: angrily, bemusedly, cruelly, worriedly, psychotically or indifferently. He might for example (1d8)

Die Roll	Result
1	fight intruders
2	surround and imprison them in (23) <i>(the number of goblins in his grand hall should outnumber most parties)</i>
3	barter with intruders
4	hide from intruders
5	surround, capture and throw intruders to the Bonesnapper in (19)
6	trick adventurers with false clues about whereabouts of prisoners the intruders may be looking for
7	offer to free said prisoners for a fee
8	let the intruders go, offering them some useful information about this or the next adventure on the way

without any discernible logic or coherence. (*You as DM will play Wob as you see fit, taking in consideration factors such as the strength of the party, how much they have explored of the Pits before reaching Wob, how many goblins they have already killed etc - or just go by ear and improvise to introduce an element of fun unpredictability in the game*).

Items that decorate Wob's throne/platform:

- Vestments
- Candlesticks
- Coloured tapestries
- A wooden screen artistically carved with symbols representing the elven deity Corellon Larethian. Value 20-25 gp to elven clerics
- A potion of **Water of Enhancement** (*White Dwarf* #5)
- A silver spoon, value 4 gp
- A bowl of platinum - which the goblins have mistaken for silver. There is a 90% chance that a player character, and anyone he tries to sell it to, will make the same mistake. If so, the price will be 6 GP. If properly identified its true value is around 40 GP.

In addition, Wob himself carries:

- A scraper (for green slime)
- 17 pp
- 30' of rope
- A shiny dagger
- A short sword in a scabbard

The fire-patterned blanket he is wearing is actually

a **Quilt of Warmth**: it functions exactly as a **Ring of Warmth** (q. v.). Value: as Ring of Warmth, or at DM's discretion.

By Wob's side are his two personal bodyguards, Thwuk and Menga, who also fight like goblin chiefs:

Thwuk: (AC 4, 12 hit points, 1 attack 2d4, move 6").
Personal items: 1 sp., scraper (for green slime)
Menga: (AC 4, 11 hit points, 1 attack 2d4, move 6").
Personal items: 2 cp., scraper (for green slime)

There is no green slime in Wob's hall.

16. GUARDED AREA

This room and room 17 mirror the layout and use of rooms 10 and 11, except for an extra exit on the south wall of room 16. There are big cracks in the ceiling and a thick, canine smell.

Three goblins posted here guard the passage to rooms 21-23.

Goblin 1: (AC 6, HD 1-7, HP 3, 1 attack 1-6, move 6").
Personal items: 1 sp.

Goblin 2: (AC 6, HD 1-7, HP 4, 1 attack 1-6, move 6").
Personal items: 2 cp, a sifter, a rope, washcloth.

Goblin 3: (AC 6, HD 1-7, HP 6, 1 attack 1-6, move 6").
Personal items: 1 gp, a scraper (for green slime), a flask of oil fuel.

17. WAR DOG ROOM

In this strong-smelling side chamber are kept two war dogs, in service of the goblins in Room 9.

War dog 1: (AC 6, HD 2+2, HD 1-7, HP 7, 1 attack 2d4, move 12")

War dog 2: (AC 6, HD 2+2, HD 1-7, HP 5, 1 attack 2d4, move 12")

