

Christopher Clark's **Strange Allies**

For use as a stand alone adventure, or a sequel
to "The Forest of Deceit" adventure
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Strange Allies



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Christopher Clark's ~ Strange Allies

Introduction

Some time ago, decades by our standards, there was a verdant northern forest filled with plant and animal life. This forest was by no means safe, but it was natural, and so contained little beyond the natural dangers of feline and ursine predators, as well as toxic snakes, insects and plant life. Human beings, the local disruptive life form, were but an occasional visitor to this nirvana, and caused little harm beyond a single trade road that traced a trail from the east to the west through this verdant expanse. Humans also preyed upon the occasional tree for wood or game animal for fur or food. A trio of druids, knowing that man's predations would but increase over time, decided to protect the forest.

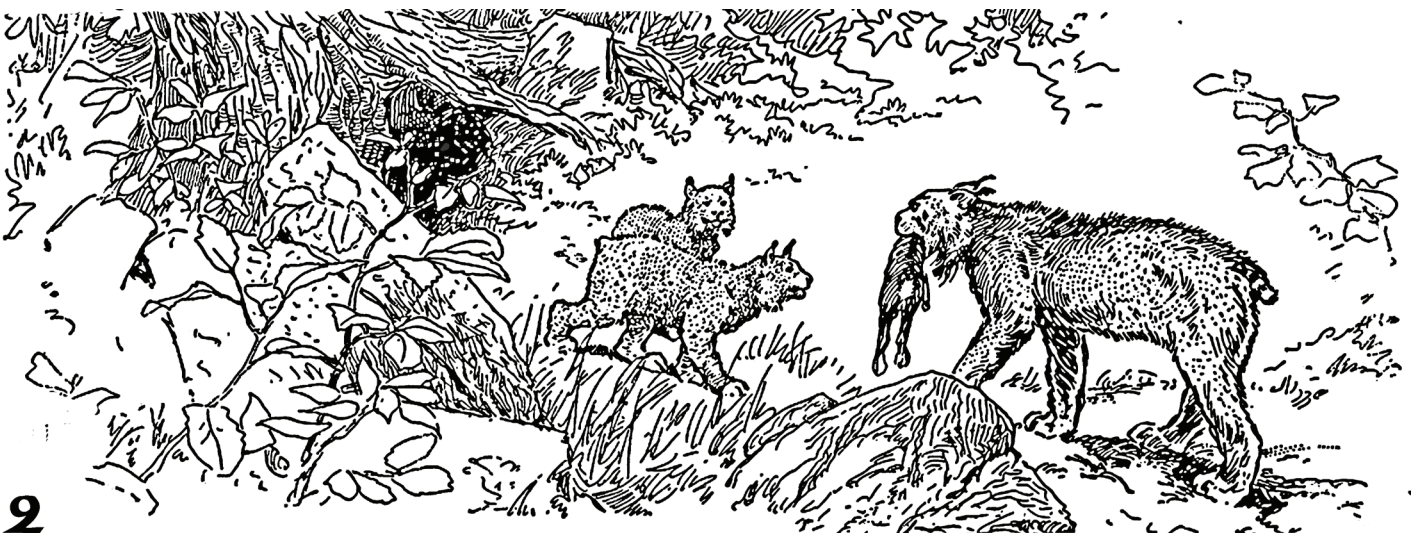
The druids built a shrine near the trade road, a simple affair that included a modest dwelling. They spent their time ensuring that the natural balance of the forest remained undisturbed; that the humans, when they intruded, did not overtax the bounty of the forest. In turn, the druids cared for the visitors, providing food, shelter, and health care to those who ran afoul of the more predatory aspects of the forest. It was a beneficial relationship for all parties involved, and the reputation of the druids as both protectors of the forest, and worthy sentinels of both the forest and the road, soon grew.

It was then that a group of goblins, a renegade troupe passing over the mountains to the north, entered the forest in search of a home. They found an abandoned cave at the northern border of the wood, not far from the mountains they had just traversed, and began despoiling the forest to build and expand their new dwelling. Heedless of the druidic guardians of the forest, the goblins clear-cut several areas, and, using fire-inspired stampedes and pits, decimated the local wildlife for meat and hides.

The druids took immediate action. They hunted the goblins for weeks, and with the help of the more intelligent predatory denizens of the forest, halted the goblin incursion. An uneasy and unspoken truce settled into place, and the forest returned to a sense of balance and normality. The goblins, however, were to remain frustrated and resentful for many years.

And then something disturbed this natural balance. Rumors of a tragedy striking the druidic brotherhood ran rampant among the local trappers, loggers, and traders. Tales of strange plants, stranger animals, and disappearances along the road through the forest grew in both the wildness of their claims and the frequency of occurrence. The Great Northern Trade Road through the forest was abandoned. The goblins expanded, and the forest to the north filled with thickets, thorns, and undergrowth.

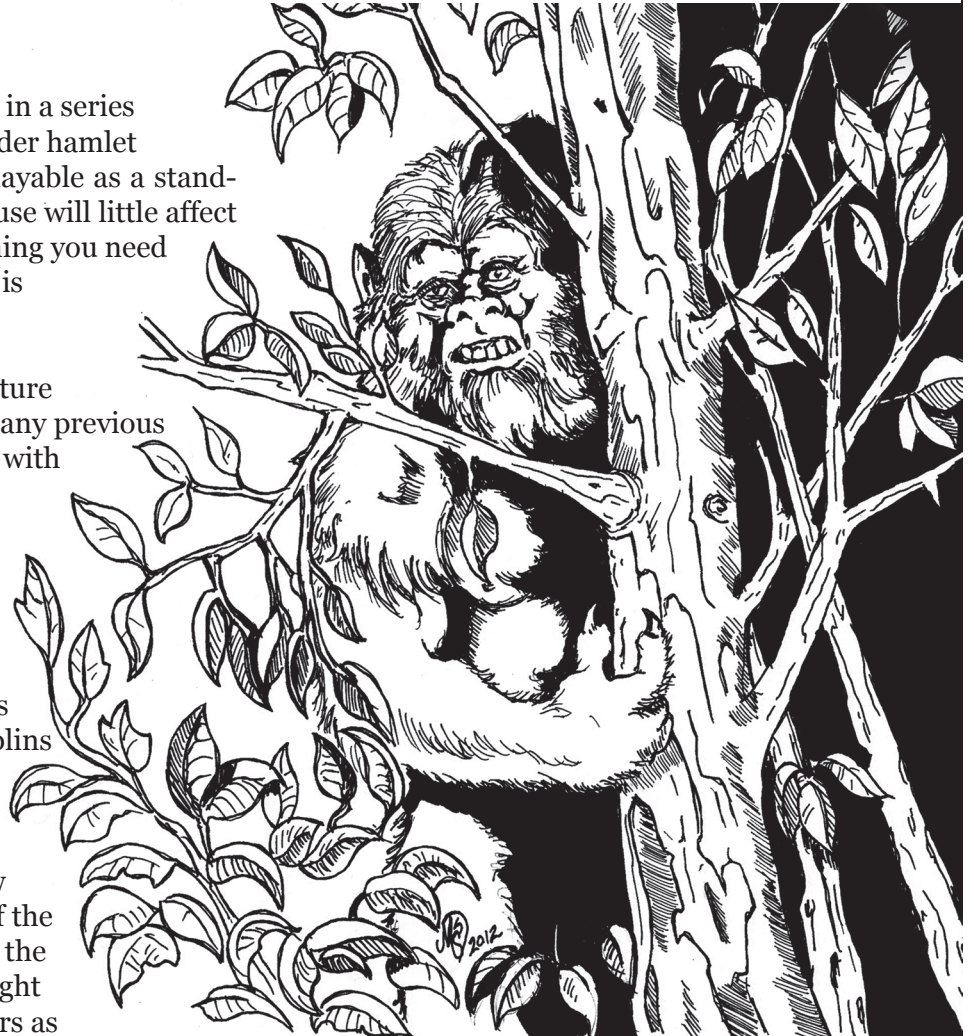
It is into this area that your players have wandered. It will be your task to guide their fate.



Strange Allies as a Stand Alone or Sequel Adventure

Strange Allies is actually the second in a series of adventures that center on the border hamlet of Namar. *Strange Allies* is fully playable as a stand-alone adventure, however, and this use will little affect the material contained here; everything you need to run as a single, unique adventure is present.

If *Strange Allies* is used as an adventure sequel to *Forest of Deceit*, however, any previous contact that the party may have had with either the Sasquatch or the Dryads during that adventure will have a subsequent impact on how the characters are treated by the Sasquatch in this adventure. In addition, any contact the characters may have had with either the goblins or Torgen Rath will have put the goblins on their guard; they will have knowledge that the characters are within the woods, and will be both looking for, and wary of, them. How this plays out will be the province of the Game Master, but bear in mind that the Sasquatch are in dire straits, and might already consider the player characters as either allies or enemies.



At its root, *Strange Allies* is a goblin hunt set in the north woods. The characters' success on this hunt will hinge upon their ability, or inability, to both secure allies for this hunt, and to eliminate or severely reduce the allies available to the goblins they are hunting. As Game Master, your job is to determine which of the non-player potential allies will side with the goblins, will remain neutral, or will side with the players. Familiarize yourself with all of the encounters listed here before play begins to simplify that task.

Standard Terminology

“You” refers to the Game Master, the presumed reader of this work. Some text may be read aloud to players, it then designated by **boldface type**.

The usual abbreviations for feet and inches—’ and ” respectively (e.g. 5’ 6”)—are used throughout. These English units are used in this American edition, while Metric is used in those customized for most of the world.

A reference to 10’y indicates a distance of 10 feet if indoors or 10 yards if outdoors, a common feature of some of the wargame rules whence role-playing derived.

