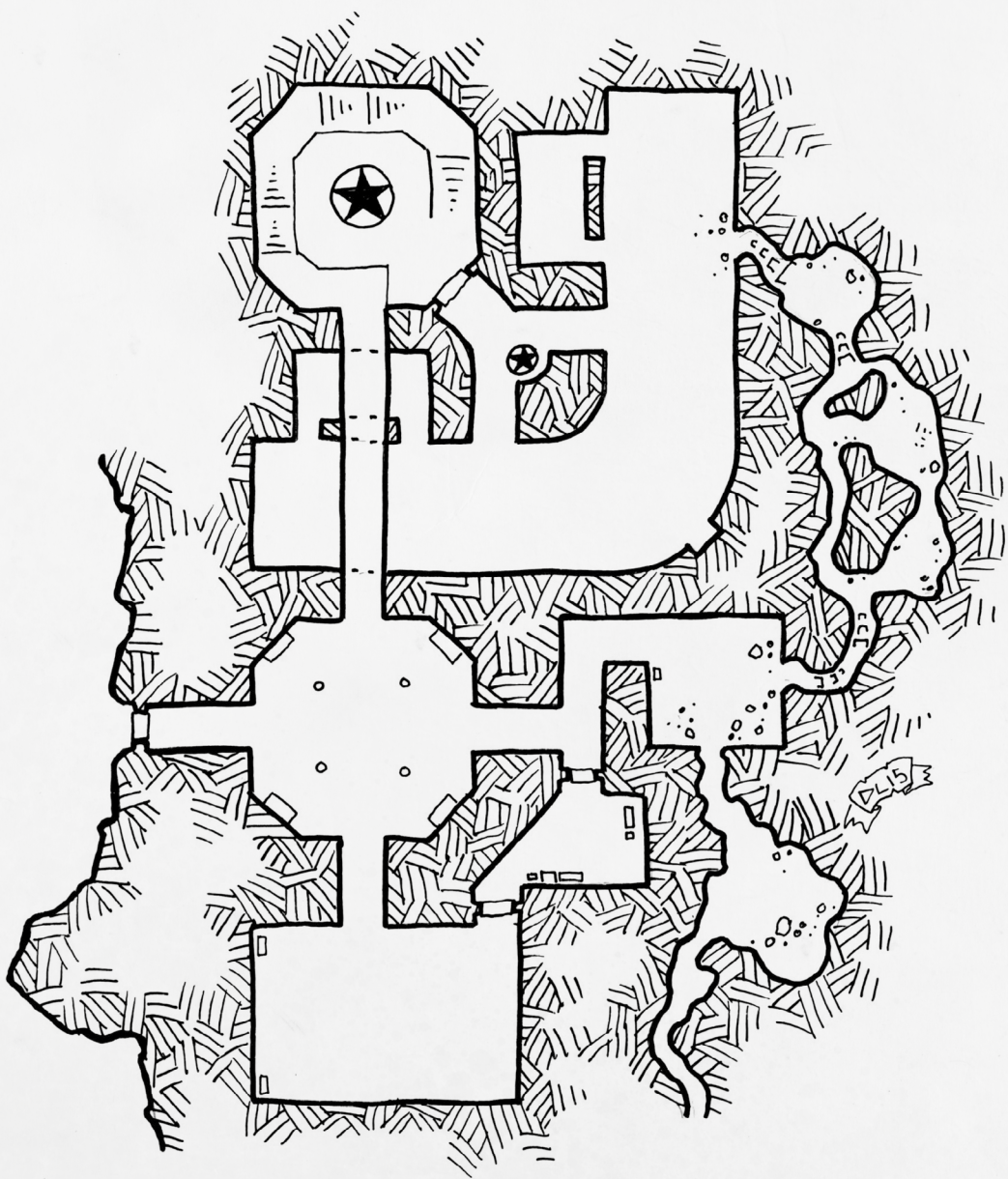


RICHARD WOOLCOCK

Nightree Warren





Nightree Warren

by
Richard Wooldcock

Credits

A GG studio production

Producer: Gionata Dal Farra

Gold & Glory by: Giuseppe Rotondo

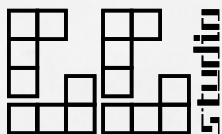
