

Designed for use with the **Basic Fantasy** Role-Playing Game

# THE HOBGOBLIN BRIDE



AN ADVENTURE FOR  
ODYSSEYS & OVERLORDS



SUITABLE FOR 4-6 CHARACTERS OF 1ST OR 2ND LEVEL

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WRITTEN BY: MEGAN IRVING

ODYSSEYS & OVERLORDS DEVELOPED BY: TRAVIS LEGGE

EXECUTIVE PRODUCER: STEVE HEIDEN

COVER ART: JUAN DIEGO DIANDERAS & BRUNO BAXILIA

INTERIOR ARTWORK:

SOME ARTWORK J.M. WOIAK & HEATHER SHINN OF THE STINKYGOBLIN

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# ODYSSEYS & OVERLORDS

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**

## INTRODUCTION

This is a short adventure for use with the **Odysseys & Overlords** Role Playing Game.

## CONTENT WARNING

This adventure includes themes of sexual assault and violence against NPCs.

## BACKSTORY

Urgoblins are an all-male hobgoblin subrace who have limited regeneration abilities. Most urgoblins live among other hobgoblins with no issues; however, some believe their abilities are a gift from Ragnar and a sign that they should be leaders of their clans. Some of these urgoblins have split from their hobgoblin clans and come together to create an all-urgoblin clan, focused on taking over and ruling the Untamed Gauntlet. To further this goal, they've kidnapped hobgoblin women with the plan of breeding more urgoblins to join their power-hungry army. Mara is one of these women, and she has recently managed to escape their clutches, leaving four others behind in her flight to freedom. Mara wants to rescue the other hobgoblin women from the cruel urgoblins. A kindly centaur named Ronan has brought her request to the clerics at Chandra's Haven, where the party can accept it and attempt to rescue the kidnapped hobgoblin brides.

## MEETING THE HOBGOBLINS

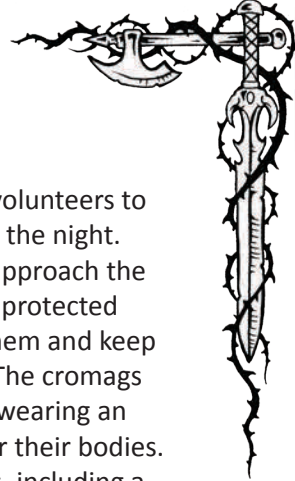
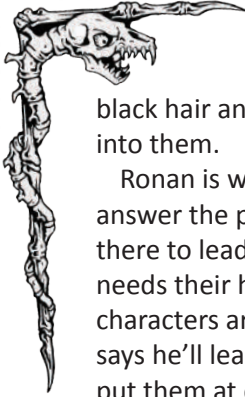
### THE REQUEST

The adventurers are called to meet with a cleric in absolute secrecy. The cleric is an older human woman named **Elise**. She is short and fat, with a brusque way of talking and silver hair braided into a crown around her head. Elise takes the characters to a back room in the temple and asks them to take on a special request. She says that there's someone in the Gauntlet who urgently needs their help. A centaur named **Ronan** brought the request in, and he'll meet the characters outside Chandra's Haven to take them to this person. She tells the characters to follow his instructions and trust him. If they ask, Elise says she's met Ronan before and knows he's trustworthy. She doesn't know the details of the request apart from what she tells the characters - someone desperately needs their help.

**Note to GMs:** If the characters have a relationship with any clerics or centaurs, they can be swapped into this adventure instead of using Elise and Ronan. Either way, the cleric needs to encourage the party to answer the call for help, and not answer their questions. They should both be NPCs the characters trust.

### THE CENTAUR

When the players leave Chandra's Haven, Ronan the centaur is waiting for them. He's on the smaller side, with a chestnut body, black tail, and white socks. He wears his



black hair and beard long, with small white beads braided into them.

Ronan is well-spoken and polite, but like Elise, he doesn't answer the party's questions. He tells the characters he's there to lead them to **Mara**, the woman who urgently needs their help. He asks them not to judge her. If the characters are cautious, he offers them his weapons and says he'll lead them to her unarmed - he'll do anything to put them at ease, except explain the situation.