Percentile statistics are used in some game systems. When divided by five, each percentile rating also applies to systems designed for a 1-20 range. Both figures are given here. Example: Power 30% (6).

For a **ranged weapon**, the range (in yards or meters) is subdivided into Short/Medium/Long categories, given after the Damage. Example: orc spear 1d6 (2/3½/5).

In most game systems, the **abilities** of player characters in roleplaying games are usually specified in ranges of either 1-100 or 1-20. Common ‘personal’ stats include the traits of Strength, Agility (Dexterity), Attractiveness, and Mental ability. ‘Tests’ of such traits are commonly used in variable situations, and each will specify a percentage followed by the 1-20 equivalent. Example: cumulative Strength to open: 110% (22).

Creature information appears in the following order. AH indicates a rating that applies to an Average Human (a typical non-combatant), a baseline for comparison.

Appearance is the first impression when a creature is encountered. It may be incomplete (lacking hidden items, for example) but will be sufficient, including general height, garb (if any), and immediately noticeable features.

Demeanor describes the general attitude (and often intelligence) of a creature, which is often helpful in determining its first actions when encountered.

as used in all generic products from Eldritch Ent.

Power is an overall rating describing the comparative degree of challenge a creature presents. A creature with Power 25% (5) presents about 5 times the challenge as one with Power 5% (1). AH Power is 1-5%.

Defense is a measure of the difficulty of damaging a creature. In most systems, a die roll equal to or greater than the Defense stat indicates that an attack is successful and inflicts Damage. AH defense is 1-5%. In some game systems, a defense rating starts at zero (unarmored) and rises. In others, it starts at a positive number and decreases. If your defense system decreases, subtract the Defense rating given here from the starting number.

Health indicates the amount of damage a creature can withstand before dying. Normally this is 1-2 per point of Power. AH health is 1-4.

Move is how far the creature moves per second, measured in feet. AH is 6-12.

Init (short for Initiative) is a bonus or penalty that may determine the sequence of events in a combat ‘round’ or other segment of time. In extreme cases Init may be listed as an absolute: “always first” or “always last”. AH Init is zero (no bonus or penalty).

Damage is the amount deducted from an opponent’s Health score if an attack roll indicates success when compared to Defense (above). Each attack form is followed by the dice used to determine the damage. Numbers in parentheses indicate multiple attacks of one type. Example: “Claw 1d4 (x2)” indicates two claw attacks, each inflicting 1d4 damage. AH (unarmed) Damage is usually 1 or 1-2.

Special is a brief listing of any abilities not explained previously. AH has none.

Other provides all details not fully specified above. Certain Special abilities may be here described in greater detail.





Historical Perspective



Adventure Overview

All the adventures in this series center around a border village set in the north woods (Namar) and the plan pursued by the neighboring kingdom of Olemar to capture this town as a precursor to an invasion of the surrounding kingdom (Danelawvisk). Olemar has heavily infiltrated this area with spies. Two in particular, Torgen Rath (who we met in *Forest of Deceit*), and Quencher Maug (a thief and practitioner of the arcane arts) will figure prominently in this adventure. Olemar knows it will require allies in the region to quickly and quietly subjugate Namar. Olemar assigned Torgen to build a network of spies within and around Namar. Quencher was tasked with the impossible: to recruit a local tribe of goblins, discovered by Torgen, to the cause of Olemar.

Quencher knew the task to be more than difficult – that the irascible goblins respected only might, and money, and that he had neither. He spent a week in their company making little progress, discovering only that the goblins controlled but a small portion of the forest. Evidently, a group of druids to the south prevented their further expansion.

Quencher made a quick trip back to Olemar.

Upon his return, Quencher provided a crudely-hewn but powerful amulet to the goblin leader, Natzo. He explained to Natzo that the amulet, when invoked, would cause fear in any that beheld him – utter, unreasoning fear. Natzo used the amulet on several raids within the forest, killing several hunters and some explorers. He returned singing and boasting of Quencher's might to his fellow goblin tribesmen. Quencher, for his part, informed the goblin chieftain that he might keep this treasure, and that others would follow if the goblins would aid his chieftain in a raid in the future. The alliance was forged, and Quencher prepared to send word home. He had reckoned without taking into account the power of the local druids.

The druids continually thwarted the attempts of Natzo and his raiders to press more deeply into the forest. Natzo, now frustrated, began to raid the hunting, gathering, and trapping parties that ventured forth from the hamlet to the south, Namar. One of these parties, with the help of the druids, destroyed Natzo and his entire party. The goblins were infuriated by this, and blamed Quencher.



Quencher made a second trip back to Olemar, and returned with a second amulet.

The second amulet, however, was not intended for use by the goblins. Instead, Quencher feigned friendship with the druids, and gave the amulet into the keeping of their leader, Moligen, for his use in protecting the forest. The amulet greatly enhanced Moligen's powers of healing and growth. It also drove him slowly but irrevocably insane. The pact with the goblins was re-established, and Quencher sent word back to Olemar that the plan could now move forward.

Natzo's amulet, the *Amulet of Fear*, that which was first procured by Quencher and then given to the goblin leader, was never recovered after his demise. The whereabouts of this amulet are currently unknown.

Moligen (now known as the "mad druid") lives in a small section of the forest that has also fallen prey to the curse of his dementia. Warped vegetation, insanely violent herbivores, and twisted wildlife populate this area: an area avoided by all (including the goblins) who are aware of its existence. Moligen, driven ever further into madness, has determined that the Sasquatch are the cause of the tortured growth and imbalance within the forest. He pursues them relentlessly, and the Sasquatch, always reclusive, have taken to hiding at the fringes of the forest. They will approach the party, seeking allies (see Encounter B). How this encounter will play out is a function of both your whim as the Game Master, and any previous contact the party may have had with the Sasquatch or the Dryads in *Forest of Deceit*.



General Overview of the Region

The *Strange Allies* map measures about three miles from East to West by two miles from North to South. Each hex on the map, therefore, covers about ¼ square mile, or about 300 yards per hex side (approximate). Throughout its expanse it is covered by the northern edge of a coniferous forest known locally as the *Forest of Deceit*. Travel through this forest by those unaccustomed to woodlands will be slow, no more than one hex every two hours. Those with forestry or naturalist skills will find the going both easier and more familiar, and will traverse a single hex in but one hour. Mounts may also be used, but this will not speed travel through the forest other than on the Northern Trade Road (see map) which, while overgrown in many areas, is still traversable. In any case, the bounty of the northern woods, while beautiful to those familiar with it, harbors the hidden terrors of the unknown for those who are not. Unfamiliar sounds become stalking predators, howling winds become wolves, and the shadows of the trees transform themselves into stalking demons and hidden terrors. Be sure to use this aspect of the forest to heighten the tension and anticipation of your players as they explore this adventure.

The winters in this region are cold and occasionally harsh, but the climate here is less important to the story line if this is being run as a stand-alone adventure. Feel free to 'move the forest south' if it will fit more comfortably into your campaign. Bear in mind, however, that some of the encounters will need to be altered slightly as they are written from a northern pine forest perspective. *Strange Allies* was also written as though the time frame were mid-fall, with warm days and chilly nights. Again, alter this as needed, but read through the descriptions beforehand so that necessary changes are made before the adventure begins.

Each encounter area marked on the map is located in but a small portion of the hex. Unmarked hexes will each contain a single random encounter, but these encounters differ from those found in the forest further south (as depicted in *Forest of Deceit*). Here, the forest is divided into two distinct regions: that area which suffers from the depredations of the goblins, and that which has been twisted by the pervasive insanity of Mad Moligen, the crazed druid.

Random Encounters: The Goblin Forest

The goblin band has severely despoiled the area of the forest under their control. Many of the old-growth trees of the forest have been cut, leaving behind rotting stumps, and the accompanying openings in the overhead canopy have brought more light into the forest. This increase in sunlight has spawned the growth of weeds, thorns, and wildflowers in the cleared areas. Most of these 'cleared' areas are nearly impassable due to this profusion of undergrowth, and characters retreating from powerful foes might find themselves cut off from known paths by these tangled areas of new and prolific growth. Wildlife has also been hunted to near-extinction, and only a few of the fiercest predators and a handful of smaller creatures (those best able to hide or flee) remain within this region. For those foraging, therefore, berries are plentiful but game is scarce. This is reflected in the random encounter table below.