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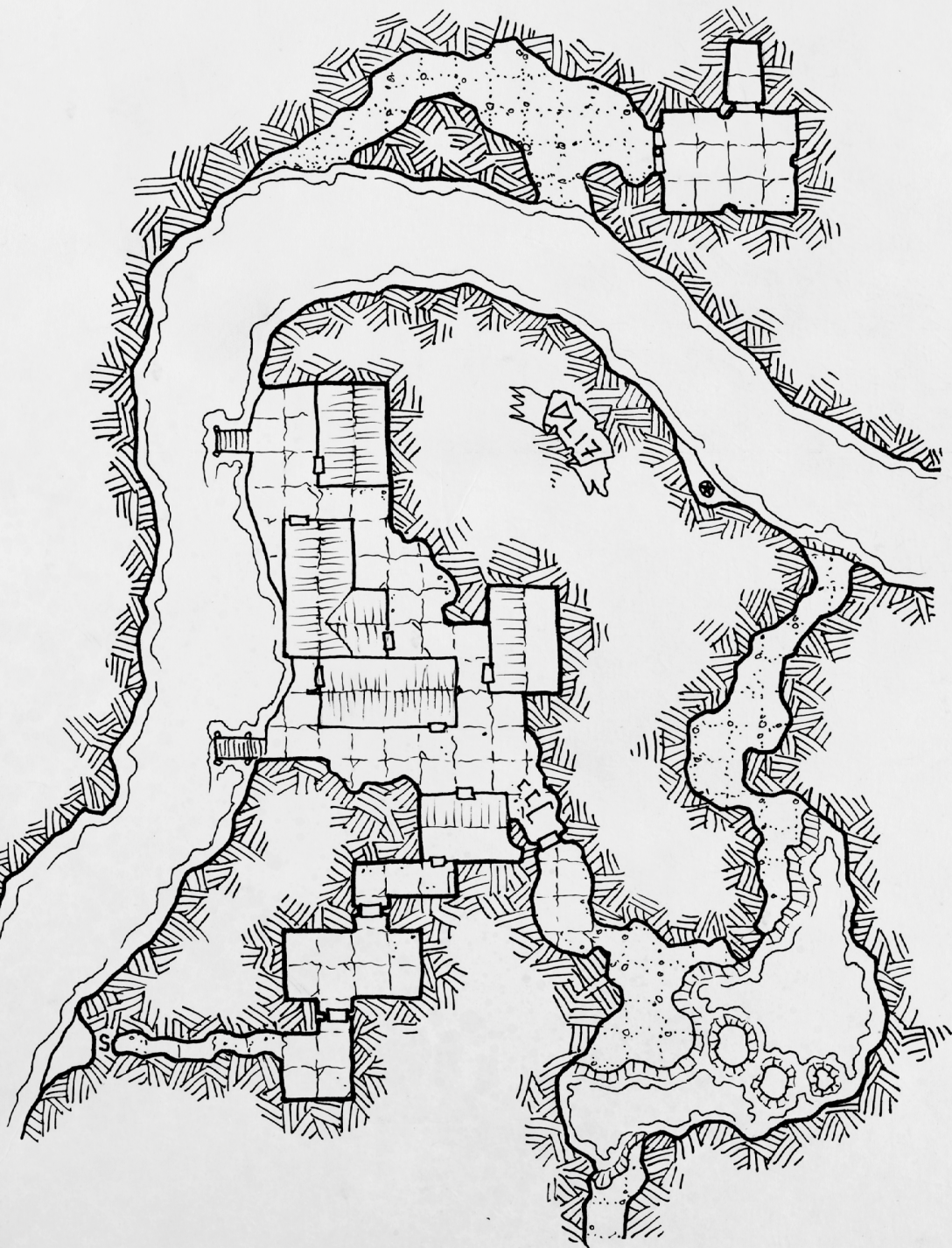
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Saga of the
Goblin Horde





Hightree Warren

Hightree Warren is a perilous dungeon, populated by vicious goblins, and filled with traps and other nasty surprises.

