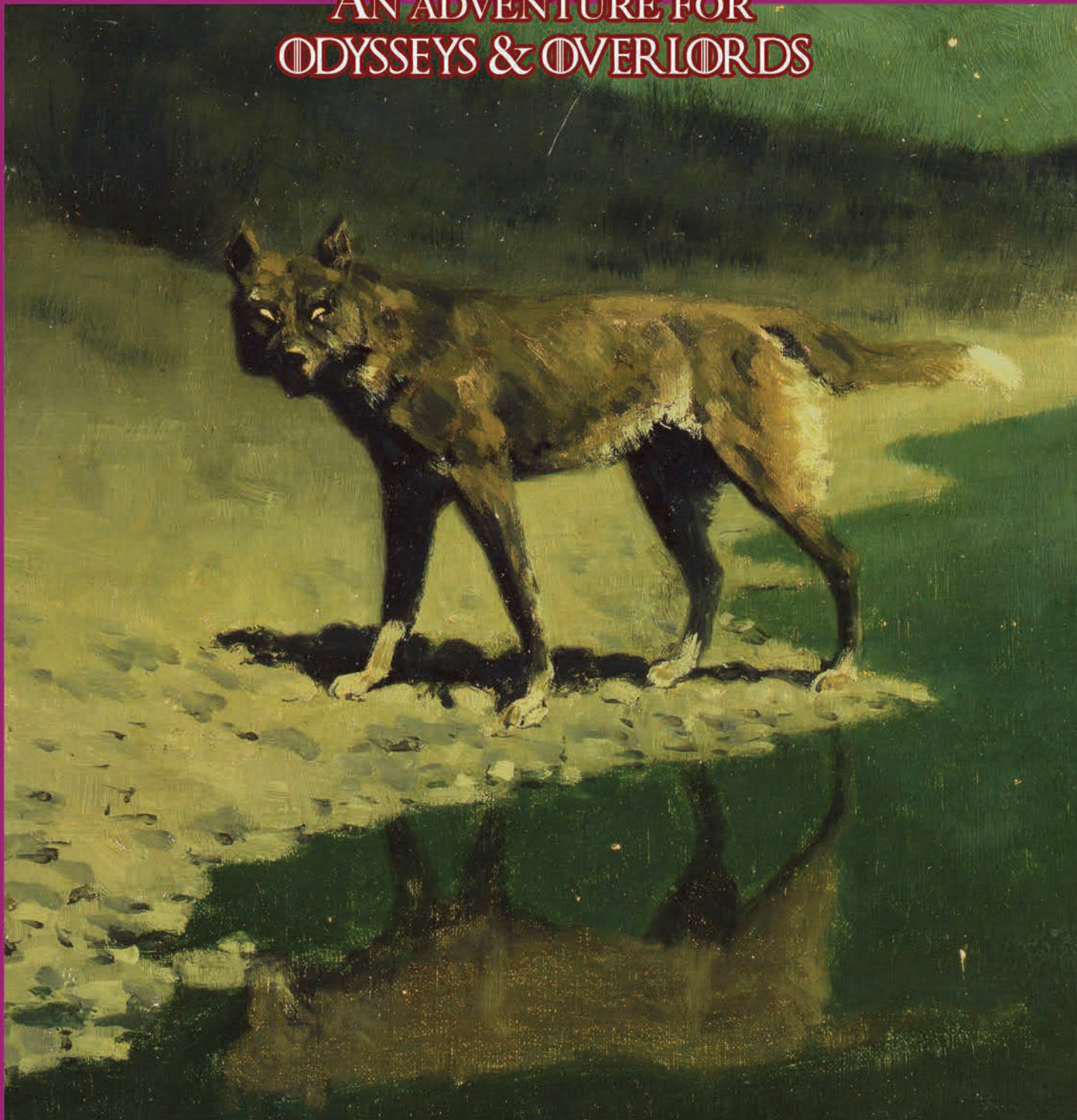


Designed for use
with the **Basic Fantasy**
Role-Playing Game

FROM THE MOUTH OF BABES



AN ADVENTURE FOR
ODYSSEYS & OVERLORDS



SUITABLE FOR 3-5 CHARACTERS OF 2ND OR 3RD LEVEL

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FOR ODYSSEYS & OVERLORDS

SUITABLE FOR 3-5 CHARACTERS OF 2ND – 3RD LEVEL

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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 an adventure for use with the **Odysseys & Overlords Role-Playing Game**. The information within is intended for Game Master use only! If you are a player, you run the risk of spoiling the story for yourself as well as making life harder for your Game Master by reading this book. If you are planning to be a Game Master, welcome! This tale has been prepared for you to introduce your party to the world of **Odysseys & Overlords**. In order to make the best of the materials herein, you will need a copy of the **Odysseys & Overlords Game Master's Guide** as well as a copy of the **Odysseys & Overlords Player's Guide**. Familiarizing yourself with both books is highly recommended, and you should read the text of this adventure in its entirety before you run it.

BACKSTORY

A small clan of goblins, going under the name of **The Blacktooth Clan**, have recently ventured closer to the borders between Chandra's Haven and The Unclaimed Gauntlet on the hope of gaining easy prey from adventuring invaders into the wilderness beyond.

All was going well; the clan quickly found an abandoned lair of some unknown previous occupant and had carried out a couple of successful ambushes against minor adventuring parties.

The fortuitous situation came to an end when an argument broke out between the clan's alpha and an enterprising upstart over ownership of a newly claimed magical dagger, known as **The Assassins Blade** (see **New Magic Items**). During the ensuing scuffle, the blade mistakenly slipped from the alpha's grasp, ending up in the clan's spring water source.

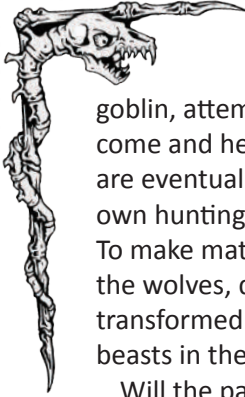
The upstart paid with his life, but the blade remained in the spring as no one within the clan could swim to retrieve it. So was the end of that... or so they thought.

Several days later, members of the clan started to become sick. Unknown to the clan, their drinking source had become poisoned due to the effect of the submerged blade. The clan's shaman mistakenly misread the signs, leading to several members dying, including the clan's alpha. If the situation wasn't already dire, it became more so when the clan's 5 hunting wolves went crazy from the poison effect and proceeded to attack the already weakened clan.

The surviving members, 2 infant goblin children, managed to escape with the help of the last of the clan's elders, running off unseen into the surrounding woods.