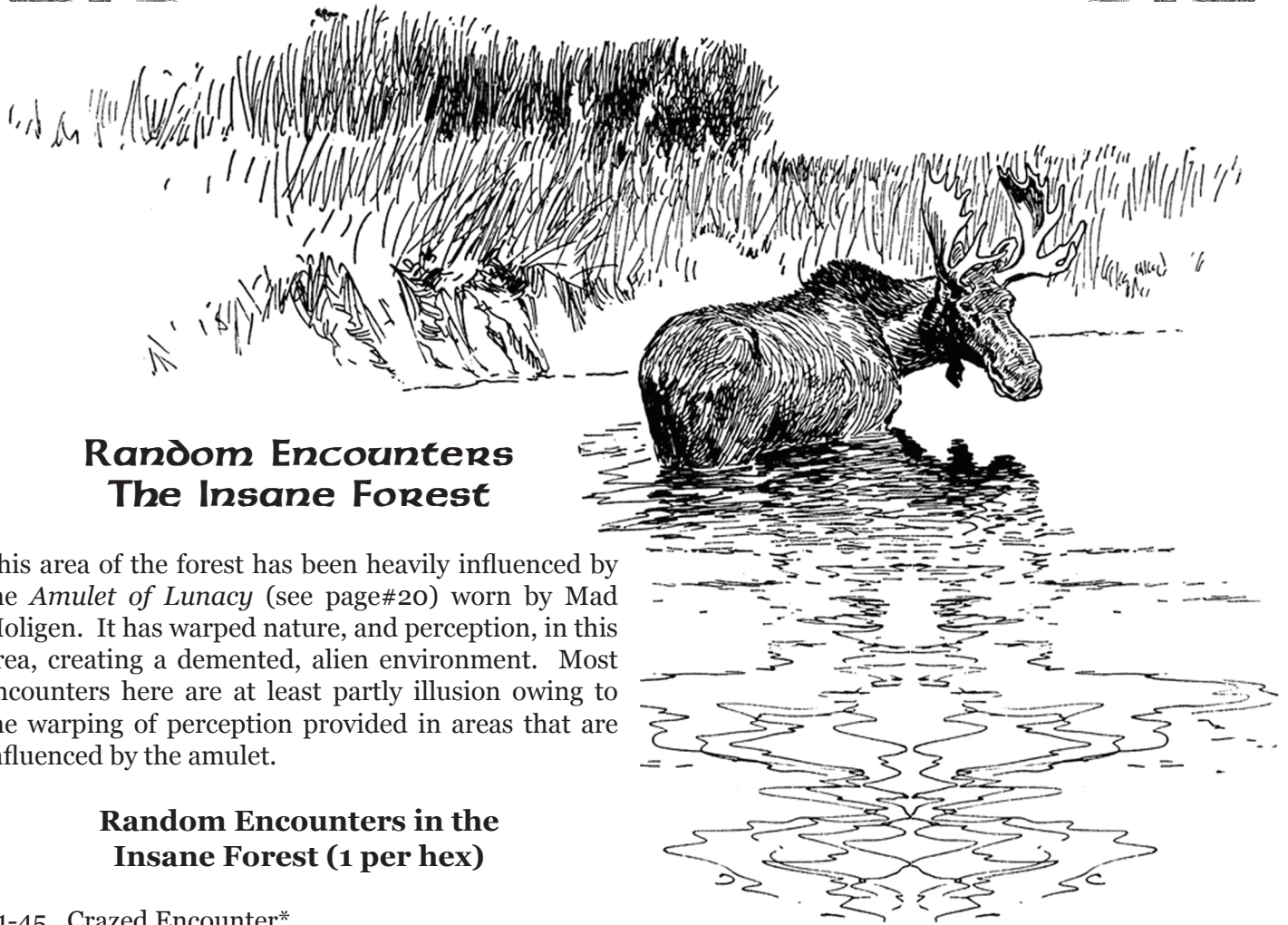
Random Encounters in the Goblin-Controlled Forest (1 per hex)

01-04	Bear, various*
05-12	Carnivorous Plant
13-16	Cougar/lynx
17-27	Duck
28-38	Ferret
39-46	Fox
47-48	Griffin
49-59	Opossum
60-67	Poisonous Plant
68-78	Skunk
79-90	Squirrel
91-92	Sasquatch **
93-98	Wolf, various*
99-00	Werebeast (Canine, Feline, or Ursine)*

*The Game Master may choose what wolf, cat, bear, or other werebeast is most appropriate to his adventure or campaign.

**If the party has already encountered the Sasquatch in Encounter Area B (see map), all Sasquatch found within the forest will be aware of the outcome of that prior event.

Random Encounters



Random Encounters The Insane Forest

This area of the forest has been heavily influenced by the *Amulet of Lunacy* (see page#20) worn by Mad Moligen. It has warped nature, and perception, in this area, creating a demented, alien environment. Most encounters here are at least partly illusion owing to the warping of perception provided in areas that are influenced by the amulet.

Random Encounters in the Insane Forest (1 per hex)

- 01-45 Crazed Encounter*
- 46-75 Insane Illusion**
- 76-83 Barbed Pines (page 19)
- 84-92 Carnivorous Chipmunks (page 19)
- 93-00 Standard encounter. Re-roll on the previous table (Goblin-Controlled Forest).

***Crazed Encounters** are normal woodland beings that have been altered by Moligen's insanity. While the details of such an encounter are left for the Game Master, several examples are here provided here.

- A bear is discovered building a gigantic bird's nest near the top of a tree. When the characters arrive, the bear is startled from his perch and falls to his death, possibly striking a character for 3d6 damage.
- A doe (deer) scampers into a clearing near the party and then explodes for no readily apparent reason inflicting 1d6 to any that cannot avoid the venison-shrapnel.
- A clearing appears with an unsettling scene: a gore-streaked rabbit is rabidly devouring the carcass of a wolf. The rabbit runs off as the party approaches.

****Insane Illusions** are similar to Crazed Encounters in that all things are possible, and the Game Master should determine what is presented to the players. In this instance, however, the insanity has a 25% chance to infect the characters viewing the scene, causing within them the absolute belief that the illusions presented are real. Bear in mind that both Crazed Encounters and Insane Illusions are meant to breed uncertainty and paranoia in the minds of your players. It is not recommended that you use these encounters to seriously debilitate the party in any physical sense.

For those needing a ready statistical record for the encounters listed, a short bestiary is included at the end of this adventure. You should also feel free to substitute the statistics pertinent to whatever game system you are currently using.

Characters exploring any area marked on the map as having a specific encounter may also run into random encounters, at the discretion of the Game Master.

The Adventure

I suggest that the you begin this adventure using Encounter Area A located at the southwest corner of the map. After this encounter, however, allow the party to explore in whatever direction they wish. You will need to alter the descriptions of some areas if they encounter the Sasquatch at Area B, or if any of the goblins escape from Encounter Area C to warn their fiendish band. How they are altered depends entirely upon the actions of your players, and this 'tweaking' is therefore left to your discretion.

Encounter Area: A The Goblin Raiding Party

Note that this area is two hexes to the northeast of Encounter Area H in *Forest of Deceit*, and is a continuation of the overgrown road found there. If this adventure is being run as the second in the series, alter the description below by enticing your players with the prospective loot that might be found in the abandoned wagon.

(read aloud) It has been a rainy autumn morning, warm but with a light drizzle, and leaden skies overhead. The misty rain has made tracking game difficult, and you have as a consequence been following the track of an old and apparently abandoned road for several hours. As you consider seeking out a drier, perhaps sheltered spot in which to enjoy a warm noonday meal, you notice what appears to be an abandoned wagon just off the road some 120 yards ahead of you.

Once the party approaches to within 50 yards, or if anyone has the means for seeing fine detail at great distance, add:

You can now see that the wagon is not truly abandoned; its owner lies sprawled in a contorted position on the ground behind it. The smell of blood and the presence of flies indicate he is likely a corpse. The horse that pulled this wagon also lies on the ground in a vast pool of blood so great it is easily discerned even at this distance. The wagon appears empty.

The owner of the wagon and his horse are indeed deceased, and have been so for nearly an hour. They were attacked by a goblin raiding party that spotted the character party approaching and took refuge in the overhanging trees near the road.



These hidden goblins now await the approach of the party, and hope to ambush them. Unless the characters are uniquely skilled at avoiding surprise attacks, the ambush will occur when they are within 20 yards of the wagon. If the party notices the goblins hiding in the trees (Game Master's discretion), that distance will be somewhat greater, but should not exceed 40 yards. In any case, the goblins will attack either once they are noticed, or from their concealment.

An arrow whistles past your ear as goblins attack from the nearby trees!



The Goblin Raiding Party



Goblins (6)

Appearance: Goblins are 3-4 feet tall and are of slim build. They wear motley armor made from animal hides, and use short bows. Their pointed ears and teeth, brand them as other than human. Further, their guttural version of human speech makes it difficult for them to pass themselves off as humans. The average goblin weighs 60-70 pounds, and is hairless. The goblin shaman resembles his fellows but wears only a flowing black robe and carries only a staff.

Demeanor: The goblins here will believe that they have caught the party unawares, and will rain arrows upon them hoping to kill or incapacitate them. If they are unsuccessful after 4 rounds, they will attempt to escape into the surrounding woods, returning to their lair (Encounter Area E) to warn the others of their tribe. These goblins seek easy loot, not combat. The shaman will remain only long enough to *curse* (see below) the characters, and will then magically leave.

Power: 5% (1)

Defense: 10% (2)

Health: 5,5,5,6,6, (shaman) 17

Move: 10

Init: 0

Damage: Short Bow 1d6 (range in yards: short-30, medium-60, long-90)

Special: The goblins of this tribe are expert woodsmen, and are able to conceal themselves within any forested area 50% of the time when they are not attacking or in combat. In addition, the goblin shaman will invoke a curse upon the party during the second round of combat (see below) before using a spell that will magically return him to the Goblin Caverns, Room#11.

Other: The goblins dislike direct sunlight, and will remain within the surrounding gloom of the forest unless their prey is killed and there is loot to be collected. Goblins exposed to direct sunlight suffer a penalty of -10% (-2) to both their attacks and defense.

On the second round of combat, all characters will feel a burning sensation on their foreheads. This burning is a cursed tattoo that is being magically placed on their skin. This unholy icon causes one point of damage at the start of each new day, and emits an ungodly stench akin to the smell of burning flesh.

This stench not only makes stealth an impossibility, but is barely tolerable by humans, dwarves, elves, and other more civilized species. It also attracts those demi-human species that consider human flesh a tasty addition to their diet. Holy characters like priests, holy warriors, and similar ilk are unaffected by this curse. All other character types have a slight (10%-25%) chance of avoiding this curse dependent upon their strength of will.

The curse, once affixed to the character, can only be removed by a holy person with curse-removing skills.

If the goblin party is defeated by the characters, each body will yield 3 gp in mixed coinage commonly used by the humans of this area. The goblin short bows are also fairly serviceable, if crude. Should the party search the fallen goblins thoroughly, they will also find a strange piece of parchment covered in Goblin script. If any of the characters are able to read goblin, they will discover it to be a crude schedule of the goblin patrols within the forest (Areas C and D) and a single goblin password, **Radis**, for alerting these patrols to the presence of friendly units.