The Story So Far

Families of grubby little goblins frequently make their homes in the mountains to the west, where they breed like vermin, and hoard stolen treasure in their deep, dark caves. Brave adventures sometimes seek out these underground warrens, purging the goblin infestation and reclaiming their ill-gotten riches.



“They were waiting for us...somehow, they knew we were coming. They set traps and ambushes, toyed with us, picked us off one by one! It was like a game to them. A terrible, savage game...”

Walmak, sole survivor, former adventurer

Several weeks ago, the famous paladin Molgrim Silverblade led his companions on a holy mission to root out a large band of goblins. Only one survivor returned from the doomed expedition, and he had been hideously mutilated and driven half-mad.

Rumors

Each character is allowed one **Streetwise** roll. Each success means one of the following rumors is acquired. Roll a d4.

- 1 It is believed that the same goblins were also responsible for a recent raid against a town to the north. If so, there should now be fewer defenders remaining in the cave.
- 2 Molgrim's sword was a cherished relic, the church would pay handsomely for its return.
- 3 A hulking ogre is believed to have formed an alliance with the goblins.
- 4 The goblins have recently chosen a new leader, after their previous leader was killed.

Books and Chronicles

Characters who research old libraries for information about the goblins can discover one of the following pieces of information on a successful **Investigation** roll. Roll a d4.

- 1 A terrifying monster has been sighted in the area over the years. It looks like a giant floating eyeball, with rocky skin and lashing tentacles.
- 2 Goblin warrens are occasionally populated by dark slimes. These ravenous predators ignore goblins, but love the taste of human flesh.
- 3 Goblins sometimes capture giant animated mushrooms, harvesting them for food.
- 4 The cave-dwelling goblins on Hightree Ridge call themselves "borderland goblins," while on the other side of the mountains live the more dangerous "tribal goblins."

General Appearance

The Hightree Warren is a network of natural caves within a mountain. The tunnels are dark and slightly damp, with patches of mushrooms growing on the walls and floor. Insects and small reptiles frequently scuttle across the floor, and a cold wind howls through the tunnels.

The main entrance is a narrow opening in the side of the mountain, partially concealed by thick vegetation.

Doors: The warren is a network of natural caves, and has no doors.

Wandering Monsters

Every time the group lingers in one room, roll a d20. If the result is 5 to 9, the corresponding monster(s) in the Hazards table enter the room.



Hightree Warren



Hazards

- 2 Pit trap filled with spikes (Notice -2). Falling: 2d6+4 damage.
- 3 Underground stream. Roll Strength or Swimming to cross, suffer Fatigue on failure.
- 4 Wasp nest, and they don't like intruders! 2d6 damage.
- 5 d4+2 goblins (see below).
- 6 d4+2 goblin skirmishers (see below).
- 7 d4+2 goblin hunters (see below).
- 8 d4 goblin cavalry (see below).
- 9 d3 dark slimes (see below).

Unique, roll d4 or choose:

- 1 Ogre brute (see below).
- 2 Stone sentinel (see below).
- 3 Flesh wraith (see below).
- 4 Goblin leader accompanied by d4+2 goblin hunters (see below).