SYNOPSIS

A dirty pair of hungry goblin children wander upon the party on the wilderness side of The Untamed Gauntlet. Through difficult communication, the party manages to find out that something bad happened to their clan. The children, still unaware of the villainous nature of man to



goblin, attempt to convince their newfound 'friends' to come and help. Leading the party back to the lair, they are eventually confronted with the fact that the clans own hunting wolves are responsible for the clan's demise. To make matters worse, it appears the crazed nature of the wolves, due to the arcane effects of the poison has transformed the once ordinary wolves into poison wielding beasts in their own right.

Will the party overcome these freaks of nature and their poison attacks, and what will become of the goblin children themselves?

GM INFORMATION

The adventure has been optimized 4 characters of 3rd level. If you feel that the characters are having too easy a time of this, add an extra **venom wolf** to **Area 4** and **Area 6**.

Any creatures not covered within the **Odysseys & Overlords** setting can be found in the Basic Fantasy Role-Playing core rules.

Any mentioned bonuses or penalties to Ability check are there as a suggestion and should be modified by the GM if they feel the situation merits doing so.

Distance has been purposely left out of descriptions and the provided map is absent of a grid. This is done to allow the GM to size the dungeon and cave complex to their specifications. Keeping distances small will result in confined space, making any combat within the dungeon a lot more dangerous to the party as they lack room to move around. Sizing the dungeon to a bigger scale will give newer players to role-playing more room to move, there by making combats slightly easier to handle.

This adventure uses the **Alternative Poison Rules** as mentioned on page 12 of the **Odysseys & Overlords Game Master's Guide**. Characters who are affected by poison do not Save or Die but instead take additional damage from the poison (see **Venom Wolf** under **New Creatures**).

As the Venom Wolves and the crazed Goblin Shaman are under the effect of the magical poison, the **Monster Reactions** die roll from p. 45 of the **Odysseys & Overlords Player's Guide** is an automatic 12 (hostile).

The transformation of the Venom Wolves within this adventure, caused by **The Assassin's Blade** in the spring pool (**Area 5**) cannot be duplicated by the player's characters anytime in the future. It's merely a freak of magical nature. The same applies to the crazed effect of the **Goblin Shaman** in **Area 6**. Freakish matters happen that people are often not able to duplicate, even under the most ideal of conditions. That be the way of magic.

CHARACTER PLOT HOOKS

You may choose to use one or more of the following **Character Plot Hooks** to get the characters into the adventure:

(1). The characters have heard stories of a band of goblins that are ambushing party's on their way into The Untamed Gauntlet. A reward is offered for any group who can return with proof that the goblins have been cleared from the area. The party have chosen to investigate these stories and hopefully put an end to the problem.

(2). The party is approached by a mysterious benefactor that wishes to hire the party to retrieve a missing family heirloom (a magical dagger) he believes is presently held by a group of murderous goblins. If they find it, leaving word at the tavern that the heirloom has been recovered will allow for a message to be delivered to him. He will then arrange a time to make the collection and hand across the reward. Little does the party know that their mysterious benefactor is a high-ranking member of the local thieves guild.

(3). **(The party can choose to take this up as they leave town if this is not the Character Plot Hook given for this adventure).** As the party set out towards The Untamed Gauntlet, they see a sorrowful young lady standing near the gates out of town. They have seen her here often, as if waiting on the return of someone she knows. Upon seeing the characters look at her, she approaches the party and introduces herself as Agatha. She asks should they see her brother, **Talon Lester**, on their travels, could they ask him to hurry home. Her brother, a lowly fighter, set out over a week ago as part of a party attempting to seek their fortune. His share of the fortune is required for the spiraling medical cost of their ailing mother.

The Meeting:

The goblin children have managed to miraculously survive over the last couple of days but now dirty, hungry, and scared, they are well beyond the desperate stage. When they come across the party (see below), they throw caution to the wind and approach out of the pure need of survival.

By Day:

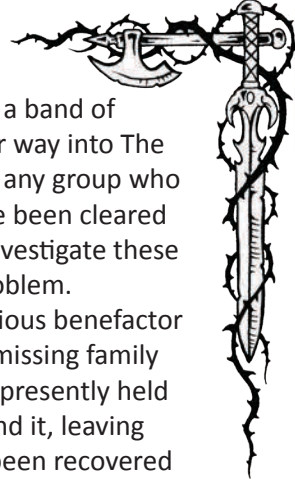
If you choose to run this by day, then read or paraphrase the following at an appropriate time:

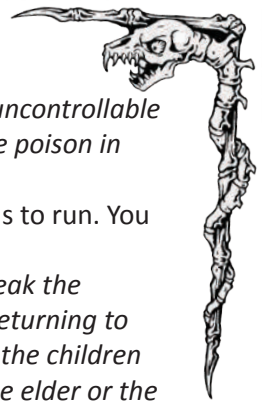
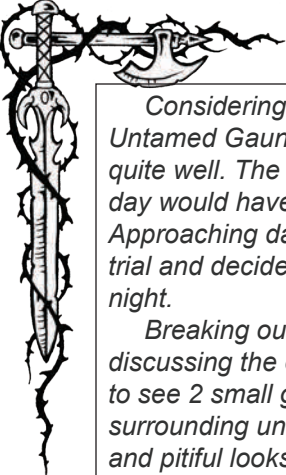
Your party crossed the known border into The Untamed Gauntlet several hours ago and have been making unhindered progress ever since. Spotting a small steam just off the trail, you choose this moment to stop for a brief reprieve.

Breaking out rations and discussing the ease of the trip so far, you are surprised to see 2 small green female humanoids emerge from the surrounding underbrush. With an unkempt appearance and pitiful looks of hunger, its plainly obvious that these 2 individuals haven't eaten in a number of days.

By Night:

If you choose to run this by night, then read or paraphrase the following at an appropriate time:





Considering what you have heard about *The Untamed Gauntlet*, the day has proceeded unnaturally quite well. The most dangerous thing encountered all day would have been the tiresome boredom of travel. Approaching dark, you spot a small steam just off the trail and decide this could be a good spot to stop for the night.

Breaking out rations, lighting a small fire and quietly discussing the ease of the trip so far, you are surprised to see 2 small green female humanoids emerge from the surrounding underbrush. With an unkempt appearance and pitiful looks of hunger, it's plainly obvious that these 2 individuals haven't eaten in a number of days.

2 Goblins (non-combatant child): AC 10, hp 1, # At 0, Dam 0, Mv 20', Sv. NF, MI 5, XP 0 ea

HP 1:
1:

In either case, the following should apply with little to no changes required.