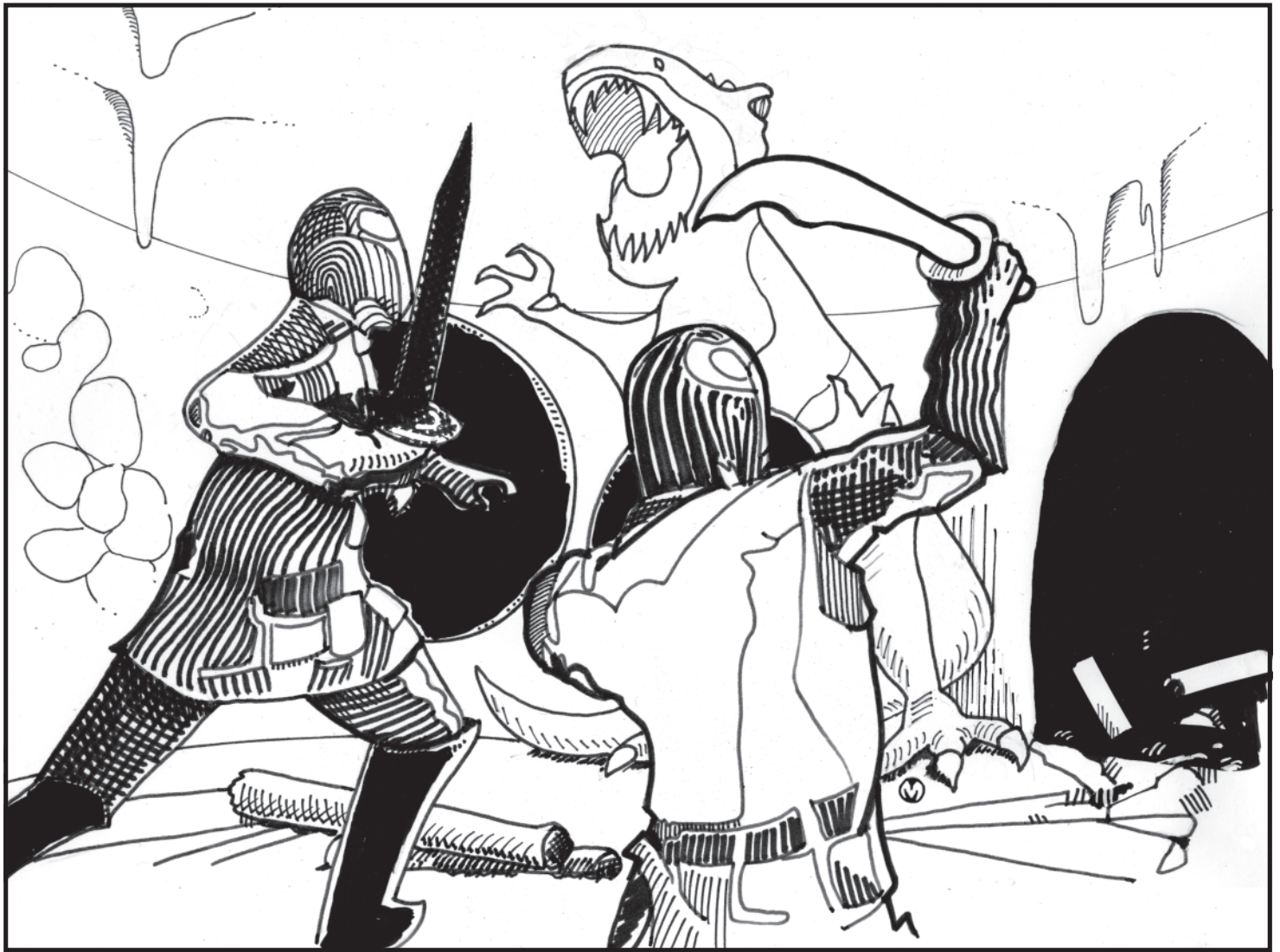
The dogs will attack any outsiders on sight but meat from the GOBLIN GUARD QUARTERS (8) *(if it hasn't been spent on other dogs already)* can be used to distract them, with a 40% chance per dog. In among the straws of hay the dogs rest on nothing much can be found except a blunt javelin head, of little use.

There is a 50% chance that anyone standing here may hear a muffled horrendous growl coming from the direction of the southern passage. The sound is that of the Bone Snapper locked up in the ABANDONED BANQUET HALL (19).

18. CORNER PASSAGE

More broken fangs, teeth and bits of bones litter the floor of this southern passage that turns east after 20'.

There is a 75% chance that anyone standing here may hear a muffled horrendous growl coming from behind the barred door to the east, at the end of this passage. The sound is that of the Bone Snapper kept in the ABANDONED BANQUET HALL.



19. ABANDONED BANQUET HALL

The door to this room is barred and locked from the western passage.

This once splendidly decorated hall may or may not pre-date the rest of the complex. Judging from its trimmings, the 50' x 50' hall with a domed ceiling was probably once planned or used as a festive or banquet hall. It could once also be entered from an outside entrance on the eastern face of Rat Ridge.

The outside entrance (19A) has since caved in and the hall is now only reachable from inside the Pits of Wob. There is a draft seeping through the rubble and boulders in the caved in passage, serving parts of the complex with air from the outside.

Today the hall is grimy, mouldy and dilapidated. The floor is covered in broken furniture, rusty cages, bones, manure and junk. Many bones have been amassed in a pile in the centre; for the hall is now home to a Bone Snapper that was captured and brought here - presumably as a baby or via the outside entrance before it caved in.

Bonesnapper: (AC 4, HD 4, HD 1-7, HP 25, 2 attacks: jaw 1d8 / tail 1-4, move 6").