## THE HOBGOBLIN

Ronan leads the party to a small valley near Chandra's Haven. Pacing around a large dead tree in the valley is Mara, a hobgoblin woman. She's short and squat with pale orange skin, black hair cropped short, and sharp claws and fangs. She has a dark bruise over one eye, and one of her fangs is broken in half. She speaks with confidence and conviction, and when the party is indecisive, she's quick with an opinion.

Mara explains to the party that while on a hunting trip, she and her sister **Tera** were captured by urgoblins and taken to their lair where they met the other prisoners; **Gar**, **Tui**, and **Lea**. All five were young and healthy hobgoblin women taken from different clans. The urgoblins' plan was clear - they had been kidnapped to be the urgoblins' unwilling brides.

Together the hobgoblin women tried to escape, but unfortunately their escape attempt was discovered. In the confusion, Mara managed to escape, but the other women including her sister, are still prisoners. Mara asks the characters for their assistance in rescuing the other hobgoblin women. She says the characters can have anything of value they find in the urgoblin hideout - all she wants is the safety of the other women.

## TRAVELING

Mara tells the adventurers that the lair is about two days travel away, and she can lead them there. She and Ronan are ready to leave as soon as the characters are. Ronan refuses to let anyone ride on his back, but is happy to help scout and hunt for food if necessary.

## THE OBELISK

On the first day, they pass by a tall obelisk. It's tall and completely black, with a gold rune carved into the top of it. Unless the party gets very close, they can't make out its shape. As they approach the obelisk, the characters feel a strange energy that feels like a warmth against their skin, and a slight pressure headache behind their eyes. Mara is interested and wants to explore it, but Ronan wants to leave it alone.

If the characters investigate, they'll find a small chest buried beneath the obelisk. Inside is a smooth black stone with a rune carved into it - the same rune carved into the obelisk. It's extremely cold to the touch.

**Treasure:** A mysterious runestone

## THE BANDITS

When the party chooses to rest, Ronan volunteers to take a turn watching over the camp during the night. During a character's turn, cromag raiders approach the camp. If the characters are quiet and have protected the camp, the cromags might not notice them and keep going. Otherwise, they may have to fight. The cromags are carrying heavy wooden clubs, and are wearing an assortment of pouches and bags hung over their bodies. In these bags are their worldly possessions, including a handful of copper coins, a large pale pink crystal with a crack running through the middle, and a set of small hand-carved wooden figurines in the shapes of various animals.

**2 Cromags AC 12, HD 2, #At 1 Weapon, Dam 1d4 +1, Mv 40', Sv F2, MI 7**

Cromag 1: HP 5

Cromag 2: HP 7

**Treasure:** 2d6 copper coins, pink crystal, wooden figurines

## SCOUTING PARTY

On the second day, just before the lair, they come across an urgoblin scouting party. If the characters are stealthy, they can try to ambush the scouts and either kill them or get information on the lair. They can also choose to sneak past the scouts and continue on to the lair without risking combat. Mara presses the characters to ambush and kill the scouts.

The urgoblins are carrying shortswords and slings. One has tied his hair back into a bun and a dagger tucked into his belt. The dagger has intricate carvings on the hilt and belongs to Lea, one of the hobgoblin women. The other urgoblin has a shaved head and is wearing a necklace of teeth.

If the characters defeat the urgoblins but don't kill them, Mara will slit their throat at the first opportunity, worried that they might escape and warn the others.

**2 Urgoblins AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9)**

Urgoblin 1: HP 11

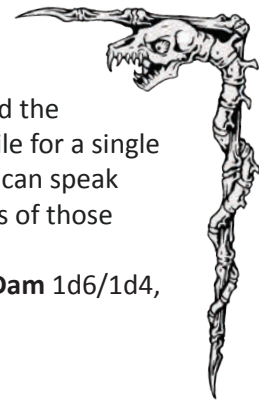
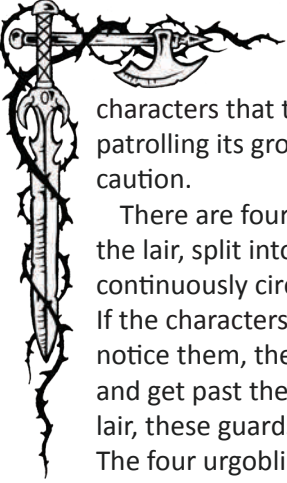
Urgoblin 2: HP 7