Note: Goblin children, as with most young, are usually treated as non-combatants. Unless under rare occasions, non-combatants don't attack and don't usually have the skill to defend themselves against trained adventurers. At any time a character chooses to attack either or both goblin children, due to their already weakened state, each attack is at a +5 bonus to hit and any hit will kill them outright.

The following checks apply when any appropriate situation presents itself:

- Any character not having previously seen a goblin will recognize the children for what monster race they are with a successful Intelligence check (with a +2 bonus to any character who knows how to speak Goblin).
- An additional Intelligence check with a +5 bonus will clearly show that these 2 appear to be extremely interested in the party's rations.
- A similar Wisdom check will reveal that the children, in their current state, are no potential threat to a party of adventurers.

Anyone knowing Goblin will be able to converse with the children without any problems. If no one within the party can speak Goblin, then one of the children will know enough broken Common to get their plea across to the party.

Should the party ask why 2 young goblin children (girls by the names of **Peepviz** and **Rysqee**) are wandering around in the wilderness by themselves, they know the following information:

- The clan is sick, and they don't know why.
 - ◉ (poisoned).
- The puppies are naughty and won't behave. They won't stop playing rough games.

- ◉ (Wolves have transformed into uncontrollable Venom Wolves due to the arcane poison in the clans drinking source).
- Elder leads us to cave opening. Told us to run. You must save Elder. You come, please.
 - ◉ (The clan's elder managed to sneak the children out of the cave before returning to ensure the wolves didn't follow; the children are unsure what happened to the elder or the remainder of the clan from that moment on).
- They have moved about when the white ball is high but hid during the shiny ball time. They have been away from the clan for 2 white balls.
 - ◉ (Moving under the cover of darkness, being able to see in the dark, they kept on the move for this being the 2nd night; this places them, at their speed, about 3/4 of a day from their lair).
- We know way; you come; we go?
 - ◉ (For such a young age, the children have an uncanny sense of direction and can lead the party back to the lair).
- Rysqee has a noticeable burn mark up her arm. Its healed but she got it whilst playing too close to the fire.

The GM should play out the remainder of **The Meeting** as they and their group thinks best.

If the party offer or accept to accompany the goblin children, they prefer to travel at night but will relent to traveling during the day if the party are present.

If the party refuse to help, shoo away the children, etc., the children follow the party for one night, scavenging scraps of food from the group when possible. The morning of the following day, the children move on, trying (and failing) to locate someone else to help. What becomes of the children from then is up to you as their fate falls outside the remainder of the adventure.

WANDERING ENCOUNTER (OPTIONAL)

The following encounter is available if the players either kill the children or choose not to accept their plea for help. This encounter allows for the party to return to the adventure path and finding the cave. If not used and the cave is proving easy for the party, have this **Venom Wolf** return and join a fight from the party's unsuspecting rear (evil grin) (see **Continuing the Adventure**).

Unbeknownst to the children, a lesser in the pack order **Venom Wolf** did venture out of the cave several hours later and picked up the scent of the children. Tracking them to the party, it will attack without fear. After the combat, the party can easily follow the wolf's trail back to the cave.

1 Venom Wolf: AC 13, HD 3*, # At 1, Dam 1d6 + special, Mv 60', Sv. F3, MI 10, XP 175

HP 16:



THE LAIR

The cave entrance to the goblin lair is reasonably well hidden behind several bushes and between two heavy boulders leaning up against a steep incline of a hill. A successful **Wisdom check** (with the following modifiers) will allow a character to locate the cave (failing to find the cave results in an additional hour or more to locate it):

- Following the children (automatic)
- Know roughly where to look: +5
- Tracking something back: +2
- For each hour of searching in the area: + 1 cumulative (+1, +2, +3, etc.).

UPON APPROACH

You locate a small natural cave entrance leading into the hill. Not far in, the passage turns downwards via a natural set of stairs. By this stage, any light filtering through from the entrance has already diminished to a shadowy dim glow. By the time they reach the bottom, the light from the cave entrance has all but disappeared.

GOBLIN LAIR MAP

Unless noted, the following features are common throughout the dungeon:

- The area is completely dark and devoid of any light source. You need to take this into account when describing areas and reading *Text Boxes*.
- Tunnel height averages between 6 ft to 8ft tall.
- All walls are natural enough to allow all characters at least a moderate attempt to climb.
- Any dead bodies appearing in descriptions appear to have been dead several times longer than they actually have. If a body is examined, a successful **Intelligence check** will reveal this piece of information (characters able to cast healing spells get a +2 bonus to this check). Any further checks on additional bodies becomes an automatic success after the first success.
- Once past **Area 2** and the closer you get to **Area 5**, there is a putrid puss/slime stench in the air.

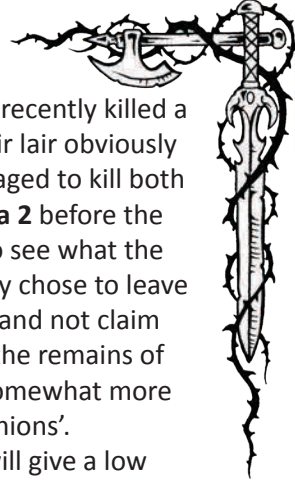
Where dead bodies appear in the description, this stench appears to the character to be amplified. The stench is due to the poisoned water source and the amplification is due the poison rapidly decaying the dead bodies.

AREA 1: GIANT RAT SNACK

You descend a series of natural tunnel stairs and exit out into a small open cave area. Squeaking and scuffling can be heard from an obscured section at the back of the cave. Several putrid green puddles of goo can be seen around the chamber

2 Giant Rats: AC 13, hp 1d4 hit points, # At 1, Dam 1d4 + disease, Mv 40' (20' swim), Sv. F1, MI 8, XP 10 ea

HP 4:
3:



The remaining goblins from **Area 2** have recently killed a couple of **giant rats** that ventured into their lair obviously looking for an easy meal. The goblins managed to kill both but only managed to drag one back to **Area 2** before the **Venom Wolves** from below ventured up to see what the noise was all about. It is unknown why they chose to leave the remaining dead giant rat where it was and not claim it as a meal. Currently munching away on the remains of the dead giant rat are 2 other giant rats, somewhat more successful than their previous two 'companions'.

When they notice the characters, they will give a low quiet squeak as a 'back-off' warning in their direction before returning back to their meal. They will only attack if the characters interrupt their feeding.

There are 3 puddles of goo at various spots on the cave floor. If the puddles of goo are inspected, any character that succeeds a **Wisdom check** will notice the remains of humanoid matter mixed in with one of the puddles of goo. A successful **Intelligence check** will reveal to the character that the remains were from a small bipedal humanoid about 3ft tall. These 3 'dead goblins' were thrown here by those from **Area 2** after being too far gone, they died of their sickness. Noticing them in rapid decay, the goblins dropped them here instead of having to watch them dissolve behind the barricade.