Treasures

- | | | | | | | | | | |
|----|--|---|--|---|--|---|---|---|---|
| 2 | Polished human skull with gold teeth, worth 10 gp. | | | | | | | | |
| 3 | Fat purse containing d6x10 gp. | | | | | | | | |
| 4 | A beautifully engraved silver flask worth 50 gp. | | | | | | | | |
| 5 | Small pouch filled with several polished pebbles, and one opal worth 100 gp. | | | | | | | | |
| 6 | A repeating crossbow, could be sold for 10 gp (see below). | | | | | | | | |
| 7 | d4 dracohound eggs, each worth 25 gp. Eating an egg turns the character's skin red for d6 hours, during which time they gain the dracohound's Fiery Breath ability. | | | | | | | | |
| 8 | Human skeleton wearing jewelry worth d6x10 gp. | | | | | | | | |
| 9 | Massive dragon skull, worth 250 gp to a collector if you can somehow get it back to town (it's too heavy to carry). | | | | | | | | |
| | Unique, roll d4 or choose: | | | | | | | | |
| 10 | <table border="0" style="margin-left: 20px;"> <tr> <td style="vertical-align: top; padding-right: 10px;">1</td> <td>Leather-bound book, this is the diary of Balik, a famous adventurer who vanished without a trace, many years ago. Worth 200 gp to a collector, but the heroes could also read it for clues about other sources of lost treasure.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 10px;">2</td> <td>Gleaming long sword. See Molgrim's Sword, below.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 10px;">3</td> <td>Short wooden rod. See Fire Wand, below.</td> </tr> <tr> <td style="vertical-align: top; padding-right: 10px;">4</td> <td>A snug pair of slippers. See Lightstep Slippers, below.</td> </tr> </table> | 1 | Leather-bound book, this is the diary of Balik, a famous adventurer who vanished without a trace, many years ago. Worth 200 gp to a collector, but the heroes could also read it for clues about other sources of lost treasure. | 2 | Gleaming long sword. See Molgrim's Sword, below. | 3 | Short wooden rod. See Fire Wand, below. | 4 | A snug pair of slippers. See Lightstep Slippers, below. |
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**d12 or
d20**

Special Features

Roll a **d12** for narrow passages

Roll a **d12** and a **d20** for larger areas

- | | |
|----|--|
| 1 | Stalactites and stalagmites, treated as medium cover and difficult ground. |
| 2 | Crude paintings on the wall, showing goblins fighting humans. |
| 3 | Bones scattered on the ground, they crunch loudly underfoot. |
| 4 | Floor is wet and slippery, roll Agility or fall Prone. |
| 5 | Fallen rocks partially block the location, treated as light cover and difficult ground. |
| 6 | Several partial skeletons hang from the walls, their low bodies appear to have been dissolved by powerful acid. |
| 7 | Water trickles across the muddy floor, treat as difficult ground. Something large and amorphous has left a wide trail through the mud. |
| 8 | Floor is covered in fat squishy mushrooms, treat as difficult ground. |
| 9 | Tree roots dangle from the ceiling, providing light cover. |
| 10 | A goblin skirmisher takes a shot at one of the heroes from behind a stalagmite, then runs off. |
| 11 | Small hole in the ceiling provides Dim lighting during the day. |
| 12 | The ground is d3x10 feet below, and there are narrow steps carved into the rock. Falling: 1d6+1 damage for every 10 feet. |
| 13 | Looted chairs, tables and other furniture are scattered around. |
| 14 | Wooden cage hanging from the ceiling, 50% chance of a small animal inside. |
| 15 | An animal carcass hangs from a hook in the ceiling. |
| 16 | Unique: Large patches of mushrooms grows everywhere, and there are also d3+1 fungids (see below). |

- 17 Unique. An iron cage hangs from the ceiling, and a longtooth leopard is trapped inside (see below). The creature has been fitted with a gold collar worth 250 gp.
- 18 Unique. Refuse is piled up on the floor, all sorts of random junk the goblins have stolen from humans. A successful Notice roll at -2 while searching through the pile reveals an emerald ring worth 500 gp.
- 19 Unique. Obsidian idol of a primitive goblin deity. Worth 50 gp to a collector, Heavy Item. If the idol is stolen or desecrated, the characters may find themselves being actively hunted by other goblins in the future!
- 20 Unique. Molgrim's skeleton, hanging on the wall like a hunting trophy. He's been stripped of flesh, but still wears his full plate armor. A pair of sapphires (worth 500 gp each) have been placed in his eye sockets as decorations.