**Treasure:** Lea's dagger, Tooth necklace

## THE DUNGEON

### OUTSKIRTS

The urgoblin lair is a large manor house in a valley that's fallen into disrepair. The grounds are overgrown and dead with big dead bushes and trees pressing in on the building from the gardens on all sides. Mara tells the characters that the secret exit is hidden in the garden around the south-east entrance of the manor. She also warns the



characters that there are many urgoblins in the lair and patrolling its grounds and that they should approach with caution.

There are four urgoblins patrolling the grounds of the lair, split into two groups of two. They slowly but continuously circle the lair on opposite sides to each other. If the characters approach stealthily and the guards don't notice them, they can easily work out the patrol schedule and get past them. However, if fighting breaks out in the lair, these guards may hear it and reinforce the urgoblins. The four urgoblins are large and muscular, with shaved heads and mean expressions. In one patrol, one urgoblin has an earring and the other has a goatee. In the other patrol, one urgoblin has a scar across his nose and the other is wearing a vest made from goat pelts. All four are armed with short swords and slings, and have something from the following list in their pockets: a handful of copper coins, a whetstone, a map case with an unfamiliar map in it, or a miniature stone statue of Ragnar. The map depicts an unknown but distinct mountain with an X at the peak.

There are two main entrances to the lair. The first is through the garden (Room 1), where the secret exit is located. The other is through the entrance hall (Room 2). The entrance in the main hall (Room 3) has been blocked up.

**4 Urgoblins AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9**

Urgoblin 1: HP 10

Urgoblin 2: HP 9

Urgoblin 3: HP 11

Urgoblin 4: HP 8

**Treasure:** Handful of copper coins (1d6), whetstone, map case with a treasure map, Ragnar statue

## GARDEN (1)

The garden has a broken cobblestone path leading from the front entrance hall to the side entrance. The cobblestone is noisy to walk on unless the characters are careful.

If the lair is on high alert, an urgoblin stands lookout on the porch, and a second urgoblin is pacing up and down on the path. If not, the two urgoblins are chatting on the path, and only vaguely keeping an eye on the porch and the garden to the north. The urgoblin on the porch has a scar across his face and is carrying a spear. He has a pouch full of silver coins on his belt. The urgoblin on the path is carrying a short sword and has a red silk sash tied around his waist.

To the north of the porch, behind some big dead bushes, is the secret exit Mara used to escape. There's a small hole in the building that two of the hobgoblin women can squeeze through; one of the other women is too large to get through the hole, and the fifth isn't with the rest of them.

The exit is in view of the passing patrols and the urgoblins on the path, and it takes a little while for a single hobgoblin to squeeze through it. The players can speak to the prisoners through the hole - the details of those women are in Room 7.

**2 Urgoblins AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9**

Urgoblin 1: HP 12

Urgoblin 2: HP 6

**Treasure:** Pouch of silver coins (1d10), red silk sash

## ENTRANCE HALL (2)

The entrance hall is a wide-open space with two rows of stone columns leading to the stairs at the main door. This door is broken and is wide open. The columns are painted with elaborate geometric patterns, but some of the paint is peeling off. Underneath the paint, one column is cracked.

There are two urgoblins in this room. If the lair is on high alert, they're standing guard in the hall, keeping an eye on the south and west entrances and holding their short swords. If not on alert, they're playing a dice game on the stairs with their swords resting nearby. One urgoblin is much larger than the other, with big fangs and a huge monobrow. The smaller urgoblin has long hair tied back in a ponytail, and