If a cursory search is made of the area in and around the wagon, two sets of human footprints are discovered, as well as a perfumed shawl. The corpse lying on the ground is male, and definitely not perfumed. The perfume is not an illusion; a prisoner was taken by two goblins who have since returned to Area C with their captive prize.

Should the players spend ten minutes or more searching this area, they will also notice a large shadow scrutinizing them from the edge of the forest just to the south of the trees used by the goblins for their failed ambush. This shadow is that of a Sasquatch who will flee through the forest when noticed by the characters. He will proceed with great haste to Area B, *The Sasquatch Patrol*, to inform his fellow tribesmen of the new visitors to the Northern Trade Road. Due to his haste, his path is easily followed (+30% [+6] to any tracking-type skill).

If any characters are cursed, the goblins will form hunting parties to capture or kill them. These pursuers should be encountered randomly, and at times least convenient for your players. The standard hunting party is made up of 6 goblins (see statistics at left) who will always ambush, achieving surprise 90% of the time.



Encounter Area B The Sasquatch Patrol

The characters will approach this area for one of two reasons: either they are following/tracking the Sasquatch from Area A, or they are simply exploring and will stumble upon this area. In either case, the two Sasquatch here are rendered invisible to the party by a local plant, the Forget-Me-Lots, until they have actually entered the clearing. The Forget-Me-Lots plant is also invisible, but it emits a sweet-smelling scent that creates a perception block inside the mind of all those within ten feet of its location. Those affected are unable to perceive any objects that are not standard forest terrain; only the forest floor, common trees and other plants are visible within fifteen feet of this flower. This scent is intensified by moisture being applied to the plant (watering), but quickly fades if the plant is pulled from the ground or killed. These plants ring the clearing at a distance of 38 yards from its center.

Bear in mind that if any of the characters were cursed in Encounter Area A, *The Goblin Raiding Party*, it will be next to impossible for an aromatic character to approach without the invisible Sasquatch being aware of his presence. Further, as the characters near the clearing, they will fade from view and will be unable to see themselves either!

The Sasquatch are aware of the Forget-Me-Lots and have chosen this area as their rendezvous for that reason. As the characters approach to within 40 yards of the area (within this hex, at a point determined by the Game Master), they will hear guttural language.

The mist continues to fall, and the day remains overcast as you approach a small clearing. The clearing is barely seen between the trees about 40 yards to the north, and would not have attracted your attention but for the strange and guttural sounds that seem to emanate from its open expanse.

The Sasquatch have been patrolling this area for several days in hopes of finding a means for alleviating the rift that has arisen between their people and Moligen, the Mad Druid (in Area G). Currently, they are discussing the arrival of the party at the far end of the Northern Trade Road, their encounter with the goblin raiding party there, and what that might portend. The language they currently are using is unique to the Sasquatch, but might be deciphered (at the discretion of the Game Master) by characters with sufficient background in woodcraft, or via magical means.

As you edge closer to the clearing the guttural sounds begin to form patterns, almost a speech of sorts. From your current vantage, however, the clearing is obviously empty.

Should the characters edge forward several yards, they will leave the area affected by the Forget-Me-Lots, and two Sasquatch will immediately 'materialize' within the clearing ahead. If the Sasquatch have had no previous encounter with any of the characters that ended in violence between the two groups, one of the Sasquatch, hoping to enlist the aid of the party, will approach the party. If there has been a previous violent encounter, the Sasquatch here will flee.

Invisibility that is not incidental carries with it its own disadvantages, as any sightless person will attest. Those objects which cannot be seen must still be either adapted to or avoided. The Sasquatch accomplish this during their meetings in areas subject to the Forget-Me-Lots plant through repeated grunts which alert their compatriots to their presence, and by constant touching to ensure that any others that are a part of the conversations being held are still present. Do not minimize these difficulties for your players! A bit of planning will be required to prevent their inadvertent wandering, collisions between players and Sasquatch, and potential problems with equipment that protrude beyond the immediate area of the character's body (such as a carried lance).

In addition, combat is heavily dependent upon hand-eye coordination. Characters made invisible by the Forget-Me-Lots plant will be unable to see the progress of their weapon during a swing, and will be incapable of 'sighting' a missile weapon. While the actual penalty suffered by invisible characters in these instances is left to you, the Game Master, it is suggested that all melee attacks made by affected characters suffer a penalty of -10% (-2), while all missile attacks suffer a penalty of -20% (-4). Spell casting should be reasonably unaffected.



The Sasquatch Patrol



As you near the clearing two nine-foot tall ape-like creatures materialize 25 feet in front of you, seeming to coalesce from the very air. They are covered in a dark, greenish fur and are staring directly at you. Before you can react, one moves towards you, his fearsomely-clawed hands outstretched.

Force the characters to make a decision as to whether they will attack the creature immediately, or merely “wait and see.” If they wait, the Sasquatch will address the party in broken, guttural Common, a language that all should (with some difficulty) be able to comprehend.

As you tensely await the action of the Sasquatch, he addresses your party in a broken form of the language common to this region.

“Forst needs you help. Pleash. We musht speaksh.”

If the party acquiesces to communication in one form or another, the Sasquatch will relate that Moligen, a druid once counted upon as a friend to the Sasquatch band, now hunts them throughout the eastern and southern sections of the forest (that portion shown on the map). He hopes that the party will help him to discover the reason for this unexpected behavior, and perhaps remove the cause of Moligen’s ire.

He and his fellow Sasquatch are also threatened by the goblins who hunt them whenever they are discovered alone in the forest. (Parties of two or more Sasquatch remain unmolested by the goblins). As such, the tribe of Sasquatch hope to reestablish their previous relationship with the druid Moligen, and enlist his aid to curtail the depredations of the goblins within the forest.

If the characters agree to help, the Sasquatch will offer them what aid he and his tribe are able to provide. He will grant them a single ring (the *Ring Of Alliance*) which, when twisted upon the bearer’s finger, will cause any Sasquatch within 1 mile to come to the aid of that character. The possibility of this presence, or lack thereof, is left to the discretion of the Game Master. It is generally suggested that while within the forest, a Sasquatch will appear in response to the call from the *Ring of Alliance* 40% of the time.

The Sasquatch will also grant the party an amulet they have devised which carries as its pendant a small, potted, Forget-Me-Lots plant. This amulet causes any within ten feet to become invisible to all but arcane means, including the wearer of the amulet. Those outside this 10-foot radius, however, will see those within it, so the amulet is only useful in ‘close quarters’ and carefully planned situations.

In exchange for these items, the Sasquatch will ask the characters to do whatsoever they can to discover, and eradicate, the cause of the rift that has formed between their tribe and Moligen the druid.

The Sasquatch are unaware that Moligen is insane, and that he has been driven to this psychosis by the amulet given him by Quencher.

In the event that the characters attack the Sasquatch, his fellow tribesman will come to his aid, and they will fight the party until either the party or the Sasquatch lie dead. The rage of the Sasquatch is legendary.



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Game Master Note: This combat might take place between completely invisible adversaries.

Sasquatch (2)

Appearance: Sasquatch are large apelike humanoids, standing 8-10 feet tall and weighing 400-600 pounds. Their muscular bodies are covered in thick, greenish-gray hair that blends in so well with the surrounding forest that they become invisible 90% of the time when not moving.

Demeanor: These Sasquatch are hoping for aid from the party, and should an unprovoked attack occur (from their point of view), they will fly into a murderous rage. They will continue to attack the party should this occur, until either they or the party lie dead. Should the party negotiate with the creatures, the worst potential outcome is that they will allow the party to proceed through the forest unmolested. If the party agrees to help the Sasquatch, and they receive the *Ring of Alliance*, the amulet, and the Sasquatch become fast friends, and staunch allies.

Power: 35% (7)

Defense: 10% (2)

Health: 42, 43

Move: 9

Init: 0

Damage: Claws 1d6 (x2) and Bite 1d8

Special: If a Sasquatch hits one opponent with both claws, the victim is hurled 1d20 feet, incurs 1d6 added damage thereby, and is disoriented for 1 full round. Any attack against the disoriented victim automatically hits and inflicts maximum damage.

Other: Any friendly arrangement made with these Sasquatch will be rapidly communicated to all other Sasquatch throughout the forest. Within one hour, all Sasquatch encountered will consider the party allies, and will help them in any way they are able.

Any antagonism toward these Sasquatch will likewise be communicated rapidly throughout the forest to all other Sasquatch. The party has an opportunity to make either a rather powerful enemy, or a rather powerful ally, of these creatures.

The Sasquatch are blissfully ignorant of Moligen's insanity, and will presume that some *faux pas* on their part has caused the current schism between their tribe and the druids. They are also unaware that of the original druids only Moligen remains. They are able to direct the characters to the old druidic shrine at Area H, *The Abandoned Druidic Shrine*. If asked, one of the Sasquatch will accompany the characters as they explore the forest. No more than one Sasquatch, however, will accompany the party if there is no immediate threat to their welfare.

The Sasquatch are also familiar with the curse used by the goblin band, but have no knowledge of how the curse might be lifted as they are immune to its effects. They do know that those cursed with the mark of the goblin shaman will be hunted incessantly throughout the forest by marauding goblin bands. They have heard rumor that the human priests in the nearby town to the south have discovered a cure. Finally, they will relate that the death of the shaman might also eliminate the curse.



Encounter Area C The Western Goblin Outpost

The goblins have two outposts in the forest that serve as lookouts for any attacks that might be mounted by Moligen or other intruders. Their eventual plan is to rule the forest and the area around it for miles in all directions, and these posts are also used as forward observer stations to keep track of activity within the forest. Two goblin raiding parties are sent into the forest to patrol both South and West from this location each day. If they run into trouble, they are to return to this outpost for help and reinforcements. They are also to drop off any booty secured during their patrol as well as any captives or information. Those stationed at the outpost then transport this booty and information to the goblin lair (Area E) when their watch ends.