Bestiary

DARK SLIME

These carnivorous predators look like dark inky blobs of semi-translucent jelly, and they relentlessly hunt and devour their victims, although for some unknown reason they seem to ignore goblins, ogres and orcs. These particular slimes cover an area the size of a Small Burst Template, although there are rumors of adventures encountering much larger slimes.

Attributes: Agility d10, Smarts d4 (M), Spirit d6, Strength d8, Vigor d12

Skills: Notice d10, Stealth d10, Swimming d6

Pace: 4; **Parry:** 2; **Toughness:** 8

Special Abilities

- **Amorphous:** Dark slimes don't suffer any additional damage from raises or called shots.
- **Amphibious:** Swimming Pace 6 and cannot drown, but can also survive indefinitely on land.
- **Blindsight:** Dark slimes ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Dissolve:** Dark slimes always attempt to absorb their victims, hitting automatically and causing 2d4 damage to everyone in the template, ignoring all armor unless it is completely sealed.
- **Fast Regeneration:** Dark slimes make a Vigor roll each round to heal damage, except that caused by fire.
- **Fearless:** Immune to fear and Intimidation.
- **Wall Walker:** Dark slimes can move across vertical or inverted surfaces with Pace 4.

FLESH WRAITH

These carnivorous predators look like dark inky blobs of semi-translucent jelly, and they relentlessly hunt and devour their victims, although for some unknown reason they seem to ignore goblins, ogres and orcs. These particular slimes cover an area the size of a Small Burst Template, although there are rumors of adventures encountering much larger slimes.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Notice d10, Stealth d10, Swimming d6

Pace: 4; **Parry:** 2; **Toughness:** 12

Special Abilities

- **All-Around Vision:** Anyone attacking a flesh wraith receives no benefit from Ganging Up.
- **Amorphous:** Flesh wraiths do not suffer additional damage from raises or called shots.
- **Darkvision:** Flesh wraiths suffer no vision penalties for darkness (range 12").
- **Devour:** Flesh wraiths try to consume their victims, hitting automatically and causing 2d6 damage to each creature within the template.
- **Fast Regeneration:** Flesh wraiths make a Vigor roll each round to heal damage, except that caused by fire.
- **Large:** Medium-sized foes receive +2 to attack.
- **Natural Swimmer:** Swimming Pace of 6, and +2 to resist drowning.
- **Size +4:** Four yards radius; +4 Toughness.
- **Wall Walker:** Flesh wraiths can move across vertical or inverted surfaces with Pace 4.

FUNGID

Fungids look like giant mushrooms with long lashing tendrils and a mass of writhing roots. These roots are normally used to draw nutrients from the earth, but can also be withdrawn from the soil and used to propel the fungid around.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Notice d4, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Blindsense:** Ignore all visibility penalties (range 12").
- **Fearless:** Immune to fear and Intimidation.
- **Fungus:** +2 to recover from Shaken; ignore wound modifiers, poison, and extra damage from called shots.
- **Hallucinogenic Spores:** These spores have the same effect as Knockout poison (see Savage Worlds).
- **Size +1:** A fully-grown fungid is roughly six feet tall, and its cap is also about six feet across.
- **Tendrils:** Str+d6; Reach 1; Hallucinogenic spores.

GOBLIN

These vicious little savages make their homes in deep, dark caves on Hightree Ridge. Cruel and cunning, the goblins often poach livestock, and even steal from human towns. However they are cowards at heart, and will usually flee if confronted.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Hindrances: Yellow

Gear: Cudgel (Str+d4)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Goblinoid:** -4 Charisma when dealing with humans.
- **Size -1:** Three to four feet tall; -1 Toughness.

GOBLIN CAVALRY

Many goblins train wolves, and ride them into battle.

Add: Riding d6, wolf mount.

GOBLIN HUNTER

The strongest of the goblins are sent out to hunt for food.

Add: Strength d6, Fighting d6, Throwing d6, spear (Str+d6 damage, +1 Parry, range 3/6/12).