Just in case: If left to themselves, in 10 min time, the Giant Rats wander deeper into the lair looking for 'dessert'. They will attempt a small attack against the barricade before turning their attention to easier prey. Wander deeper into the dungeon, they eventually meet their demise at the jaws of the 2 Venom Wolves from **Area 4**. Should this happen then the party find the mauled remains of the giants rats at the entrance to **Area 4**.

Treasure: Nil

AREA 2: GOBLIN BARRICADE

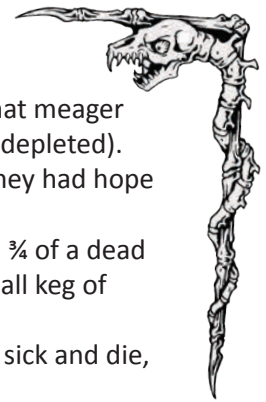
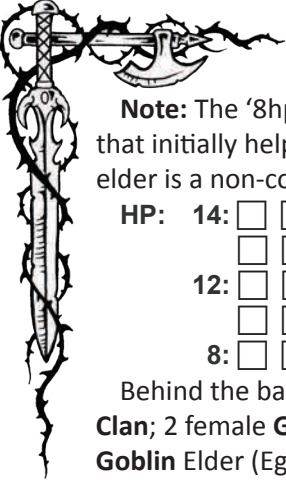
As the characters leave **Area 1** or move into the corridor to inspect what's up ahead, they spot the makeshift barricaded to **Area 2**. Read or paraphrase the following:

A wide tunnel before you has been blocked with a makeshift barricade. Old crates, bits of a wagon, broken and intact furniture and rubble have been 'strategically' place to prevent anyone, or anything, from going beyond.

When they approach close enough to get a better look, read or paraphrase the following:

The makeshift barricade has several holes within its fortifications, just wide enough to allow someone beyond to look out. Peering at you from beyond the barricade is a goblin, its spear just poking through the hole enough to deter anyone getting closer.

3 Goblins: AC 11 (rough leather armor), HD 1-1, # At 1 weapon, Dam 1d6 or by weapon, Mv 30' Sv. F1, MI 8, XP 10 ea



Note: The '8hp goblin' is the last clan elder and the one that initially helped the goblin children to escape. This elder is a non-combatant though it is able to defend itself.

HP: 14:
 12:
 8:

Behind the barricade is what remains of **The Blacktooth Clan**; 2 female **Goblins** (Vernii and Shemi) and a female **Goblin Elder** (Egva Hagglegob). Although Vernii and Shemi are in reasonable condition, their Elder, Egva, no longer has the speed to make an escape. Vernii and Shemi figure that eventually the crazed wolves will move on, allowing themselves the opportunity to make an escape. They have no idea that this isn't going to happen anytime soon, thanks to their now poison-induced crazed **Goblin Shaman**, Silki Niftchin, having no plans of moving on.

The goblin peering through the barricade (Shemi) will initially (in Goblin) warn the characters off, stating that this is their hiding spot and the characters should go find their own. If the goblin children are with the party, they will hear a familiar voice and call out that they have returned with help. If the children step forward and appear unhurt, providing the party reframe from any hostilities, Egva Hagglegob allows them to enter through the barricade.

Although cautious towards the party, all 3 female goblins are glad that the children are alive, though they are a little surprised to see them with the party. They are asked how the characters have treated them and, so long as this has been good, the children answer so.

All 3 female Goblins know the following:

- Around 6 days ago, the clan's Leader, Klang Rapidfang, had a fight over a mystical dagger (**The Assassin's Blade** in **Area 5**) with one of the warriors, Balbe Coglock, resulting in Balbe being killed.
- A couple of days later, the clan began to get sick, resulting in some of the clan members dying.
- About the same time, the clans hunting wolves grew vicious towards the clan members. Their fur took on a greenish tinge and their bite inflicted seemingly infectious wounds.
- Clan numbers already low and those that were left already weakened by the sickness, the clan Leader and a couple of the stronger warriors kept the wolves at bay whilst the others attempted to escape.
- Elder Egva managed to get the last of the children outside before returning to help. Realizing that they could outrun the wolves, these 3 barricaded themselves within this cave, choosing to wait it out for the rest to arrive. They never did.
- They have chosen to stay on the hope that the wolves will give up and leave.

- They have managed to survive on what meager supplies where in the room (now almost depleted). They managed to kill a Giant Rat which they had hope would last them a couple more days.
- There remaining supplies consist of a ¼ of a dead Giant Rat, some hard biscuits and ½ a small keg of semi-fresh water.

If asked how they managed to not become sick and die, the Elder replies:

- There were 2 other goblins which did die. Their bodies were moved and left in the preceding cave as to watch them dissolve was too much. The remaining 3 here were sick but appear to have recovered from the effects.
- She believes that once they removed themselves from deeper within the dungeon, and stopped drinking the contaminated water and not breathing the tainted air, the effects began to wear off.
- She believes that if the clan had removed themselves from the cave, rested and consumed uncontaminated food and water, the majority of the clan and their hunting wolves would have survived.

If asked about the "... **mystical dagger** ...", they each know:

- It was lost in the clan's water source deeper into the caves during the fight between Klang and Balbe.
- As none of the clan could swim, all 3 assume that the dagger is still there on the bottom of the pool.
- None of those present know anything about the properties of the dagger or what made it 'mystical'. Only the clan's Leader, Klang Rapidfang, and the clan's Shaman, Silki Niftchin, were privy to that information.

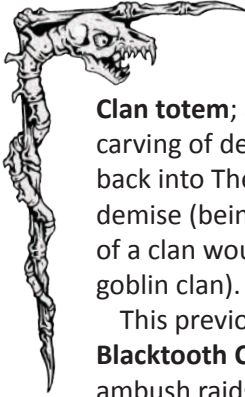
If asked about the wolves, all 3 know:

- There were 5 wolves when the combat started. They do not know how many are left.
- All 5 went crazy and changed not long after the clan began to get sick.
- The bite of the wolf appears to do more harm than it once did when they were not crazy.
- They occasionally see a couple of wolves (2) move along the tunnels and return with whatever they managed to kill outside.
- The last time they saw a wolf was a while ago moving back into tunnels; they appear to no longer like the shiny ball (sunlight) (around 5 hrs if a guess had to be made.)

If asked about the **Shaman, Silki Niftchin**, all 3 know:

- Strangely he wasn't seen during the retreat from the wolves.
- It is assumed he had died when the wolves first went crazy.