Its pile contains whole and snapped bones of

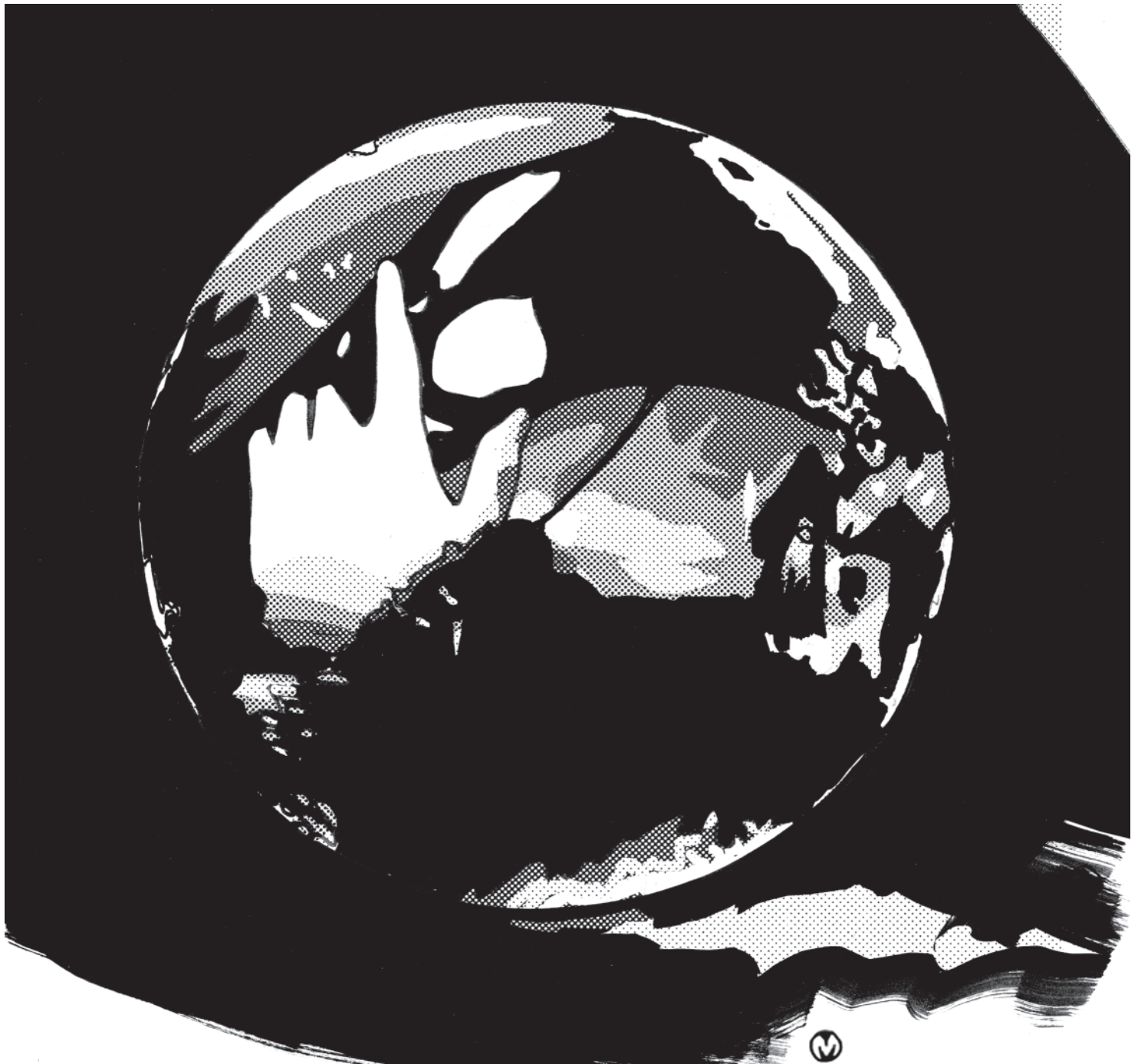
many victims; both of goblins and used-up cleaner zombies as well as those of humans - perhaps from Wob's raids on caravans and villages in the area.

Mixed in with the bones can be found various stolen, discarded or lost items. There is a high likelihood of 3d4 rot grub hiding in the pile:

(AC 9, HD 1p, 1 HP, special attack: burrows into flesh, burn off immediately or kills in 3 turns, move: 1"),

but avoiding these, an adventurer searching through the rubble may find items such as:

- Rotting wood pieces
- Bits of rope
- Human(oid) skulls
- A grinder
- A musical pipe
- A decanter, value: 7 gp.
- A small idol of: The son of Gruumsh. Value 10 sp to goblins, hobgoblins, orcs & kobolds
- Linen, leggings and torn clothes
- Bashed-in helmets
- A comb, jewelled, value 71 gp and
- **the Orb of Kadar**



The Orb of Kadar is a crystal ball which will allow the holder to see the view from the eyes of Kadar Yuth, a magic-user far away, whom the viewer might never meet. The view will be a 1 minute-into-the-future view of whatever daily activities Kadar Yuth undertakes and whoever he encounters during the day - without sound. When Kadar sleeps, falls unconscious or dies, the orb goes dark.