**4 Urgoblins AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9**

Urgoblin 1: HP 10

Urgoblin 2: HP 8

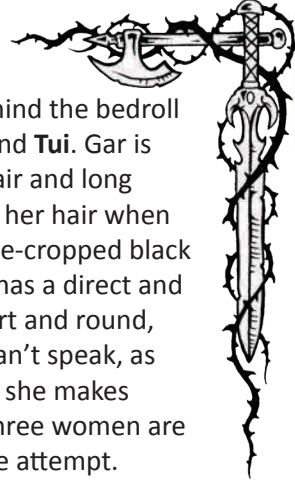
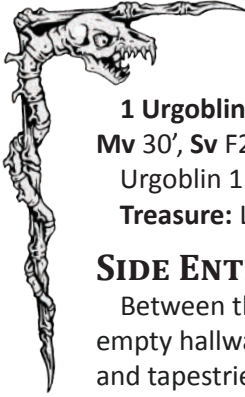
**Treasure:** Set of 3 dice, with an eye carved where the 1 pip would be

## MAIN HALL (3)

A large hall with two statues of hooded wildfolk in the northern corners, and four stone columns around the room. There are stairs to the west that have been blocked with piles of wooden planks and stones. If the characters investigate the statues closely, they'll see the eyes of the wildfolk have been replaced with pearls and can be carefully prised out.

An urgoblin is sleeping in a bedroll, and there are plenty of other bedrolls piled up on each other. There's a long sword propped against the wall near the sleeping urgoblin. The sword gleams in the dim light; the blade is made from a strangely white metal, and the hilt has goblinoid letters carved into it spelling out the goblin word for "light".

This sword has a magical property - when the command word is spoken (the goblin word for "light"), the sword will cast shed light with the same radius as a **light** spell. Sheathing or laying down the weapon, or speaking the command word again, dispels the effect. This power may be used as often as desired.



**1 Urogoblin AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9**

Urogoblin 1: HP 5

**Treasure:** Longsword of casting light, pearls (4)

### SIDE ENTRANCE HALLWAY (4)

Between the main hall and the garden entrance is a long, empty hallway with shredded portraits of old male humans and tapestries of grand hunting parties on the walls. The art looks old, but the damage is new - probably from the urogoblins. There are four closed doors - two on the north side, two on the south side. One of the north doors leads to a hallway (Room 6), and the other three doors lead to small storage rooms.

### STORAGE ROOMS (5)

Three small storage rooms come off the side entrance hall. The urogoblins store treasure from vanquished opponents here, as well as weapons and items they don't know how to use or don't want.

The south-east room is mostly empty apart from a pile of clothes and a small locked chest they couldn't open. Inside is a bag of devouring.

The south-west room is their armory, with bags of stones for their slings and rusted shortswords and pieces of armour. Gleaming under the rusted swords is a silver dagger, and a pouch of silver coins has fallen behind a bag of stones.

The north room is an old library, with shelves of rotted books. The urogoblins have kept maps and spell scrolls here, but they've all rotted away in the damp environment. There's one single scroll that's been kept safely in a scroll case; on this scroll is written a protection from magic ritual.

**Treasure:** Bag of devouring, silver dagger, pouch of silver coins (1d10), protection from magic scroll

### SMALL HALLWAY (6)

A short hallway with a big window at the north end looking out over the dead garden. There's a door to the east, which is locked.

A large urogoblin with a huge scar across his face is guarding the door. He has the key hooked to his belt, as well as a heavy mace with a spiked head. Even if the rest of the lair is quiet, this urogoblin is on high alert and continually patrols the hallway. He takes his job of guarding the prisoners very seriously. He has a valuable golden bangle in his pocket that he stole from Tui. His key opens all locked doors in the lair.

**1 Urogoblin AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9**

Urogoblin 1: HP 10

**Treasure:** Key to the lair, Tui's golden bangle

### HOBGOBLIN PRISON (7)

A large storage room with three hobgoblin women locked inside. There are piles of bedrolls and belongings

in one corner. The secret exit is hidden behind the bedroll pile. The three women here are **Gar**, **Lea** and **Tui**. Gar is a tall, willowy hobgoblin with long black hair and long claws. She's soft-spoken, and hides behind her hair when speaking. Lea is tall and muscled, with close-cropped black hair and a mouth full of jagged fangs. She has a direct and straightforward way of speaking. Tui is short and round, and her black hair is a tangled mess. She can't speak, as the urogoblins have cut out her tongue, but she makes herself understood through gestures. All three women are injured and bruised from the recent escape attempt.