The 3 female goblins are very grateful for the characters help and would be willing to leave but first they ask if the party would assist them in retrieving **The Blacktooth**



Clan totem; a rather large tooth (origins unknown) with a carving of demonic wolf on its face. Attempting to return back into The Untamed Gauntlet without it will mean their demise (being unable to prove that they were members of a clan would land them into slavery if found by another goblin clan).

This previous section should give a clue that **The Blacktooth Clan** are the goblins responsible for the ambush raids against adventuring party's that venture into The Untamed Gauntlet (**Character Plot Hook (1)**). If asked, they are unsure what the party is talking about (this is what goblins do so they don't see it as wrong) but will admit to being the only goblin clan within the area. Where the party chooses to go with this information is up to them. The GM is encouraged to play out the scenario to what fits their story best.

If the party choose to help, Elder Egva will offer to stay back here with the children whilst Vernii and Shemi venture forth and help the party. Egva says that the party are welcome to whatever loot they may find but **The Blacktooth Clan Totem** should be returned, if possible. She knows that there is a number of small chests in the cave beyond the pool.

Lastly, before the party leaves, she gives the party her last **Healing Potion**, figuring that it would be of more use now than saving it for later.

Treasure: Each goblin has a pouch containing, in total, 40gp in various coinage.

AREA 3

Note: Unless you choose to spice up the action for the party, it is recommended that they **don't** find the secret door into this area (any ability checks to find one in this area simply fail). This area is designed for you, the GM, to write the continuing quest of the party within the deeper level(s) of this dungeon (see **Continuing the Adventure (3)**)

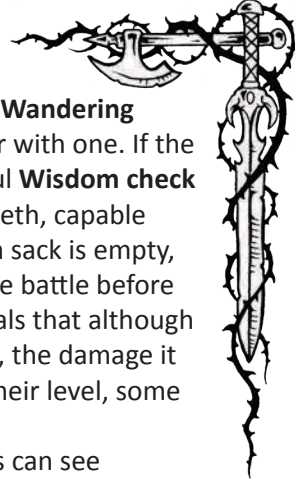
The following is provided as a kick-off point for when the party are ready to move to the deeper bowels of the dungeon. The area beyond is dark unless the party have a light source. Read or paraphrase the following:

Moving through the ingeniously crafted secret door, you find a set of chiseled stairs leading down. A short natural tunnel exits to a small cave area with a prominent set of stairs towards the center leading down. From the entry you can tell that those stairs are not natural and were meticulously constructed to descend in a spiral fashion. Another smaller cave can be seen off to the right.

Creatures: None
Treasure: None

AREA 4

At the top of the stairs at the area directly above the tunnel is the remains of one of the dead wolves killed during the battle several days ago. Unless the party have



previously seen the **Venom Wolf** from the **Wandering Encounter**, this will be their first encounter with one. If the mouth of the wolf is inspected, a successful **Wisdom check** reveals that the canines are now venom teeth, capable of injecting poison. If extracted, the poison sack is empty, having used the last of its poison during the battle before it fell. A successful **Intelligence check** reveals that although the poison isn't initially lethal (save or die), the damage it can do is enough to cause a character, at their level, some considerable trouble.

From the top of the stairs, the characters can see that the tunnel below goes both left and right. Read or paraphrase the following when the characters get to the bottom of the stairs and into a position where they can see the stairs leading down to **Area 5**:

Note: the putrid puss/slime stench is now beginning to get stronger and will continue to do so the further down the characters go. Although not uncomfortable (at the moment), it is definitely a noticeable distraction.

Read or paraphrase the following:

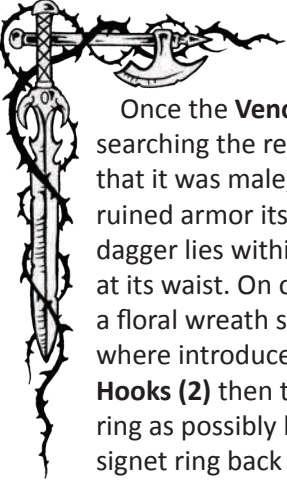
*From here, you see the tunnel curves to the right and down another set of seemingly natural stairs.
To the left, the tunnel goes a short way into a small cave. A stalactite appears to be supporting this small cave towards the rear wall. A closed brown leather backpack, its straps seen clearly broken, lies discarded against the northern wall as if thrown there by some uncaring person.*

2 Venom Wolves: AC 13, HD 3*, # At 1, Dam 1d6 + special, Mv 60', Sv. F3, MI 10, XP 175

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Before entering this cave, if the characters state that they are listening for any noise, they can hear the crunching sound of bone being broken or gnawed. The sound appears to be coming from behind the stalactite towards the rear of the cave. A successful **Wisdom check** will reveal that the amount of crunching or gnawing is enough for more than one creature to make.

2 Venom Wolves have chosen to hang out in this location so as they can be the first to get to the goblins currently out-of-reach behind the barricade in **Area 2**. They have recently found the remains of a deceased adventurer and are currently gnawing away on the dried rotten flesh and bones when the characters come upon them. Being invested in their task, and not expecting any trouble, they have dropped their usual guard to concentrate on the task at hand. Providing the characters have not made any undue noise as they approach, there is still a 1-2 on a d6 surprise chance against the venom wolves that they will be surprised (see **Encounters, Order of Play, Surprise** on page 45 of the *Odyssey & Overlords Player's Guide*).



Once the **Venom Wolves** are killed, any character searching the remains of the dead adventurer will notice that it was male, human, and possibly a fighter from the ruined armor its still partly wearing. A still functional dagger lies within it's scabbard still attached to the belt at its waist. On one of its fingers is a signet ring depicting a floral wreath surrounding an elaborate 'TL'. If the party where introduced to the adventure via **Character Plot Hooks (2)** then they may recognize the 'TL' on the signet ring as possibly belonging to Talon Lester. Returning the signet ring back to Agatha reveals to her why her brother had failed to return (see **Conclusion, Plot Hook (2)** below for further details).

Treasure: Backpack (containing 3 days Iron Rations, a used but functional candle and Tinderbox, a small pouch containing 15 gp in various coins) wrapped in a winter blanket), a silver signet ring (**Plot Hook (3)**) (valued 5gp.)

AREA 5

Note: Any considerable noise (any noise above a hushed talking) from this area will have a **50%** chance of alerting the **Alpha Venom Wolf** within **Area 6**. Should the Alpha Venom Wolf hear the characters, it will investigate the noise. Should it find the characters, it will howl before closing to attack. The howl will alert the **Goblin Shaman**, Silki Niftchin, in **Area 6** that something is wrong. Silki will arrive at the end of the 2nd round of combat.

