

Dead Simple RPG 4th Edition, Supplement 5 - The Village of Grobblot

+Introduction+

Although we positively encourage players to devise their own setting, this is an example so you can play straight away.

The Adventurers meet up before each adventure in *The Duck'n'Cover*, an inn and trading post in the frontier village of Grobblot. Here they plan their assault on the dungeons of the Overfiend. It is also where the survivors will gather to toast their lost companions and divide their spoils.

The Innkeeper can sell them general adventuring supplies. Merchants often gather in the Inn when they know that Adventurers are braving the local dungeons. They wait to greet the Adventurers and buy their loot.

Not far from the Inn is an ancient and ruined Githlian Monastery. Amongst its broken walls and roofless halls are many entrances to the dungeons, crypts, catacombs, treasure vaults and tombs below.

On the other side of the village lies an abandoned dwarven mine. Once this had a rich seam that provided magic crystals for the Mages of the nearby towns. Either it became played out or something was dug up that should not have been, because one night the dwarves packed up their picks and moved to another country.

The Duck'n'Cover Inn & Chandlery

This is the initial the base of operations for the Adventurers. They live here and the Innkeeper (Corben the Fat) supplies a range of dungeon kit, weapons and off-the-peg armour.

Corben also offers attribute training in Dexterity as he used to be a famous Thief, who has now retired.

If the Adventurers need them he can put the party in touch with Porter henchmen.

Merchants regularly visit the Inn to buy loot off adventurers

The Chapel of St.Ethelberkh, and the Village Cemetery

The priest, Father Tobias, makes and sells Holy Water, Purgatives and Potions of Healing to fund his parish work. He also offers training in priestly abilities

If the Adventurers need them he can put the party in touch with an Apothecary henchman

It is rumoured that the crypts beneath the chapel occasionally have monsters in them, and that there may be a secret passage to the ruined Githlian Monastery

The Green

This is where the locals play Thwacket, a game that consists of two teams chasing and trying to knock a Goblin over a gate with big bats. Points are awarded for the direction the Goblin goes over the gate and the style of the Thwack used.

The local Thwacket Club would welcome Adventurers as members, especially as they could supply captured Goblins (they wear out very quickly).

They also offer attribute training in Speed (each live Goblin brought gives a 10 ducat cost reduction for this training).

Fargo's Forge

This is where they can get kit, weapons and armour made by Ms.Fargo (never call her 'Miss' or 'Mrs' unless you want a forge hammer in the teeth).

She also offers attribute training in Strength as she used to be a mercenary soldier.

If the Adventurers need them she can put the party in touch with Guard henchmen.

The Tower of the Sorcerer, Miracle Max

Being a Wizard of some note, Miracle Max can perform the resurrection of fallen companions, for a fee of five hundred ducats.

Max will also trains Wizards in new spells and offers attribute training in Magic.

The Royal Posthouse

The is a way station for the Royal Post Coaches and Express Post Riders.

It has a catalogue of materials, equipment and services that are available by mail from the Capital. They are often expensive but sometimes worth it.

A small deposit will secure the delivery of a parcel containing the item desired. Note it is then cash upon collection.

Other places of note in the Village:

The **Kings Road** which runs from the Capital to the Coast.

The **River Grobb** and its bridge (which is occasionally plagued by a Troll).

The Squire and the Yeomanry

Squire Trevithick is a portly man in his middle years who leads the Village Yeomanry.

This motley crew of farm hands, stable boys and milkmaids defend the Village from the many monsters that plague the area. The Squire can deputize anyone, including the Adventurers, if the Village is attacked.

+Features beyond the Village+

Fields & Farms

These are mostly to the east of the Village and consist of a mix of barley, turnip and dairy.

The ruins of the Githlian Monastery

This is a large, multi-levelled dungeon that lies amongst the monastery's crypts and catacombs.

It is reputed to be dominated by the Undead and various other foul creatures. It is only a mile north of the Village.

The old Dwarven Crystal Mine

This is miles of old mine-workings which make a perfect lair for goblins and their kind.

It also houses a ragged band of greedy dwarven prospectors, still trying to find the mother geode. No sane dwarf would waste his time on such a place.

It is three miles south-east of the Village.

The Dark Wood

There is a network of caves, passages and caverns under this ancient wood, that are infested with critters, beastmen and worse.

The Kings Road runs through it and there is regular work for guards to accompany merchants and other travellers. It is three miles west of the Village.

The Foul Marsh

This is always misty and full of bogs. Ancient, half sunken boats and ruins dot the marsh. These are often the lair of goblins and trolls.

It begins just over the Village's bridge and stretches for several miles up and down river. The Kings Road

runs through it on a causeway and into the Dark Wood.

Equipment Costs in Grobblot

All costs are in Ducats.

General Equipment:	Cost
Backpack	7
Bedroll	5
Belt pouch	4
Blanket	2
Burglar's Toolkit	50
Candles (per dozen)	3
Chisel (masonry)	10
Cord (hemp – per 50')	1
Cord (silk – per 10')	1
Crowbar	5
Fish-hooks & line	1
Flint & Steel	1
Grapple	5
Hammer (masonry)	5
Ladder (10')	5
Lamp oil (2 pint flask)	1
Lantern	5
Mirror	25
Nails (per dozen)	1
Oilcloth (10' square)	2
Oilstone	3
Pick	10
Pole (stout – 8')	1
Rations (for 1 day)	1
Rope (Hemp – per 10')	1
Sack, large	1
Sack, small x3	1
Scroll case	2
Spade	5
Spikes (Iron per 6)	1
Tent (3 man)	25
Toolkit	25
Torch, Pitch x5	1
Trivet	1
Water-flask (2 pints)	1
Wineskin (1 gallon)	1
Writing set	5

Weapon	Cost
Club	Free
Dagger	5
Sword	75
Axe, Mace or Warhammer	25
Spear	20
Staff	Free
Great Sword	250
Great Axe	200
Bow	50
Elf Bow	200
12 Arrows	10
Crossbow	200
10 Quarrels	10
Sling	Free

Armour	Cost
Shield	20
Light:, Padded or Leather	50
Medium: Chain or Scale Mail	250
Heavy: Plate & Mail	500
Very Heavy: Full Plate	1,000

Special	Cost
Potion of Healing (1 vial)	50
Holy Water (1 pint flask)	10
Purgative Mixture	10