When the characters meet the women, they are busy planning the next escape attempt. The plan is for Tui to crawl through the secret exit, and for Gar and Lea to fight their way past the guard to rescue **Tera**, the final hobgoblin prisoner.

If the characters speak to the women through the secret exit, they may be able to help Tui and Gar escape through it by keeping watch or distracting the nearby urogoblins, but Lea won't fit. Tui, Gar and Mara won't leave without Lea and Tara, so the party will need to break into the lair somehow to rescue them first.

### LIVING QUARTERS (8)

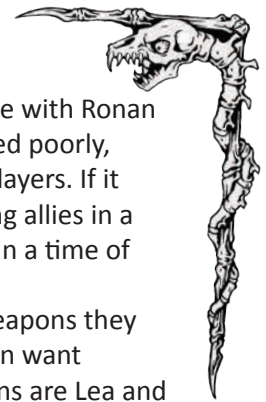
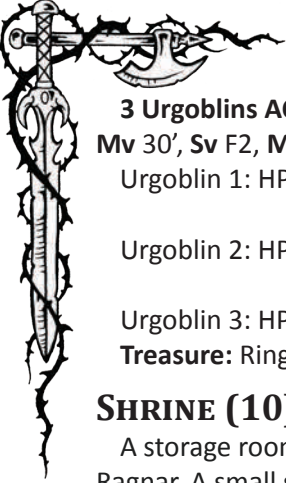
Both doors to this room are locked from the outside. Inside is an old luxurious bedroom with a large bed in the center of the room and desks and boxes stacked against the walls. A tapestry of a grand ball is in tatters on the south wall. A hobgoblin woman called **Tera** is searching the room when the characters enter. Tera is Mara's sister, and is short and petite with long black hair. She has a long scratch down her face. She's looking for weapons to help Gar and Lea in the escape attempt but is happy to follow the characters if they have a plan. She shows the characters to a locked chest she can't open - inside is a small cache of slings, daggers and waterskins.

**Treasure:** Slings, daggers, waterskins

### WAR ROOM (9)

A large hall that's been turned into a war room. A large statue of a human man in armour stands on a dais at the back of the room. In front of it is a large table covered with maps and notes scrawled on scraps of paper. Two racks of polished weapons - jagged swords and axes - stand on each side of the room. Three urogoblins in polished armour are discussing the situation in here; they argue with each other constantly and struggle to come to any agreements. This continues into any fights they're part of - all three use different strategies and get in each other's way. Two have longswords in sheaths on their belts, the third has a maul. None of them have ranged weapons, but the urogoblin with a maul is wearing a **ring of fire protection**. One of the urogoblins with a sword is wearing a **ring of weakness**.

These urogoblins are willing to talk to the party - see the notes on diplomacy below.



**3 Urogoblins** AC 14, HD 2\*, #At 1 Weapon, Dam 1d6/1d4, Mv 30', Sv F2, MI 9

Urogoblin 1: HP 6 (wearing a ring of weakness)

Urogoblin 2: HP 12

Urogoblin 3: HP 10           
**Treasure:** Ring of fire protection, ring of weakness

## SHRINE (10)

A storage room that's been converted to a shrine to Ragnar. A small statue of him stands at the back of the room, with candles and smoking sticks of incense in front of it. There are small piles of unidentifiable bones stacked up around the statue, some still with shreds of meat and gore attached. On the altar is a small silver medallion in the shape of a beetle that is actually a **scarab of protection**: the urogoblins knew it was magical but not what it did, so they dedicated it to Ragnar.

**Treasure:** Scarab of protection

## RESCUING THE HOBGOBLINS

The players can choose how they want to rescue the hobgoblin women. Make it clear to them that the main options are stealth, negotiation or combat; they can storm the lair and fight all the urogoblins, try to convince them to let the hobgoblin women leave, or sneak in and break the women out, maybe by distracting the guards. Although some hobgoblin women can squeeze through the secret exit, not all can, and it takes time. The urogoblins are receptive to diplomacy - to a point. They argue that they need the hobgoblin women to reproduce and will die out without them. They're willing to let all but one of them leave. If the characters press them, they threaten to kill all the women.