Characters will be finding it difficult to breathe. Any character progressing from this point on without attempting to filter out the tainted poisonous air (i.e. a dampened cloth tied over their mouth) will suffer a - 2 penalty to attack rolls when combat begins, due to the 'noticeable distraction' mentioned in **Area 4** now being a breathing hindrance during stressful and strenuous situations. This method only works for 30 minutes, at which time the level or protection needs to be replaced with a clean source or the creature begins to suffer the - 2 penalty to attack rolls when in combat.

Read or paraphrase the following:

Continuing down the stairs, you travel along a gradually sloping tunnel until you see the tunnel exit out into a cave further on. An occasional puddle of familiar goo can be seen on the ground close to the tunnel wall. There is no light coming from within the cave beyond. A green haze can be seen slightly filtering from cave entrance.

When the party approach enough to make out the interior, read or paraphrase the following:

The air is thick within and a green vaporous haze can be seen floating throughout the cave before you. To the right, a stalactite appears to be supporting the ceiling to this cave. Towards the rear of the cave you can just make out what appears to be a pool of water. A possible visual illusion caused by the vapor appears to be giving

the pool a green tinge. Many puddles of similar goo can be seen around the floor of the cave.

Creatures: None (unless attracted from **Area 6** below).

Visibility within the area is cut down to 20ft due to the green vaporous haze in the air. The green haze is a by-product of the poison blade (**The Assassin's Blade**) within the pool, and the party will notice that the green haze becomes thicker the closer they venture towards the pool.

Located towards the rear of the pool about 10ft down is the cause of all these problems; **The Assassin's Blade**. The freakish nature of the magical toxin produced by the blade has magically caused the goblins drinking source to take on a poisonous effect. Not merely causing the goblins to become sick, resulting in their eventual deaths, the pool was the cause of the transformation of the clan's hunting wolves into **Venom Wolves**.

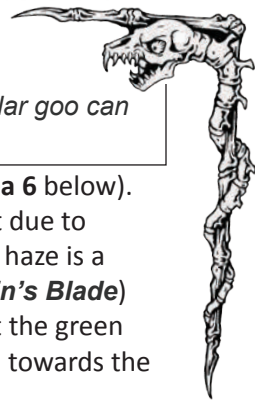
The water is now poisonous to the touch. The following applies to the pool:

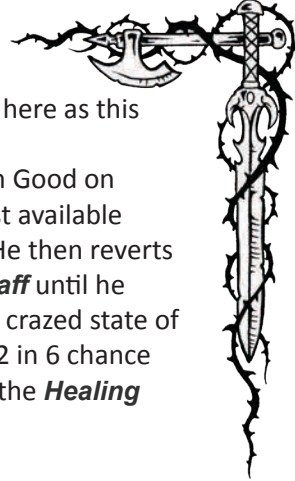
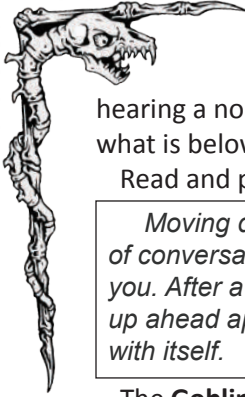
- Each turn (or part thereof) a creature is in contact with the water, the creature must make a **Save vs. Poison**; failure results in the creature taking 1 damage from the water.
- If a creature drinks the water, that creature must make a **Save vs. Poison** with a - 3 penalty; failure results in the creature taking an immediate 3 damage, then 2 damage next turn, then 1 damage on the 3rd turn before the poison wears off. That creature is now poisoned and suffers a - 1 penalty to all attacks and ability checks made whilst it remains within the cave complex, and a further 24hrs once they leave.
- The dagger is located on the bottom towards the rear of the pool. A creature searching the pool must make a **Wisdom check** each turn to locate the dagger.
- A creature can remain submerged for one minute +/- 10 seconds based on their Con Modifier. Once a creature exceeds this limit, they must make a **Save vs. Death Ray**; failure results in the creature beginning to drown, suffering 1/3 their maximum hit points in damage until the creature drops to zero hit points, when the creature dies (see **Saving Throws, Odysseys & Overlords Player's Guide, p53** for details on Death Ray saving throws).
- Once the dagger is removed from the pool, the natural extent of the spring within the pool will negate the green poisonous water effect and green vaporous air within the cave over a matter of time (how much time is left up to the GM as this situation falls outside the adventure).

Treasure: **The Assassin's Blade**,

AREA 6

The below considers that the **Goblin Shaman** and the **Alpha Venom Wolf** are still within this area. If this is not the case, and one or both ventured to **Area 5** due to





hearing a noise and / or combat, you will need to amend what is below to account for their absence.

Read and paraphrase the following:

Moving down the tunnel, you begin to hear mumbles of conversation coming from the vaporous mist ahead of you. After a moment, the voice belonging to something up ahead appears to be having a one-way conversation with itself.

The **Goblin Shaman**, Silki Niftchin, in his crazed-state, is having a one-way conversation with the **Alpha Venom Wolf**. If the characters speak **Goblin**, they realize that the conversation changes subjects, often mid-stream, and the flow of what is being said is chaotic and random at best (if the players wish to know what is being said, the GM can talk about anything at all; make the conversation fantasy-based but chop and change what's being said as often as you can)

Read or paraphrase the following:

Through the gloom of the mist, you see a cave entrance emerge. The non-sequential one-way conversation appears to be coming from within.

1 Crazed Goblin Shaman Level 3 (Silki Niftchin): AC 11, HD 1-1*, # At 1 weapon, Dam 1d6 or by weapon, Mv 30' Sv. Cl3, MI 8, XP 37 ea

HP: 7:

Spells: (1st Level x 2). Protection from Good, Cause Light Wounds

Equipment: The Blacktooth Clan totem, Quarterstaff +1, Pouch (various coinage, 2 x satchel of Healing Herbs (see New Magic Item))

1 Alpha Venom Wolf: AC 13, HD 4*, # At 1, Dam 1d6 + special, Mv 60', Sv. F4, MI 10, XP 280

HP: 27:

This large cave has a thick column directly ahead of the cave entrance. Scattered about the floor of the cave, the party can see pieces of equipment, over-turned makeshift furniture, various coinage and the occasional gem and jewelry as if most had been discarded and tossed aside. Moving any of the equipment or makeshift furniture, or collecting anything more than a couple of coins, gems, or jewelry from the floor results in Silki Niftchin and the Alpha Venom Wolf hearing the party.

Located in the southern corner (rear of the cave), propped up on a small chest is Silki Niftchin, deep in conversation with the Alpha Venom Wolf.