GOBLIN LEADER

The biggest and toughest goblin has become their leader.

Add: Wild Card, Strength d6, Fighting d6, Brawny, hatchet (Str+d6).

GOBLIN SKIRMISHER

These goblins are armed with blowpipes, using poison darts to take down their foes.

Add: Shooting d6, blowpipe (range 3/6/12, 2d6 poison damage).

LONGTOOTH LEOPARD (WC)

Feline beasts with hunched backs and powerful limbs, longtooth leopards are dangerous predators that are only vaguely reminiscent of normal leopards. They have savagely twisted features and an equally vicious temperament, demonstrating a level of cunning that far surpasses that of any mere animal.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Notice d6, Stealth d10, Tracking d6

Pace: 8; **Parry:** 7; **Toughness:** 10 (1)

Edges: Combat Reflexes, Improved Frenzy, Quick

Special Abilities

- **Armor +1:** Tough hide.
- **Bite:** Str+d6; Grab.
- **Claws:** Str+d6.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Grab:** Longtooth leopards pin their opponent if they hit with a raise on a bite attack; the victim requires a raise on an opposed Strength roll to escape.
- **Low Light Vision:** Ignore penalties for dim and dark lighting.
- **Pounce:** +4 attack/damage and -2 Parry after they leap d6" in a straight line toward a non-adjacent foe.
- **Scent:** Can navigate and track by scent.
- **Size +2:** Slightly larger than a mountain lion.
- **Tree Walker:** Automatically climb trees with Pace 4.

OGRE BRUTE (WC)

This towering brute has been exiled by his kin, and now lives with the goblins. He is nearly twelve feet tall and heavily muscled, with a thick chest and powerful limbs.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6, Repair d8, Stealth d6, Survival d6, Tracking d6

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)

Edges: Brawny, No Mercy

Gear: Massive two-handed sword (Str+d12), crude armor (+1)

Special Abilities

- **Darkvision:** Ignore darkness penalties (range 12").
- **Size +3:** Nearly 12 feet tall; Toughness +3.

STONE SENTINEL (WC)

Stone sentinels are massive rocky spheres, with a large central eye, six barbed tentacles, and a crown of four eyestalks capable of shooting heat rays. They seem to tolerate goblins, but will usually attack humans on sight.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d12, Shooting d10, Stealth d12

Pace: 6 (flight); **Parry:** 7; **Toughness:** 14 (4)

Edges: Alertness, Marksman, Improved Sweep

Special Abilities

- **All-Around-Vision:** Immune to Gang Up bonuses.
- **Armor +4:** Rocky skin.
- **Barbed Tentacles:** Str+d6.
- **Eyestalk Rays:** Range 12/24/48; RoF 4; 2d6 damage.
- **Flight:** Flying Pace of 6" and Climb 0.
- **Hardy:** Shaken is never upgraded to a wound.
- **Improved Darkvision:** No penalties for darkness.
- **Size +2:** Increases Toughness by +2.

Magic Items

Repeating Crossbow: Designed and constructed by an unknown artisan of exception skill, this robust mechanical weapon has a lever that allows bolts to be loaded from a magazine and then fired, all in one single motion. The repeating crossbow has a range of 12/24/48, RoF 2, and inflicts 2d6 damage. It is a heavy item, and reloading a magazine of 12 bolts requires an action.

Magic Items

Fire Wand: This short rod of polished redwood is tipped with a large ruby. If a wizard casts a spell while holding the wand, he may replace the spell's normal trapping with a Fire trapping.

Lightstep Slippers: These slippers can be adjusted to fit a variety of foot sizes. The wearer ignores all penalties for difficult ground, and anyone attempting to follow the wearer's tracks suffers a -2 penalty to their Tracking rolls.

Molgrim's Sword: This ancient relic gleams like silver. It is treated as a normal long sword, however if the wielder is a holy person with the Champion Edge, their +2 bonus against evil now applies to Fighting and Parry, as well as the standard damage and Toughness.