The views will soon feel pointless and eventually boring to someone with no connection to Kadar. Not only that, as the orb is cracked, 20% of the time it will only show a fuzzy picture. The orb could possibly be sold as a novelty for curiosity value - anything between 6-600 gp depending on who the buyer is.

But - to the NPC Eddy Ragfist, who has a bounty contract on Kadar Yuth, it is invaluable (*see the KEY NPC section for full information on Eddy's quest*).

Across the hall, large patches of green slime cover parts of the western wall and ceiling - as well as on parts of the northern wall:

Green slime: (AC 9, HD 2, HP roll for each area, special attack: drops from above, turns victim into green slime in 1-4 melee rounds unless scraped, frozen or burned. Move 0")

Against the north wall, partly overgrown by green slime, stands a wood panel with Gung heraldry. If cleaned/pried loose it could perhaps be sold to collectors, or to the prisoner Croma Gung's family. If Sir Gung (see PRISON CELL (23)) himself comes in here, he might recognise it and try to pry it loose (if so, in his eagerness there will be a 50% chance of him forgetting to watch out for the green slime).

On the south wall there is a (once) decorative stonework fountain. It doesn't work and the basin is cracked.

19A. OLD EXIT PASSAGE

The old exit passage to the outside is completely filled with rock, rubble, stones and snapped timber. Sounds, smoke and air may travel freely through the debris - so someone standing outside may hear the bonesnapper's growls inside, for example.

20. NARROW CORRIDOR

This short and narrow corridor is only wide enough for one person. There is a haze at floor level, the atmosphere damp and some torn rags lie strewn about. The passage opens up to:

21. CELL GUARD AREA

Four goblins are playing cards around a small table in the middle of this room, lit by one candle. If listening through the door from NARROW CORRIDOR (20) they can be heard taunting each other with phrases like

"Haaah haah - you play like a human"
"You're bluffing, elf-face" etc.

Although they should really be guarding the PRISON CELL (23) and be ready to alert reinforcements from GOBLIN GUARD QUARTERS (22) they are fully immersed in their game and will be easily surprised (if attacked, they will have time to blow out their candle, though).

Goblin 1: (AC 6, HD 1-7, HP 3, 1 attack 1-6, move 6"). Personal items: 4 cp, cup, decanter, flask of oil.

Goblin 2: (AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 1 cp.

Goblin 3: (AC 6, HD 1-7, HP 4, 1 attack 1-6, move 6"). Personal items: 1 gp, a wooden frog key.

Goblin 4: (AC 6, HD 1-7, HP 4, 1 attack 1-6, move 6"). Personal items: 2 sp, tinderbox w flint & steel, towel, a musical pipe.

On the table lies:

- 13 cp
- a kettle
- bread
- beans
- biscuits
- tea
- a scraper (for green slime)
- bandages
- a set of playing cards with obscene halfling pictures, worth 1-5 gp if complete. NB Eddy Ragfist (see KEY NPC) possesses one of the cards from this deck, that he somehow got hold of during earlier intrusions into Rat Ridge.

If combat arises, there is a 90% chance that more goblins from (23) will come tumbling out to join the fight.

22. GOBLIN GUARD QUARTERS

In this damp 30' x 40' room, four goblins will be sleeping on dirty bunk beds. If there has been combat in 12, they will be fully awake and armed. If surprised, they will not be armed the first round but by the 2nd round 1-4 of them will be. There is a 50% that they will be sleeping in armour.

Goblin 1: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 2 sp.

Goblin 2: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 1 pp.

Goblin 3: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 2 sp, towel, quill, tinderbox w flint & steel, dish.

Goblin 4: (AC 9 if sleeping - otherwise AC 6, HD 1-7, HP 2, 1 attack 1-6, move 6"). Personal items: 4 cp. Under his pillow lie a vase, a whetstone and a pouch containing a seal of Lepering, taken from the prisoner (see PRISON CELL (23)) Rickina Plumcheek (worthless, but she might want it back).

The floor of the room is littered with dusty junk, also here covered in (harmless) mould and cobwebs.