If either Silki or the wolf hear the party at any time, they attack. The Alpha Venom Wolf will attack the first creature it comes upon and continue to do so until either the creature dies (then it will move on to the next closest creature), or it fails its morale, when it will attempt to escape out of the cave; (if it leaves the dungeon complex,

it is up to the GM what happens to it from here as this situation falls outside the adventure).

Silki will begin by casting Protection from Good on itself before attempting to close on the first available creature and cast Cause Wounds upon it. He then reverts to attacking with his magical **+1 Quarterstaff** until he dies (there is no moral check for Silki in his crazed state of mind). If Silki Niftchin is injured, there is a 2 in 6 chance that he will remember to consume one of the **Healing Herb Satchels** located in his pouch.

Treasure:

On the floor of the cave: Various coinage totaling 350gp, 4 gems (valued at 10gp (Topaz), 50gp (Sapphire), and 2 x 100gp (Diamonds)), 2 pieces of jewelery (both gem encrusted necklaces; 1 x 50gp and 1 x 100gp), various weapons and armor (all ruined; no value).

On Silki: Quarterstaff +1, Pouch (14sp, 7gp and Healing Herb Satchels (if not used during the fight).

Chest (1): Several normal weapons (GM can choose weapons to suit the party) and a couple of quivers of arrows (24 arrows in total), a hooded lantern (contains a stone with **Continual Light** cast upon it with 18 months remaining)

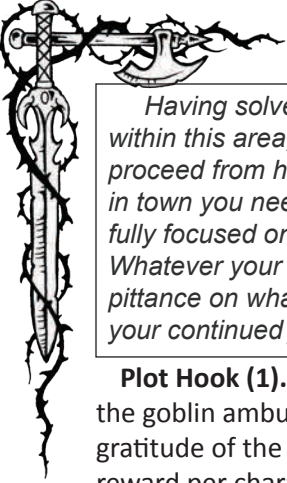
Chest (2): On the bottom of the chest under layers of ruined clothing lies a **Jewelry Box** (contents look real (12 pieces that appear to be valued at over 1000gp) but are in fact cheap costume jewelry of no value; box valued at 25gp).

Chest (3): dented silver-plated cutlery set (15gp), a velvet box (containing a **Potion of Healing** and a **Potion of Giant Strength**), and a large tooth with a carving of a demonic wolf on its face (**The Blacktooth Clan Totem** valued at 100gp if sold to a collector).

CONCLUSION

Once the final combat is concluded, the party are free to collect whatever loot they can carry and exit the cave. Although the -2 penalty may no longer apply, the party may not be aware of this, thinking that the green poisonous air may impart another dangerous side-effect. Remember to consider how long the party are here as this paranoia will effect how much loot they can manage to safely collect (evil grin).

If the party had a deal with the Goblin Elder and returns **The Blacktooth Totem**, the goblins are incredibly grateful. Should the party continue on into Thee Untamed Gauntlet, the goblins leave with them, but veer off in another direction away from the party, heading towards Goblin Territory after several hours of travel. What benefit keeping these goblins alive and returning **The Blacktooth Clan Totem** bestows upon the party in future adventures is left to the GM to devise (this situation falls outside of this adventure).



Having solved the problem of the goblin ambushes within this area, it is up to you where you choose to proceed from here. Is there unfinished business back in town you need to see too? Is your attention now fully focused on The Untamed Gauntlet before you? Whatever your choice, what you've just faced is but a pittance on what your future holds in store for you on your continued journeys ahead.

Plot Hook (1). Returning back to town with proof that the goblin ambushes are dealt with earns the party the gratitude of the towns governing body, as well as a 50gp reward per character. Of course, the party must first present proof to collect the reward and fame that comes with it (The Blacktooth Clan Totem, the head of the shaman, a missing piece of equipment, weapon or armor that was known to be taken by the goblins will all suffice). News of their exploits stretch far, and for some time, the party are treated as minor heroes until the event becomes like an 'old hat'; pushed aside for something better. The Clerics of Chandra, as part of the Writ of Salvage and as a way of thanking the party, only impose a 5% 'donation' to the church.

Plot Hook (2). Returning *The Assassin's Blade* to the 'mysterious benefactor' will earn each characters 100gp, a potion of their choice and a one-time useful contact (to the party, not per character) should they have a need for a particular piece of information. The high-ranking member of the guild will attempt to seek out the party if the party don't first attempt to contact him. Not returning the blade will earn the party the ire of the high-ranking member and his guild. Expect to have the party harassed on occasion by thieves guild members and bounty hunters whilst they are still in possession of the dagger.

Plot Hook (3). As has become the norm, Agatha waits at the town gates for the return of either her brother or that of the party.

- If the party recognized the insignia on the signet ring (**Area 4**) then they may return the ring to Agatha, giving whatever reason they choose to finding it (she believes whatever they say). She mourns the lose of her brother but more so that this lose means that death is inevitable for her mother. Should the party offer to help, a total of 50gp is enough to see that her mother lives and recovers in several weeks. Upon recovery and when the party next pass back through town, Agatha is seen waiting at the gate. She passes a message from her mother that should the party ever be in the need of an apothecary, that her mother will offer her services for 25% off the cost of the service (providing this isn't abused, this remains in effect for as long as the GM deems appropriate).
- If the party fail to say they found her brother, she thanks them for trying and continues her vigilance at the gate. Unless financial assistance comes forward (see above for guidelines), her mother dies several

weeks later, at which time she gives up hope of her brother returning, packs what meager belongings she owns and moves on to a new town. Word eventually spreads that the towns apothecary has passed, which is replaced some months later.

CONTINUING THE ADVENTURE

The following are suggestions on how to continue the adventure from here:

(1). The **Venom Wolf** from the **Wandering Encounter** was not used, and the party were keeping a track of how many wolves were in the dungeon, noting one was missing. That Venom Wolf eventually returns back to the cave complex to find everyone and everything killed. The goblins behind the barricade are missing too. The wolf decides to track down the killers and take out its revenge. Does it pick up the scent of the goblins and track them into Goblin Territory? Does it follow the party back to town or deeper into The Untamed Gauntlet? Does it lose the scent from the beginning and just choose to go 'bat crazy' on the surrounding farmsteads? This is left to you to decide.