Mara's preference is stealth, as she's worried for the safety of the other women if the urogoblins discover what's happening. Ronan's preference is for storming the lair; he believes if the characters can break the women out and arm them, they may be able to overpower the urogoblins.

If the urogoblins realise they are being attacked over the kidnapped hobgoblin women, they try to parlay with the party with the above diplomacy notes. If the characters call their bluff, they will murder one of the women if they are able to. Overall, the final urogoblin alive would rather lose all the women than die, but until that point they are vicious, ruthless predators who are desperate to keep their prisoners by any method.

## CONCLUSION

If the players leave without rescuing all the hobgoblin women, or if some or all of the captives die, Mara and the surviving hobgoblins are furious. Although they recognise that the characters tried to help, the failure is unacceptable.

Mara and the other hobgoblin women leave with Ronan to return to their clans. If the adventure ended poorly, the hobgoblins may end up enemies of the players. If it ended well, they may turn out to be surprising allies in a future adventure, coming to the players' aid in a time of desperate need.

The characters can keep any treasure or weapons they find in the lair - none of the hobgoblin women want reminders of their experiences. The exceptions are Lea and Tui, who greatly appreciate getting their dagger and bangle back.

## APPENDIX: NPCs

**Elise.** An elderly human woman, and a cleric in Chandra's Haven. Short and fat, with grey hair braided around her head. She has a brusque way of speaking.

**Ronan.** A centaur who knows Elise. He is small for a centaur, with a chestnut body, black hair, beard and tail, and white socks. He has white beads braided into his long hair and beard.

**Mara.** A female hobgoblin, and Tera's sister. Short and squat, with very short black hair and pale orange skin. She has a bruise on her cheekbone and one of her fangs is broken. She's very outspoken and fiery.

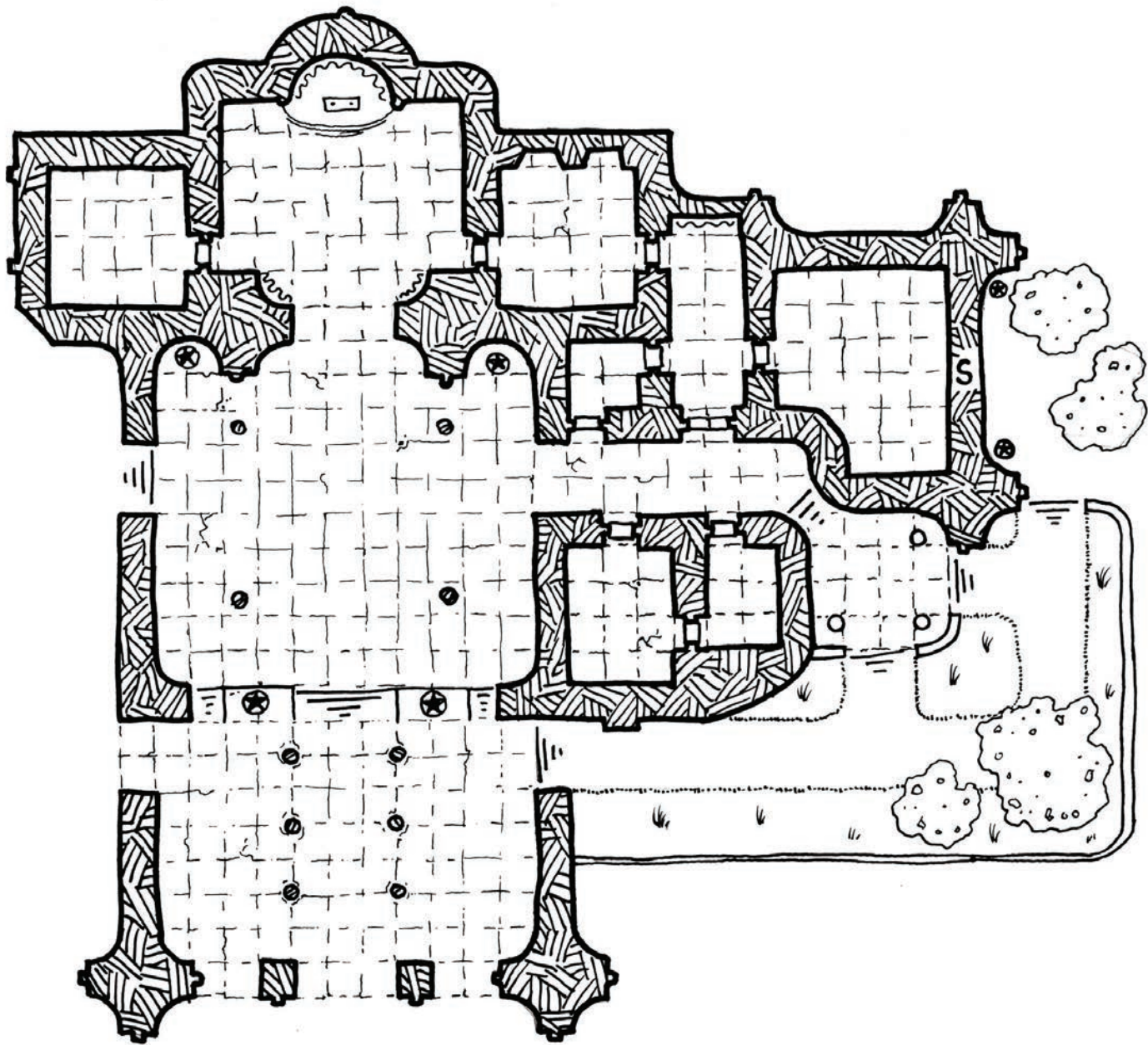
**Gar.** A female hobgoblin. Tall and willowy, with long black hair and dark orange skin. She's soft-spoken and goes along with what the group wants, hiding behind her hair when asked a direct question. When protecting the other hobgoblins, she becomes surprisingly fierce.