If searching the party may in this room find stuff such as:

- bones
- rotting wood pieces
- one broken arrow
- blankets, clothes
- charcoal
- a scraper (for green slime)
- a broken hourglass
- gruel, eggs, biscuits, bread
- a crate, containing:
- buckle, value 4 cp
- branding irons
- beaker
- cup

23. PRISON CELL

Roughly cut out of the rock, this round cell is approx. 20' in diameter. There are cracks on the walls as well as cobwebs. Rags and rotting wood lie strewn on the damp floor. An unpleasant metallic smell in the cell will linger 1d4 days in the clothing of anyone unfortunate to have been imprisoned here.

At least two prisoners will be here the first time adventurers enter the cell. They are Sir Croma Gung and Ms. Rickina Plumcheek, who were captured during a recent Wob-controlled raid on a caravan passing through Kinghill Plains. Sir Gung and Rickina did not know each other before being captured, and are not a couple.

Sir Croma Gung

Sir Croma Gung is a 1st level half-gnoll fighter (CG, AC 9, S 16, I 11, W 15, D 13, C 12, Ch 12, 1HD, 8 hit points).

Sir Gung belongs to the House of Gung and is of minor nobility - his part-gnoll ancestry limiting any real upward social mobility, though. He speaks in a goofy, slangy yet elaborate way.

Quite good at playing the lute, he harbours vain dreams of becoming a bard (which will never happen). He was actually on his way to an air lute contest in **Dagger Rock** when captured (*to continue the adventure in this direction, see the FURTHER ADVENTURES section*).



Sir Gung's appearance can be summed up as a not unsympathetic mixture of aristocrat and humanoid thug. If given some weapons and armour, he will be a friendly and reasonably useful addition to a low-level 'Good' party (although until suitably fed & rested he will be rolling with penalties due to his emaciated state).

However, he knows nothing about the layout or inhabitants of the Pits of Wob, as he was brought straight to the cell by Wob's caravan-raiding goblins. He may invite rescuers home to Gung Manor for a possible reward.

Sir Croma Gung is the only true link to the rumoured princess Regina Blanche, who is in fact his cousin but is - as far as he knows - not lost, and in any case far away from Rat Ridge at this point in time. Adventurers expecting to find Regina Blanche imprisoned here, will instead discover that the sole female prisoner inside The Pits of Wob is someone with a similar-sounding name:

Rickina Plumcheek

Half-orcette Rickina Plumcheek is/was a minor lady-in-waiting. She wears a shabby dress and tattered dreadlocks - and is extremely ugly. Her last fixed abode was Lepering, a small flea-ridden manor that she got dismissed from.

Having heard that people were fleeing the coastal settlement of Awad in droves (*see the FURTHER ADVENTURES section*), she was on a semi-desperate trip there to look for any chances of employment when captured in the same raid as

Croma Gung, the goblins mistaking her for someone with wealthy connections (*most likely Regina Blanche !*). But she's not; as Lepering was recently ransacked there is nobody left there to miss Rickina - much less pay any ransom/reward for her.

Rickina is as far removed from a princess as could be. She's arrogant, extremely unpleasant and non-

service-minded, shunned by humans & half-orcs alike. She can't even speak goblinoid languages properly.

Like Croma Gung, Rickina knows nothing about the layout or inhabitants of the Pits of Wob except what she has learned from observing the cleaner zombies.



Rickina has no adventuring skills whatsoever. Her main role in this module is to provide an anti-climactic twist for players expecting to find a beautiful and rich princess, yet also to be a link to possible new scenarios after The Pits of Wob.

For cell beds, Croma Gung and Rickina have had to make do with old sacks stuffed with some kind of old material, placed directly on the damp and hazy floor. The prisoners have dragged all their belongings, sack beds, furniture etc to the west side of the cell, as a large patch of green slime grows on the eastern part of the ceiling.

In "their corner", there is also

- an old chair
- a tub with water
- a chest

and some basic food, supplied daily by the goblin guards or zombie cleaning staff.

The chest is unlocked, and contains some minor treasure:

- 71 cp
- 97 sp
- A silver scroll tube: empty but worth 30 sp
- A purple Robe, value 5 gp
- A necklace, value 102 gp
- A pendant, value: 60 gp

that neither Croma and Rickina have bothered about.

25. KEY NPC

Eddy Ragfist

2nd level half-elf Fighter/Magic-user/Thief. (CG, AC 6, S 11, I 11, W 8, D 15 (13), C 13, Ch 13, 12 hit points).