The Western Goblin Outpost



The goblins in this area are holding a prisoner, a female priest captured during the raid at Area A. Her presence has filled the goblins with braggadocio, and they are heedless of their surroundings, ignoring the standard stealth protocol they normally observe. The first raiding party returned with both loot and this captive, and the outpost goblins are due to be relieved by a new squad of goblins from the lair. As the characters approach this area, they will hear goblin voices, and the occasional frightened cry from the captive they are taunting.

You see movement in the trees some 80 yards from where you now stand, and you can hear raised voices speaking in a guttural, unintelligible language. On occasion you also hear the voice of a frightened woman, pleading for mercy.

“Please ... don’t!”

Should any of the characters be able to comprehend the Goblin tongue, they are taunting their captive with tales of how they slaughtered her companion, and how she will perform various disgusting and demeaning functions for their leader back at the goblin lair. They also brag that they will be leaving for said lair within the next half hour.

The intervening trees make it impossible to tell how many goblins are present, but those characters paying particular attention will discern at least 6 voices, one of a female human, the rest goblin. If the party approaches to within 40 yards, they will ascertain the full nature of that which lies before them.

You can now see four goblins, each with short swords and shield in a small clearing some 40 yards ahead. One of the goblins is waving a sword at a figure with long hair who is tied to a tree, most likely the source of the pleading female voice heard earlier.

Characters able to see well in forested areas also have a chance to notice four additional goblins armed with short bows perched in the trees above the clearing. These goblins are easily spotted as they too are careless in their revelry, but the characters should expressly communicate that they are checking the trees before you share this information.

These goblins are cowards, and, if hard-pressed by the party, will abandon both their booty and their captive in their effort to escape back to their lair.

Goblins (8; 4 in trees)

Appearance: Goblins are 3-4 feet tall and are of slim build. They wear motley armor made from animal hides, and use short bows. Their pointed ears and teeth brand them as other than human, and their guttural version of human speech makes it difficult for them to pass themselves off as humans. The average goblin weighs 60-70 pounds and is hairless. Half (4) of the goblins here have short swords and shields, and half are perched 20-25 feet from the ground in the trees and are armed with short bows.

Demeanor: The goblins here have both a captive, and some loot to bring back to their leader in the goblin lair. As the forest is not terribly active, they feel that few others, beyond those who have already become their victims, are likely to be found within its demesne. They will be astonished by any character attack, and will flee, abandoning their captive and their booty, at the first opportunity.

Power: 5% (1)

Defense: 15% (3) on ground; 10% (2) in trees

Health: 5, 5, 5, 5, 5, 5, 6, 6

Move: 10

Init: 0

Damage: Short Sword 1d6 or Arrow 1d6 (30/60/90)

Special: The goblins of this tribe are expert woodsmen, and are able to conceal themselves within any forested area 50% of the time when they are not attacking or in combat.

Other: The goblins dislike direct sunlight, and will remain within the surrounding gloom of the forest unless their prey is killed and there is loot to be collected. Goblins exposed to direct sunlight suffer a penalty of -10% (-2) to both their attacks and defense.

After the goblins flee or fall, a reasonable search will find 263 gold pieces in mixed coinage commonly used in local human settlements, and a crate filled with jerky, roots, and nuts. A five-gallon cask of excellent wine is also amid the loot, and a hunter’s long bow with 20 arrows.

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The captive, Marta, is a comely, middle-aged human female garbed in priestly vestment. She is a moderately adept priestess, and will remove the curses from up to three characters afflicted with the mark (curse) of the goblin shaman. Marta is also capable of healing 2 points of damage for each member in the party.

Note: Marta is deceptive, only pretending the part of a saintly priestess. If your party is fairly strong you may have Marta cure all but one or two of them as she might wish to use them for leverage later on. Should the party refuse to give her the amulet found in Area G, for instance, she may make a deal clandestinely with those characters who are still cursed, claiming a need for the power granted by the amulet in order to remove their curses.



Marta knows of the druids, but nothing of the recent events that have caused the deaths of two of their number, nor the insanity of Moligen. If she is told of the druids' plight, she will explain that she is capable of removing Moligen's curse as well.

Marta hails from the nearby hamlet of Namar, and will explain that she and her father were out hunting for foodstuffs: game, wild berries, and nuts, to bring back to town and sell. Marta's father is actually dead. Marta will also relate that there is a bounty posted in town by its guardsman, and that the town is currently paying 1 gold coin per goblin corpse surrendered to the town's captain of the guard, Hildegard Tranz. She will further relate that Namar lies about a day's journey, perhaps a bit more, to the south.

Marta

Appearance: Marta is a middle-aged human female, 5'9" tall and weighing about 170 pounds. She carries a stout staff and wears priestly vestments of brown with a wide leather sash and three dependent satchels.

Demeanor: Marta is pragmatic, compassionate, and self-assured. She hopes to help her village by helping herself, but is also rather selfless when helping those who are injured in any way. Marta will not speak of the deity she serves, often referring to any inquiries on that topic as, "asking for the mysteries that may not be revealed to the unbeliever." In reality, she is hiding the fact that she has recently joined a secretive and libidinous demonic cult in Namar.

Power: 25% (5)

Defense: 5% (1)

Health: 38

Move: 12

Init: 0

Damage: Staff 1d4

Special: Marta is able to heal 2 points of damage from any recent wounds up to 10x per day. She is also able to remove curses up to 10x per day.

Other: Marta is capable of removing the amulet from Moligen, the Mad Druid, but she will immediately become enamored of it, and will hope to claim it as her own. She will then immediately flee the party, hoping to return with her prize to Namar. (See Encounter Area G for other details.)



The Eastern Goblin Outpost



Goblins (8; 4 in trees)

Appearance: Goblins are 3-4 feet tall and are of slim build. They wear motley armor made from animal hides, and use short bows. Their pointed ears and teeth brand them as other than human, and their guttural version of human speech makes it difficult for them to pass themselves off as humans. The average goblin weighs 60-70 pounds and is hairless. Half (4) of the goblins here are armed with short swords and shields and half are perched 20-25 feet from the ground in the trees and are armed with short bows.

Demeanor: The goblins here are wary and on their guard. They hope to capture either loot or captives during this attack, and will not flee until several of their comrades lie dead.

Power: 5% (1)

Defense: 15% (3, on ground) or 10% (2, in trees)

Health: 5,5,5,5,5,5,6,6

Move: 10

Init: 0

Damage: Short Bow 1d6 (range in yards: short-30, medium-60, long-90) or Short Sword 1d6

Special: The goblins of this tribe are expert woodsmen, and are able to conceal themselves within any forested area 50% of the time when they are not attacking or in combat.

Other: The goblins dislike direct sunlight, and will remain within the surrounding gloom of the forest unless their prey is killed and there is loot to be collected. Goblins exposed to direct sunlight suffer a penalty of -10% (-2) to both their attacks and defense.

Encounter Area D The Eastern Goblin Outpost

A clearing here marks the second of the two goblin outposts (see Area C). This outpost is on its guard, however, as the day has been uneventful. In addition, Quencher is currently visiting this outpost as he fears that his plot to remove the obstacle posed by the druids has gone awry; that Moligen's insanity (as inspired by the amulet) has granted him too much power. He is here checking with the goblin patrols to see if the insanity prevalent in the forest at Area F has extended more deeply (or more dangerously) into the surrounding forest. Unless the party proceeds with extreme stealth, it is not likely that they will catch this outpost unaware (Game Master's discretion).

As a result of this discipline on the part of the goblins, the party members will notice nothing until they have approached within 40 yards, at which point the goblin bowmen will attack.

You see slight movement in the forest ahead, what appears to be a robed goblin speaking with an armored goblin. Before you can ponder further, however, arrows rain down upon you from the treetops above!

If the party is particularly cautious, you may decide that the party has seen the goblins before their attack and may even thwart the goblin ambush. In any event, these goblins are a bit bored, and will not attempt flight until several of their number are killed. Quencher hopes to capture a prisoner, and will remain active in the combat until such time as he, personally, is attacked. He will then use a *Ring of Teleportation* to return to his cavern within the goblin lair.



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Goblin Captain

Appearance: The captain towers to a full 4'5" and is clad in shimmering chain mail (which is why he was easily seen during the approach). He carries a short sword and shield, and wears brown muslin beneath his armor.

Demeanor: The captain is a cautious warrior, fighting only if faced by but a single opponent. He will flee the battle if his enemies outnumber his troops at any point.

Power: 10% (2)
Defense: 30% (6)
Health: 10
Move: 10
Init: 0
Damage: Short Sword 1d6+1

Special: The captain's armor is magical and grants him a bonus of +5% (+1) when attempting to avoid or resists the effects of any magic cast upon him.

Other: The goblin captain dislikes direct sunlight, and will remain within the surrounding gloom of the forest unless his prey is killed and there is loot to be collected. When exposed to direct sunlight both his defense and attack suffer a penalty of -10% (-2).

Quencher – Human Mage

Appearance: Quencher is a human passing himself off as a half-goblin, with slightly goblin facial characteristics. He stands a few inches over 5 feet in height, and weighs 120 pounds. Quencher wears a camouflage robe that magically changes color to match his surroundings (granting him a bonus of 10% (2) to his defense).

Demeanor: Quencher is a scheming scoundrel who will bypass no opportunity to expand his power. He cares for the people of Olemar only a small amount more than he cares for the rest of the sentient beings that inhabit the world; they are all just tools for his use. Self-preservation and the acquisition of power are the two motivating factors of Quencher's personality. Quencher greatly fears the higher ranking agents of Olemar, and the current Goblin Chieftain, Gimlock.