**Lea.** A female hobgoblin. Tall and broad, with cropped black hair and pale orange skin. She uses the Hobgoblin Warrior statblock. Although she looks rough and unpleasant, she's friendly with the players.

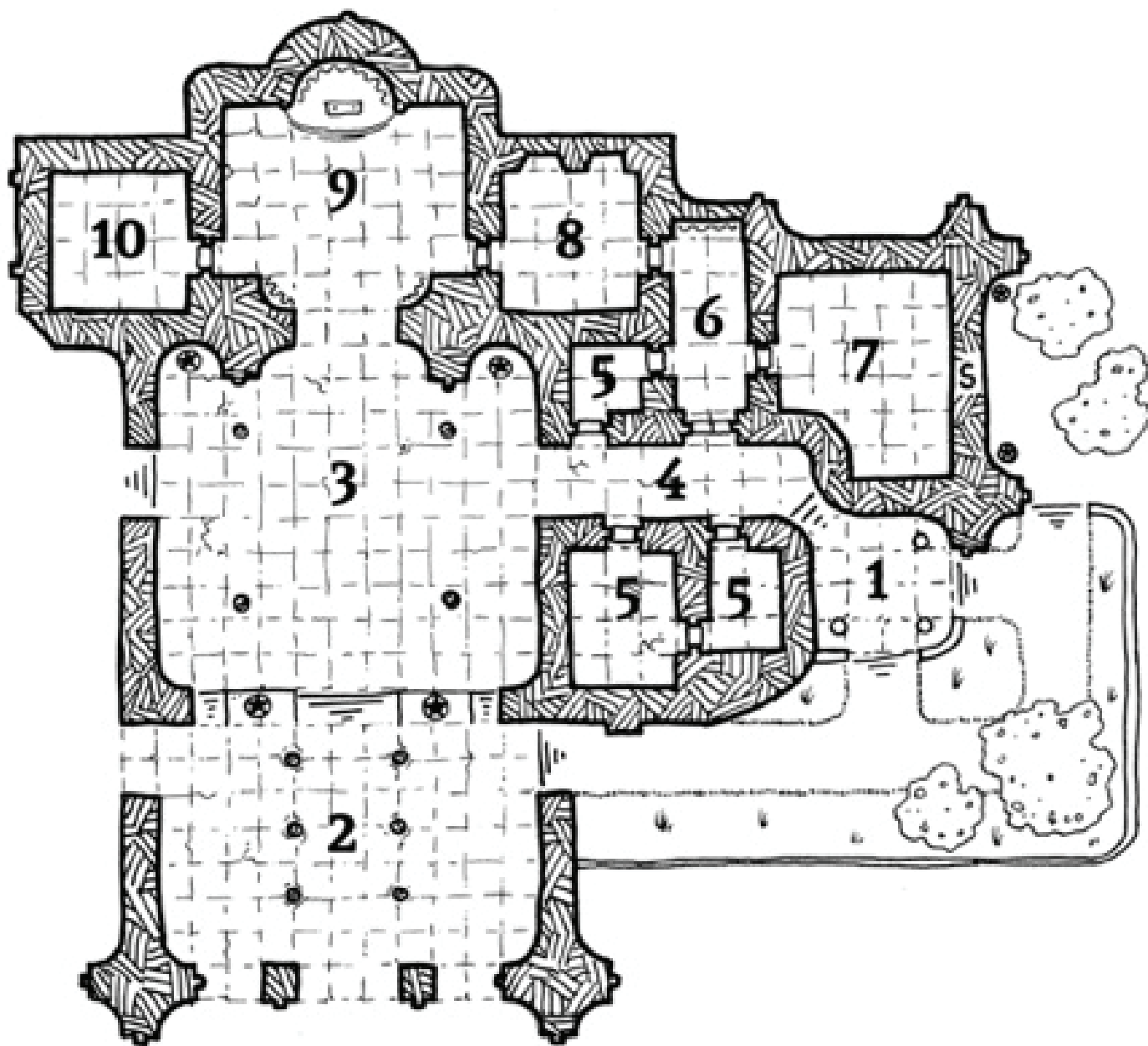
**Tui.** A female hobgoblin. Short and fat, with tangled shoulder-length black hair and bright red skin. She's recently mute and uses gestures to explain herself. She sticks close to Gar, often holding her hand.

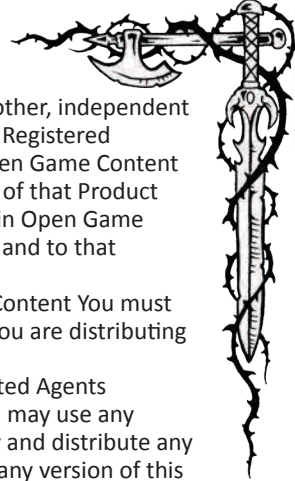