This mature, multi-classed, maverick NPC possesses skills and knowledge that may prove extremely helpful to a beginner party inside the pits of Wob. However, depending on what state he is in when encountered the first time, there is a strong risk that players may write him off as unreliable, or at least take time to warm up to him before fully appreciating his potential contributions to the adventure. It's not difficult to understand why:

Eddy Ragfist's clothes look a bit too tight, and are covered with yucky stains. He often appears drunk. He may act both clumsily and cleverly at turns. He may seem a bumbling fool, then suddenly react with lightning speed in combat and kill off enemies with quick precision. Eddy might also offer solid information on some topics while being elusive on others. He may show up and disappear randomly....then seem a completely different person when encountered the next time.

Eddy Ragfist may seem a bit of a loose cannon, but in fact possesses a very strong work ethic. He is



actually a very experienced secret agent on the side of Good. His 'drunk' act may be just that - a disguise or misleading cover. Eddy's 'normal job' is to monitor threats in the Kinghill Valley and Plains, reporting to the Al'atha Grand Council of Elders' counter-intelligence dept. (*based in a city of the DM's choice*), while supplementing his income with other (non-evil) freelance quests and occasional adventuring on the side.

Eddy has been inside the Pits of Wob before, so he knows the layout of the area to about 60-70%. He is very well-informed about Wob's mission to expand control of the area (as well as his failure to do so). Eddy has already reported all he knows about Wob to the Council; none of them see Wob as a threat at the moment, only a minor nuisance.

Instead, this time, it is one of Eddy's side quests that brings him back to the Pits of Wob. He has a small contract to locate an evil wizard called Kadar Yuth. Although Eddy knows that Kadar is nowhere near Rat Ridge he (correctly) suspects that a certain magic item that will help him track Kadar might be found somewhere inside Rat Ridge.

Although Eddy may have spread rumours about a so-called Princess Regina that he "must rescue" (see RUMOUR TABLE), this item, **The Orb of Kadar**, is the actual reason for him to have ventured into the Pits of Wob on this occasion, despite any other cover stories he might have given.

The Orb of Kadar is hidden in the ABANDONED BANQUET HALL (19). Eddy will risk anything within his alignment boundaries - including temporarily abandoning the party - to get hold of this item. Eddy will also offer to buy it off any character who may have found it before him.

Eddy Ragfist wears **+1 leather armour**, a **+1 Ring of Protection**, **Gauntlets of Dexterity** and is armed with a **+2 Sling of seeking** - with plenty of bullets/stones. He also has a short sword plus standard adventuring/thieving/spying equipment. In addition, Eddie carries a pouch, containing:

- **Amulet, protection against abnormal missiles.** Offers total invulnerability to hurled and projected items such as brooms, brushes, tankards, doors, flagpoles or other improvised items not normally considered missiles. (For example, a mop-up brush thrown by a zombie cleaner)
- **Wand of migraines.** Causes the target victim to suffer a violent migraine for 1-6 melee rounds. Victim casts all rolls at -3 for the duration. 1d4 charges left
- a **Plus Four Potion.** When imbibing this potion the following happens to the drinker, for a duration of four rounds:
 - HP changes to 4 HP
 - All die rolls are done at +4
 - The drinker can only utter sentences of a maximum four words long, with no words longer than four letters (excess letters get truncated). E.g the phrase "I found a secret door!" comes out as "I foun a secr"
- **Scroll: Speak With Arachnids.** As per the spell **Speak With Animals** (q. v.) but only works on spiders, scorpions, harvestmen, ticks, mites, and solifuges. Non-transferable to spell books
- One crumpled playing card, with 'naughty' scene of naked halflings cavorting (see 21 CELL GUARD AREA)

Eddie could be introduced (and re-introduced) by the DM anywhere during the adventure as needed, e.g:

- as careless rumour-spreader (or deliberate disinformant) at a local tavern prior to departure (see RUMOUR TABLE)
- as hireling (with or without hidden agenda)
- as a passed-out local drunk, displaying bag of magic items or adventure clues easy to plunder (but then perhaps catching up with the group, unexpectedly, demanding these items back)
- as friendly helper
- as competing adventurer, pursuing the same goal as the adventurers
- as random encounter
- as surprise rescuer during a critical situation inside Rat Ridge if the DM feels the party needs help
- as a prisoner held in PRISON CELL (23)

and could also become useful as an NPC during

FURTHER ADVENTURES

After completing **the Pits of Wob**, you and the participants may wish to continue with other 1ST EDITION ADVENTURES. Some encounters in the Pits of