Power: 35% (7)
Defense: 10% (2)
Health: 26
Move: 12
Init: +5% (+1)
Damage: by spell only – see special below

Special: Quencher is a minor mage and is capable of several spells. He is able to use any combination of 8 of these spells per day.



Arcane Missile: a bolt of energy that unerringly strikes any target within 250 yards for 2d6 damage. These missiles may not be avoided.

Retch: causes any single target within 20 yards to convulse in a violent fit of uncontrollable retching for three combat rounds. This retching is very painful, and causes 1 point of damage each round. The effect can be avoided.

Rush: a spell that allows the recipient (a single being, most often Quencher) to perform twice the normal number of actions for a single turn or round, and travel at twice normal speed.

Stun: a spell that causes any single target touched by Quencher who fails to avoid its effect to fall into a coma-like trance for 15 minutes.

Quencher also carries a *Ring of Teleportation* that will instantly transport him to his personal cavern in the goblin lair if he is anywhere within ten miles of that location. If used within his personal quarters, it transports him to a similar set of quarters within the royal castle in Olemar (see *The Goblin Lair Room#14*).

If the party defeats the goblin band, each fallen goblin carries either a short sword and shield, or a short bow and 12 arrows. Each corpse will also have 3 gp worth of mixed, small coinage (of a type commonly used by local human settlements). There is no further loot at this outpost.



The Goblín Lair



Encounter Area E The Goblín Lair

The description listed here of this area is meant only to detail the safeguards and approach to the lair of the goblins - a series of caverns that extends far beneath the surrounding forest. Should the party survive this encounter and actually enter the caverns, turn to *The Goblin Lair* on page 23.

The forest has been cleared for some distance around the entrance to the goblin lair for reasons that will shortly become apparent. The clearing near the entrance to the caves is large enough that the characters will be able to discern it from a distance of 200 yards through the thinning trees of the forest.

Ahead in the distance, through the trees, you can just make out a large and gloomy clearing in front of a dark cave. The cave entrance is small, perhaps 8 feet in height and twice that in width, and is flanked by two large piles of rock. Rocky outcroppings overhang the cave, and climb upwards for at least 70-80 feet behind the cave entrance, casting a shadow over the entire clearing.

Once the characters approach to within 120 yards (the edge of the cleared space), continue:

The piles of rock are now obviously defensive positions as you can see each has within it a large 'Scorpion' - a gigantic crossbow capable of hurling multiple missiles at a single target with each shot it fires. Several goblins attend each of these war machines. Thirty yards to the left (west) of the cave entrance, there is a large covered wagon and a small tent. Several goblins and humans stand near the wagon.

If the characters are capable of great scrutiny, and are able (Game Master's discretion) to spy out all the cave's defenses add:

Nearly a dozen goblins with short bows watch the clearing from above the mouth of the cave. They sit stationed behind boulders and rocks above the cave's entrance, their bows at the ready.

The approach to the area above the cave is circuitous but passable. Characters attempting to navigate this path will require longer than they might think. It requires a full twenty minutes to circle around behind the area and approach from behind. In addition, the last ten feet of this hike is a climb up a rather steep and cliff-like facing that will leave these characters exposed to the full view of those goblin bowmen stationed above the cave. Caution, and precise planning, will be required for any attack of this nature to succeed.

The wagon to the west has (early this morning) just delivered the two scorpions to the goblins, and is awaiting the loading of captives as payment for the exchange... captives that will be sold as slaves in Olemar. Three human agents of Olemar stand there speaking with two goblins that are able to speak the 'common tongue' of the region.

Each of the scorpions is manned (goblined?) by a crew of three goblins.

Ten goblins lie under partial cover amid the boulders above the cave entrance, ready to skewer any potential intruder with arrows. As a last resort, these goblins will seal the cave by rolling boulders from above to cover the entrance.

Two wooden doors reinforced with iron bands currently stand open. These doors bar the entrance to the cave in an emergency, and will be closed if the goblins guarding the entrance from above roll boulders down to further secure the entrance.



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Agents of Olemar (3)

Appearance: These agents are common humans averaging 5'9" tall and weighing about 185 pounds. They wear dark leather armor over drab, forest colored clothing. Each is armed with a dagger and a long sword.

Demeanor: These agents are contemptuous of the goblins and will flee with what loot they have already garnered from the goblins if the cave entrance is attacked.

Power: 10% (2)

Defense: 15% (3)

Health: 22,24,27

Move: 12 (wagon 22; see below)

Init: 0

Damage: Longsword 1d8+1 or Dagger 1d4+1

Special: none. The team that draws the wagon is very efficient, allowing the agents to flee the scene at a speed of 22.

Other: The wagon holds two chests filled with copper, bronze, and silver coins valued at 600 gp (total). The Agents each carry 8 gp worth of mixed, small denomination coinage.

Goblins (18)

Deployment: 2 near wagon + two scorpion crews of 3 goblins each + 10 hiding above the cave entrance

Appearance: These goblins wear motley armor made from animal hides, and use short bows.

Demeanor: The goblins here are wary and on their guard. They will not flee but will instead attempt to roll boulders from above to cover the cave entrance once several of their comrades lie dead.

Power: 5% (1)

Defense: 15% or 10% (3 or 2)

Health: 6 each

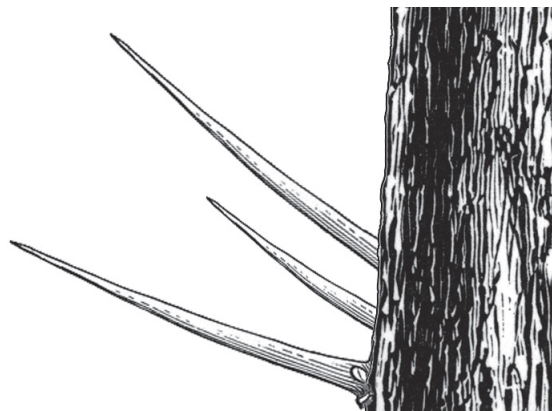
Move: 10

Init: 0

Damage: Short Bow 1d6 (30/60/90) **or** Short Sword 1d6 **or** Scorpion (requires 3 goblins) 1d20, ranges 50/100/150, fires once every 3 combat rounds

Special: These goblins have a 50% chance to roll boulders in front of the cave entrance each turn. Once three or more boulders have been rolled in front of the entrance, it will become impassable to the normal transit of any of the characters. Various means for removing the boulders, given time, are of course possible.

Other: The goblins are not exposed to direct sunlight due to the overhanging rocky outcroppings that lie above the cave entrance. Should an intense light source (equal to full sunlight) be directed upon them, these goblins will suffer a penalty of -10% (-2) to their attacks and -10% (-2) to their defense. Each goblin carries 3gp worth of small denomination coins.



Encounter Area F The Twisted Trees

This portion of the forest looks like a scene from a fever-dream; stunted trees, enormous trees, trees with thorns, and trees that exude a deadly mist. Normal flora and fauna have been mutated and twisted by the demented emanations (both conscious and unconscious) of the insane druid Moligen, amplified by the insidious amulet he wears. As Game Master you should feel free to expand this horror. Create your own aberrations in both plant and animal species. Bear in mind only that this area is a twisted version of a natural forest, and that its curse grows steadily with time. The transition from normal to tortured forest within this area (hex) is gradual, but becomes complete within 100 yards of the leading edge of this phenomenon.

As the characters encounter the fringe of this region, they will actually feel the influence of the amulet before they see it.



The Twisted Trees



As you pass through this section of the forest you feel strange... almost as though you were being watched. Shadows jump out at you. Small noises in the undergrowth seem magnified, and danger lurks beneath every bough.

Allow your players a moment for this to sink in, then, if they press forward (rather than turn and go back the way they came), proceed.

Ahead of you is a stand of unusual trees. They are tall evergreens, but they bear enormous spines that look like fluted spears. Each spine is easily six feet long and it ends in a vicious, glistening tip. You'll need to watch your step.

The spines on these evergreens do indeed measure 4-6 feet in length, and are some two inches in diameter at the trunk, tapering to a mere quarter inch near the point. Their ends glisten with poison capable of causing 1d6 damage every ten minutes to those unable to avoid the effect. The trees are immobile, and cannot attack. The spines can thus be carefully harvested by cautious characters. Only those clumsy enough to bump into one of these spines will become subject to their poison.

Beyond the barbed pine trees, the game trail you are following crosses a section of ground with few trees but an abundance of gnarled forest roots. You'll need to tread carefully here to avoid tripping.

Characters crossing this area will be will attacked by the roots, any hit sending filament-fine tendrils into the skin of the victim. These tendrils draw forth the life-giving fluids of the victim at the rate of 1 point of damage per turn from each root that scores a hit. Naked flame (a torch or similar) will hold the roots at bay, but there are far too many to defeat them via combat. If the characters choose combat, allow all their attacks to hit automatically, and cause damage, but with no reduction in the number of attacks pressed by the roots on the following combat round. Each character is attacked by 1d6 roots per turn until they hurry past this 50-yard section of forest.

Having avoided most of the roots, you can now see a large double-doorway through the trees ahead. The doorway seems to be a part of several trees that have grown together, creating some sort of strange tree-like structure.

You have little time to ponder this, however, as a sharp pain in your ankle alerts you to a more serious situation. You're being attacked by carnivorous chipmunks!

The characters will indeed be set upon by five insane carnivorous chipmunks. They can cause but little harm, but their psychosis is endemic to their bites and will infect bitten characters. This battle will be interrupted by the appearance of Moligen after three rounds of combat.