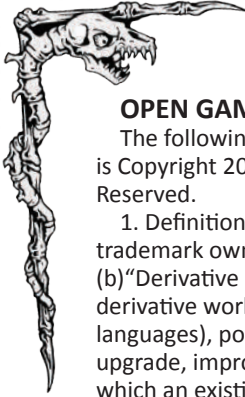
**Tera.** A female hobgoblin, and Mara's sister. She's petite, with long black hair and pale orange skin. She's very intelligent and quick to criticise others.

MAP - PLAYER VERSION









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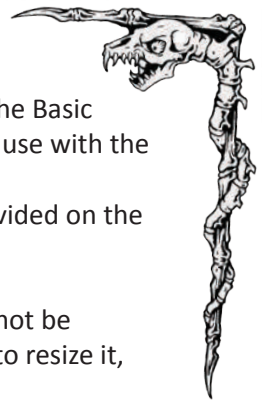
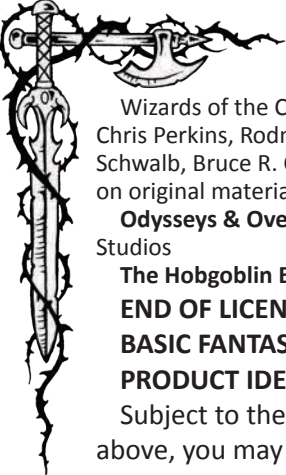
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