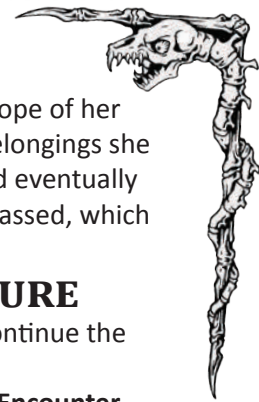
(2). Several months later, news returns back to the party of another group of adventurers claiming to have had dealings with goblins within the Goblin Territory. If sought out and questioned, they report that they eventually had to retreat but are planning on returning that way at another time. If the question of the goblin children and slavery come up, they remember seeing children in hard servitude. Although they were goblins, the children appeared to be treated harshly. They especially felt sorry for one that had a noticeable scar up her arm as it appeared to be treated the worst. What happened to cause the children to become goblin slaves? What happened to the other goblin women? Where is **The Blacktooth Clan Totem** currently located?

(3). Where do those downward stairs in **Area 3** lead to? Unknown to the goblins, the previous occupants didn't abandon the lair but simply went deeper. Due to the commotion above, whatever is down there will show itself. What's down there? Only you know that as the party venture deeper on their continuing quest.

STORY-RELATED EXPERIENCE

The following is extra **Story-Related Experience** (per character) that the GM may consider passing on to the players at the conclusion of the adventure:

- Not killing the goblin children: + 50 xp
- Agreeing to help the goblin children with saving the clan: + 25 xp
- Retrieving **The Blacktooth Clan Totem** and returning it to Elder Egva: +100 xp
- Reporting to Elder Egva that the Goblin Shaman was bat-crazy and working with the Venom Wolves: +25 xp
- Honoring an agreement to return the dagger: + 50 xp



- Returning the signet ring to Agatha: + 50 xp
- Providing financial assistance to keep Agatha's mother alive: + 100 xp

NEW MAGIC ITEMS

THE ASSASSIN'S BLADE



These rare putrid, green bladed, magical **+1 daggers** are prized by all who operate within the shadows. They are especially prized for their ability to secrete a magical toxic poison. Any hit that causes damage from this weapon requires the victim to make a **Save vs. Poison**; on a failure, the victim takes 3 additional damage. At the start of the victims next turn, the victim takes 2 additional damage. At the start of the victims 3rd turn, the victim takes 1 additional damage before the poison wears off. A victim already poisoned by this blade cannot be effected by additional poison damage from this blade whilst they are already under the poisoned effect of the dagger.

HEALING HERB SATCHEL



A cheap alternative to **Healing Potions**, this bland bundle of 11 mixed herbs and spices is specially blended to allow the consumer to heal from wounds when eaten. Each bundle is enough for a single dose and each dose will heal 1d3+1 hit points when consumed. Only someone with Herbal skills or an Apothecary can make such bundles, which only have a 7-day life span before spoiling and losing its healing properties.

NEW CREATURE

VENOM WOLF

Armour Class:	13
Hit Dice:	3*
No. of Attacks:	1 bite
Attack Bonus	+3
Damage:	1d6 + special
Movement:	60'
No. Appearing:	1d6, Wild 1d6, Lair 2d4
Save As:	Fighter: 3
Morale:	10
Treasure Type:	None, Lair (U)
XP:	175

Venom wolves are slightly larger than normal wolves with a green tinge to their fur. Although rarely occurring in nature, evil shamans have been known to transform wolves into Venom Wolves through a combination of weird ritual magic and magic-infused poison. They prefer the night but are not hindered by daylight conditions. Unlike normal wolves, their pack instincts have been corrupted. Although they work together to find prey, it then becomes an individual endeavor to bring it down.

Creatures bitten by a Venom Wolf may take addition damage due to the venom in their bite. Those bitten must make a **Save vs. Poison**; failure results in the victim taking an additional 3 damage. At the start of the victims next turn, the victim takes 2 additional damage from the poison before the poison wears off. Creatures that deal poison attacks are immune to the poison of the Venom Wolf. Those creatures that die from the poison damage will decay at an accelerated rate, giving off a putrid puss/slime stench before eventually becoming a puddle of harmless green goo (a human who falls to the poison damage will decay to goo within 3 to 4 days).

Alpha Venom Wolf: A pack will always be led by 1 **Alpha Venom Wolf**. This venom wolf is slightly larger than the rest and a little more cunning. It will 'allow' the others to take the brunt of the work but claim the choice parts of the kill for itself. An Alpha Venom Wolf has the following changes: **AC:** 14, **HD:** 4*, **Save As:** F4, **XP:** 280

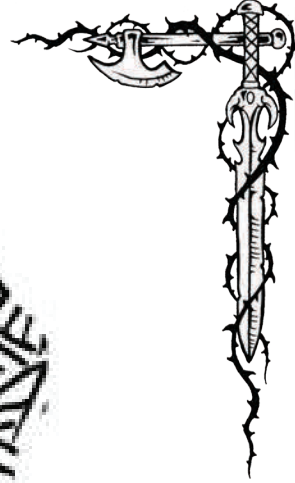
Venom wolves do not accumulate treasure; any treasure found in their lair will be what was dragged in with the prey.

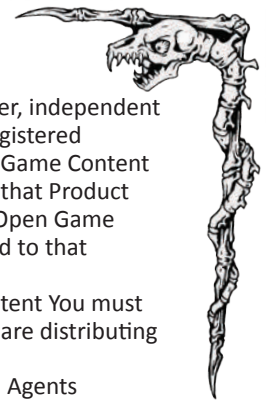
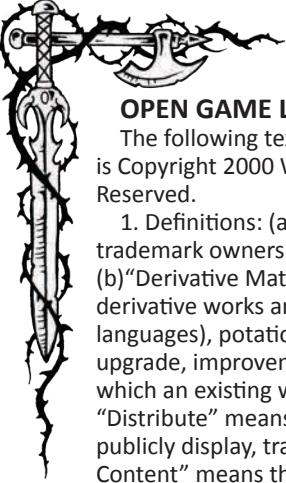
From the Mouth of Babes





MAP-PLAYER VERSION





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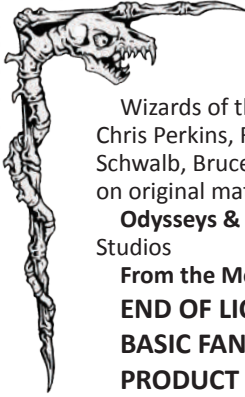
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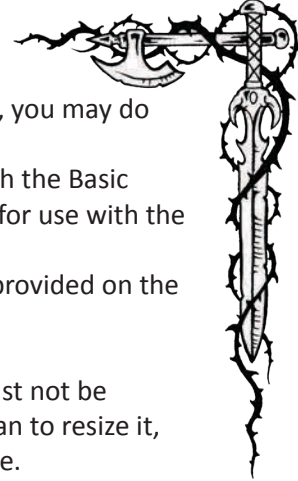
BASIC FANTASY ROLE-PLAYING GAME

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