Wob provide opportunities for the DM to create a lead to the following game modules or scenarios:

- **Trouble at Grog's** (Dungeon Magazine #4) (*If Sir Croma Gung continues to the Air Lute Competition in Dagger Rock and players join him*)
- **Citadel by the Sea** (Dragon #78) (*If players become intrigued by Rickina Plumcheek's mention of an exodus from Awad, and/or agree to escort her on her originally planned trip there*)
- **Grakhirt's Lair** (Dungeon Magazine #1) (*when Eddy Ragfist, through the Orb of Kadar realises that Kadar is now hiding under the name of Grakhirt in mountains near a village called Nolivari*)
- **The Pit of The Oracle** (Dragon #37) (*If players were fed the rumour about "the shadow men" at the beginning and wish to pursue it*)

The players may also decide to follow Croma Gung to his family home in Xan Run and there maybe get a reward from his father Lord Gung, a plot line that will have to be developed separately by you, the DM.

You may also wish to spin the "lost Princess Regina" thread further, involving Sir Croma Gung deeper - perhaps Regina is really, actually in trouble, but in a completely different place, etc.

CREDITS:

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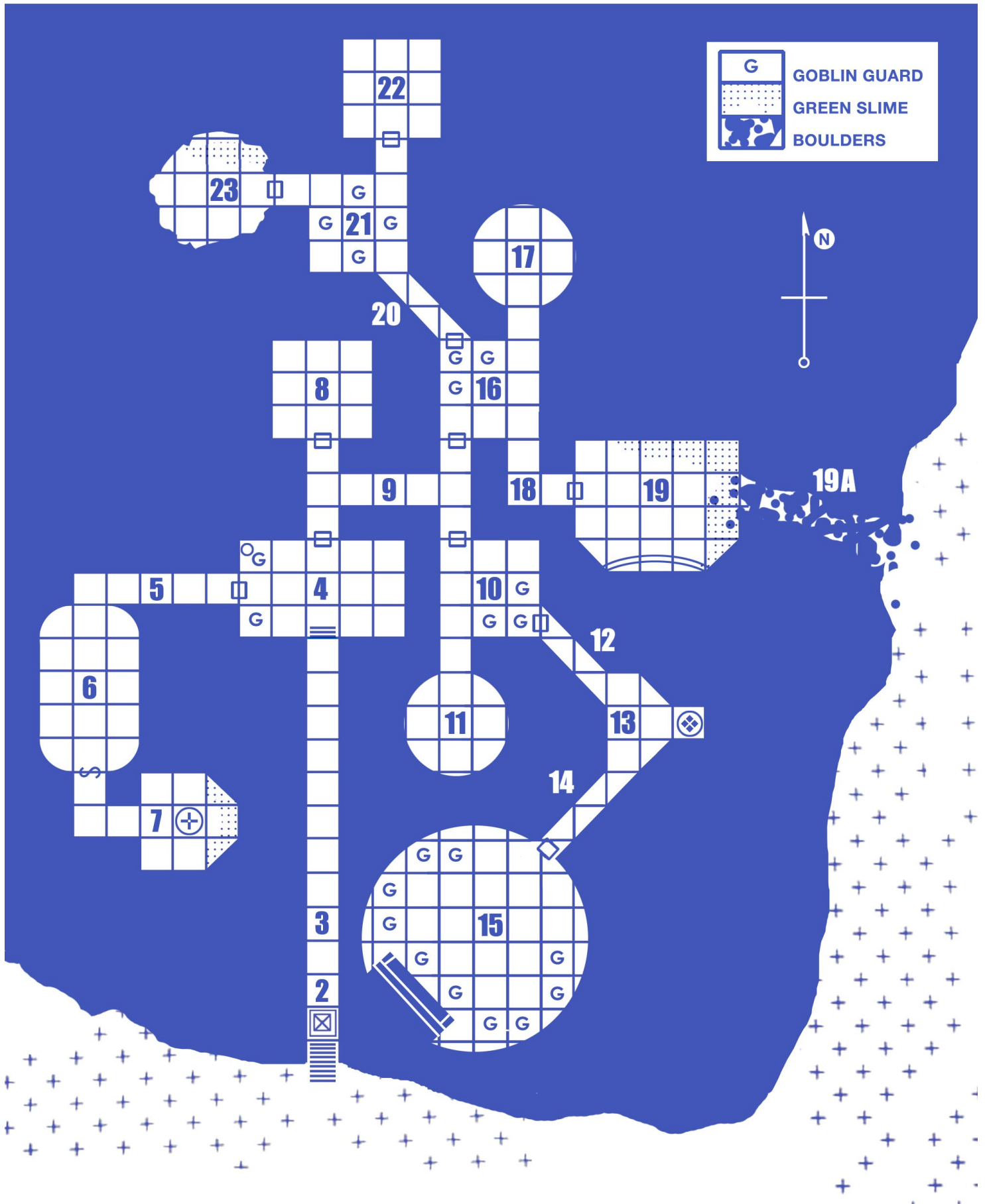
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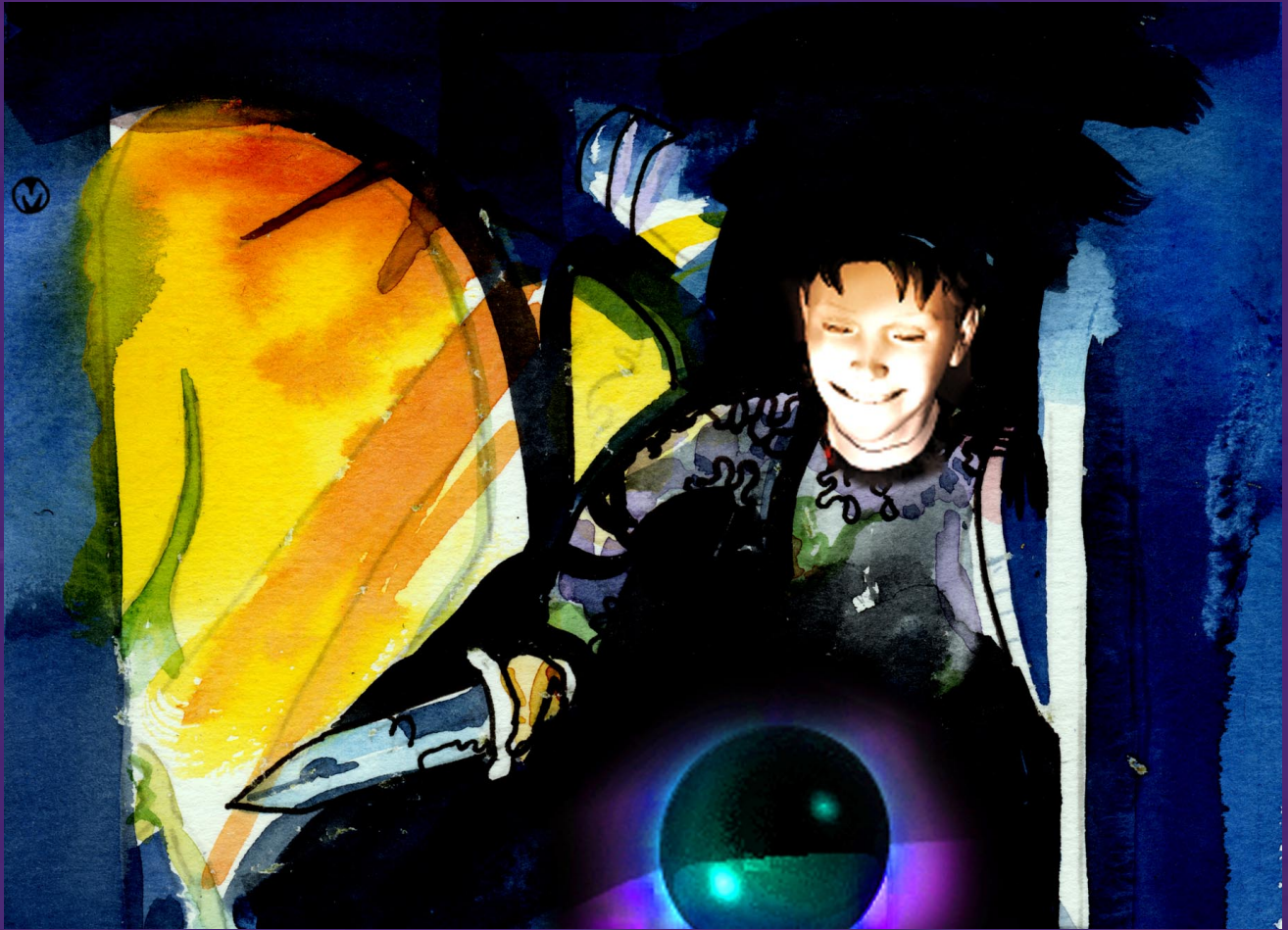
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DUNGEON LEVEL





This item is only one of many available playing aids for 1ST EDITION ADVENTURES.
Seek on all planes, and ye shall find !