Carnivorous Chipmunks (5)

Appearance: Chipmunks are small, four-footed woodland creatures that normally eat nuts and plants and are covered in brown, striped fur. Unlike their natural cousins, however, these chipmunks have developed canine teeth, red eyes, and small but sharp claws.

Demeanor: Rabid. These chipmunks fear only the wrath of the mad druid, Moligen.

Power: 5% (1)
Defense: 5% (1)
Health: 2 each
Move: 12
Init: +5% (+1)
Damage: Bite for 1 damage plus temporary insanity



Special: Highly intelligent or strong-willed characters may avoid the rabid insanity that accompanies the bite of these chipmunks, but only with difficulty (40% of those bitten avoid the insanity, on average). This insanity will cause those characters infected by it to lash out irrationally at any object, plant, or animal that moves within 20 feet of their position. The presence of Moligen mollifies infected characters in the same manner that it calms the chipmunks.

Other: These chipmunks, and any other animals infected by their insanity, are particularly susceptible to mind control and paralyzation-type magical spells and prayers.



The building formed of the interwoven tree trunks is actually in the next area, Area G. The characters have traveled fully 300 yards through this insane forest.

Encounter Area G Moligen the Mad Druid

Some time ago, Quencher (the goblin's mage) provided Moligen and his fellow druids with an amulet that he claimed would help them to heal and preserve the forest against the depredations of the marauding goblins. Neither Quencher nor the hapless druid Moligen knew the true name or power of the amulet. Moligen, the most compassionate of the three druids that formed the original druidic enclave, volunteered to try out the new treasure. It drove him rapidly insane, causing him to kill his fellow druids and pursue both goblins and Sasquatch throughout the forest.

Moligen currently believes himself to be a forest god. His insanity has infected the surrounding area, and his psychosis grows daily. The amulet he wears is actually an *Amulet of Lunacy*, and Moligen will never be free from the curse of this foul device until it is removed from around his neck.

As the characters fight off the Carnivorous Chipmunks in Area F, the commotion will rouse Moligen from his contemplations concerning his plans for the forest this day. The doors to his dwelling open, and he appears before the party, halting any attacks by both insanely infected characters and Carnivorous Chipmunks. The chipmunks, for their part, will scamper off into the undergrowth.

A loud creaking sound breaks through the din of the epic chipmunk battle, drawing your attention. The doors that form part of the trees ahead suddenly open, and a large glowing human in priestly robes steps forth. He seems taller than a normal human, and his presence is regal. A large, glowing amulet depends from a golden chain and glows redly from the center of the man's chest. Regally, he addresses your party.

"Who disturbs the rest of Moligen, god of the forest?"

You notice that the rabid chipmunks have disappeared as if by magic.

Any character reply that does not show the utmost respect will immediately unleash Moligen's anger in an all-out attack. However, if the characters abase themselves before him, he will converse with them until such time as they either attempt to rise or say anything he might consider offensive.

It is possible to approach Moligen undetected if the players have in their possession the *Forget-Me-Lots Amulet* granted them by the Sasquatch in Area B. Moligen is also unable to smell any character who remains cursed by the goblin shaman due to the level of his insanity.

Moligen the Mad (Druid)

Appearance: Moligen is actually an average-sized human dressed in white muslin druidic robes tied at the waist with a plain muslin sash. The influence of the *Amulet of Lunacy* he wears about his neck, however, cause him to appear as a seven-and-a-half-foot tall giant of massive proportion. He also appears to glow, especially in the area of the amulet which hangs from a golden chain to about the center of his chest.



Demeanor: Megalomaniacal. Moligen expects complete deference and obedience from all.

Power: 35% (7)

Defense: 20% (4)

Health: 39

Move: 12

Init: +5% (+1)

Damage: by ability used – see Special

Special: On any given turn, Moligen can cause all wood within 30 yards of his position to obey his commands. This most often takes the form of a tree limb attack that inflicts 1d10 damage. Moligen can also cause the vines and plants in the area to restrain those within 30 yards, or can cause plant life within 30 yards to deform, reshaping itself into forms that meet his needs. Moligen can orchestrate a single tree limb attack on every character in the party on every turn.



Moligen, the Mad Druid



Moligen's Salvation

If characters are successful in their attempts to remove Moligen's curse (he may be able to avoid such at the discretion of the Game Master), he will immediately tear the amulet from his throat and throw it to the ground. Moligen will then rapidly recover, apologize to the party, and invite them into his dwelling for a chat, but with no memory of recent events. During this chat, Moligen will proffer two *Potions of Healing* to the party for their needs, each capable of restoring 1d6 health to one character. He will apologize and explain that the manufacture of these potions was one of the common tasks of his druidic brotherhood, but that they have evidently fallen behind in this duty.

Moligen will also accompany the party (if asked) as a means to expiate any misdeeds he may have committed while under the influence of the *Amulet of Lunacy*. He has no knowledge of these deeds (his memory is blissfully absent covering the entire period of his thralldom to the amulet), but is certain that he has committed acts considered distasteful by those of his order. His hatred of the goblins, due to this incident, has now reached epic proportions.

Moligen then retrieves a single-use scroll that will allow any character to assume the form of any living animal. He offers to use it on behalf of the party, changing any one of them into another form, should they wish. This transformation lasts one full day. Moligen then suggests the party follow him back to the old druidic shrine (Area H) to meet his druidic brethren, and should they need greater healing.

The forest will quickly return to normal, although the tree structure here will remain with its double doors.

Marta, if she accompanies the party, is capable of removing Moligen's curse, but she will require three combat rounds to accomplish this. In addition, she will demand that the amulet be given to her for safekeeping. If the amulet is granted to her, she will immediately flee and will try to make her way back to Namar. See the entry on *Marta* on page #14 for further details.

Encounter Area H The Abandoned Druidic Shrine

Following the murder of his two druidic brethren, Moligen fled the shrine that he and his brothers had erected for the performance of their ceremonial rites. This having occurred some months ago, the shrine is now greatly overgrown. Moligen is also unaware that the overgrowth conceals the skeletal remains of his two former brethren.

It is also possible that the party might happen upon this site by random exploratory chance. Be sure to alter the description to fit whatever situation your characters may have created.

Note: If Moligen is accompanying the party as they search through the abandoned shrine, and he sees the remains of his companion druids, the memory of his misdeeds will fully return. He will then immediately attempt to kill himself unless restrained by other members of the character party. Your players, via their characters, will then need to convince Moligen that suicide is a selfish answer to his problems, and a coward's reply to how best his misdeeds might be set right. Have some fun with this aspect of the adventure! This should provide you with a session depicting role playing at its finest.

Should you, as Game Master, determine that Moligen has been convinced by the party, his loyalty to them, and his hatred of the goblins, will be quite substantial.

As the party approaches to within 60 yards of the abandoned shrine, they discern its bulk through the trees ahead.

A large shaft of sunlight illuminates the forest some 60 yards ahead of you. It beats down upon columns, and a stone roof that has partially collapsed. It appears to be the remains of an old building now overgrown by the surrounding forest.

Moligen will be surprised at the state of the shrine if he accompanies the party. The party will see nothing further until they actually approach the shrine proper.

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As you near the clearing illuminated by the sunlight you see a small square stone building. It is but 30' on each side, covered in vines and dead leaves. A dried fountain flanked by columns stands before it, its once-crystal pool now festooned with weeds. A portion of the roof has collapsed, and black markings, as though from a fire, despoil the stones around this hole. The door to the structure hangs at a lazy angle from its one remaining hinge, giving only a slight glimpse of what lies within.

The hole in the roof was caused when one of the druids, in an attempt to stop the murderous rampage of then-mad Moligen, called forth a bolt of lightning from the sky. The disarray within the structure is no better. As the characters enter the structure, continue.

The interior of the building is complete chaos. Vines grow across the floor, obscuring sight of the floor itself. Smashed furniture lies scattered about. If anyone did once live here, they have not for some time.

The skeletal remains of the other two druids lie beneath the leaves and vines covering the floor.

In addition, a chest of treasured belongings, secured by a built-in locked latch also lies obscured by the impromptu foliage. The box contains the few treasures the druidic sect possessed:

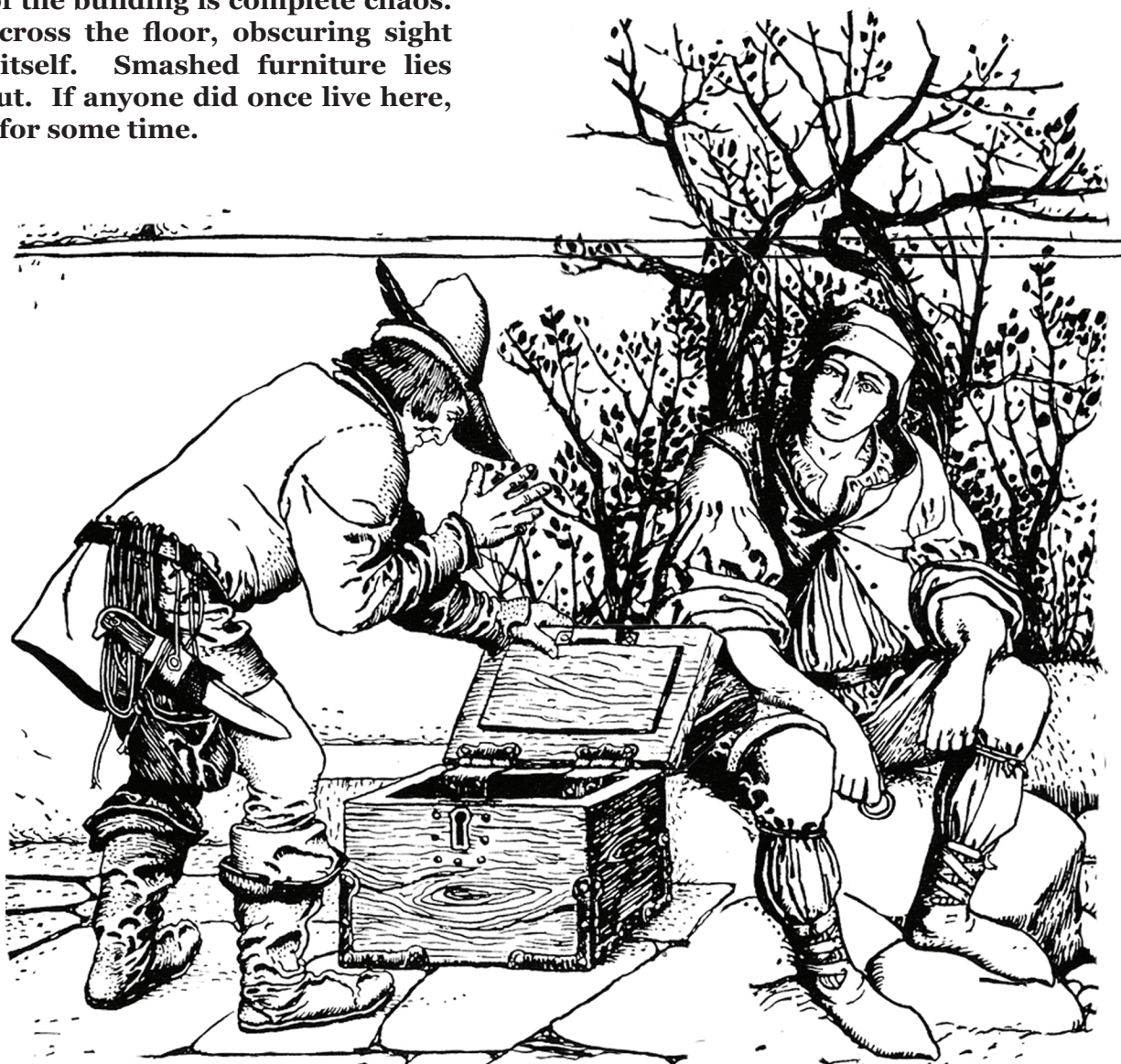
two books, *The Balance of Nature*, *Alchemical Potions for the Healing of Hurts*,

a 3-draft potion of *Cure Disease*,

a potion of *Healing* (1d6)

a magical **Scimitar**+10% (+2) with a jeweled handle
a small satchel containing 523 gp in mixed coins

The abandoned shrine contains little else of value.





The Goblin Lair

This section of the adventure details the underground warren below Area E, *The Goblin Lair*. As the character party enters this section they may be attempting stealth, a rapid frontal assault, or after having cleared the opening of fallen boulders placed here by the defenders (Area E) of the lair. The method by which these caverns are entered may greatly affect both the room descriptions and activities detailed here, so keep this in mind as you read through these descriptions.

Overview

Those portions of the goblin lair which are demarked on the map by irregular walls represent the caverns that existed when the goblins arrived some years ago. These caverns have irregular domed ceilings that have been cleared of stalactites by the goblins, and are of varying heights with no ceiling shorter than 6 feet. The floors have been smoothed to better enable rapid passage, but the ceilings are often uneven, causing tricks for the eye, especially in the faint glow provided by the luminescent moss which lines the walls (explained at right). The connecting passages range from six to eight feet in width, with ceilings that range from six to ten feet in height. Many of these caverns have irregularly shaped wooden doors that follow the form of the native stone.

The passages that have been cut into the rock by the goblins since their arrival are those depicted by straight passages and regular rooms. These areas have floors that are made of native rock that has been ground smooth and leveled, and ceilings that are at a universal eight feet in height. Both ceilings and walls are finished in laid stonework. All of these carved passageways are separated by wooden doors of a universal three-foot width that are six feet in height.

All areas within the goblin lair are lit by means of a bio-luminescent moss which feeds on the stones of the cavern and passageways. It provides illumination equal to dim moonlight outdoors. The goblins prefer this dim light to either bright light or darkness, but humans, while not lost in the dark, may have some trouble making out the details of their surroundings without the additional light provided by a torch or lantern. This may also affect any attacks made by the characters, and any spell casting, at the discretion of the Game Master.

Sound within the goblin lair, due to the cavernous acoustics, is often magnified alarmingly. Directional sense as it pertains to sound is easily fooled and stealth-like quiet is difficult to achieve.

Strange Allies

Who is With the Party as They Enter and Why.

As the party prepares to enter the lair, they will likely be accompanied by one or more unusual allies (hence the name). It is probable that a Sasquatch will likely accompany them, somewhat less probable that Moligen the druid will accompany them, and only by the rarest possible set of circumstances that the priestess Marta may accompany them. In any and all cases, it is you, the Game Master, who will decide the confluence of circumstances and the effect this will have in determining the makeup of the party that enters to investigate the lair. A prepared sheet for each of these potential allies is provided at the end of this adventure, and you should feel free to copy those sheets for your own use. Give the appropriate sheets to your players, and allow them to determine the actions of these allies within the goblin lair. They have made friends of these non-player characters; they have earned the right to determine their actions.

The Approach

Several scenarios as to the appearance of the cavern entrance are possible dependent upon the actions of the characters prior to this point (see Encounter Area E). **If:**

1) The goblin bowmen stationed over the lair entrance managed to seal it with boulders, the party will need to remove these boulders before they are able to enter the goblin lair. The goblins will then be fully prepared to greet them, and the characters' odds of success are minimal. You might suggest (as Game Master) to your players that it is likely best to leave and come back another day. Once the boulders are removed, characters will find Room #1, *Door Guards*, populated not only by the two goblin guards normally stationed there, but also by the goblin sub-chieftains from Room# 10, *Subchieftain's Quarters*. If the sub-chieftains are encountered and defeated here, they will not be present when Room#10 is explored.

2) If the guardians of the lair as described in Area E were defeated before the entrance could be blocked by boulders, the lair within will be consumed by terrified chaos. The party might then infiltrate the caverns without being noticed, and in this chaos the odds of such rise considerably. The entrance to the caverns, in this case, will be blocked by a six-foot wide wooden door that is reinforced with iron bands. Ideally, if Moligen is with the party, he might rapidly warp these doors out of shape, causing them to fall to the ground uselessly. This should allow the party to surprise the goblins that await in Room #1.

3) It is also possible for the party to sneak into Room #1 without being detected, although this might prove difficult. Both Moligen (via spell) and the Sasquatch (via Forget-Me-Lots Amulet) have provided a means by which the party might pass unseen. Passing unheard is a simple matter due to the cacophony of sound found within the lair resulting from both its inhabitants and the lair's acoustics. Should the party enter this area undetected, they will find the large reinforced door ajar as it is left open at all times unless there is an attack upon the goblin lair.



Room #1 Door Guards

Two goblin guards are stationed here at the entrance. Their function is not to repel intruders, but simply to shut and bar the door to the lair in the event of an attack or intrusion. If the door is forced, they will be ready. If the door is open when the party arrives, the goblin guards will likely be taken by surprise. As the 'readiness' of the guards can vary widely, and because they may also be reinforced by others, alter as needed the description here listed.

An irregular cave lies behind the door, some twenty feet deep and 20-30 feet wide. The ceiling is an irregular dome, and reaches 8-12 feet upwards. The floor is level. In the semi-darkness, you can see a passage leading from the back of the cavern to the north into the lair beyond.

Each goblin carries 2 gp worth of mixed coins of small denomination. They are armed with daggers as their main duty is to secure the doors in the event of an attack. Leaning against the interior cave wall are the two 8-foot long iron bars used to secure the entrance doors to the lair. These bars fit into L-shaped brackets mounted on the inner sides of the two doors.



The Main Cave



Goblins (2)

Appearance: These goblins are 4 feet tall and are of slim build. They wear motley armor made from animal hides.

Demeanor: The goblins here have a duty to bar the entrance to the lair with two large iron bars should the lair come under attack. In all but the most unusual circumstances, they will perform this duty if there is trouble and they will retire from Room #1 in order to bring word to Gimlock, the current goblin Chieftain.

Power: 5% (1)

Defense: 15% or 10% (3 or 2)

Health: 5,6

Move: 10

Init: 0

Damage: Short Sword 1d6

Special: The goblins of this tribe are expert woodsmen, and are able to conceal themselves within any forested area 50% of the time when they are not attacking or in combat.

Other: Goblins exposed to direct sunlight suffer a penalty of -10%(-2) to both their attacks and defense.

The tunnel found at the back of this cavern leads north to the main caves of the goblin lair. It extends only ten feet before widening outwards to form Room #2.



Room #2 General Population

This cavern is the general living area for the majority of the goblin tribe. It is a large domed cavern the periphery of which is studded with small dens, most measuring no more than 25 square feet, where the goblins rest and store their personal belongings. There are 84 of these small grottos! As the characters enter this area, 187 goblins are sleeping, visiting, or relaxing within this cavern.

The passageway rapidly widens to form a dimly lit cavern of enormous size. Measuring more than one hundred feet in depth, and with an irregular width of roughly the same expanse, this cavern is obviously the main living area of the goblins. The ceiling towers to nearly 60 feet overhead and the entire periphery of the cavern is teeming with the small dens of individual goblins. Hundreds of them are relaxing, visiting, or doing business in the many alcoves and about the cavern floor. As you gaze about in wonder, you notice that all of these goblins, even the adolescents, are armed with short bows and each carries a six or more arrows in a back-mounted leather quiver.

The goblins will quickly note the presence of non-goblin intruders unless stealth was used by these intruders to gain access to this cavern. A great hue and cry will arise and the goblins will begin to pepper the party with literally hundreds of arrows. Of course, if they have Moligen with them, he could merely warp these wooden arrows in flight, and further destroy the goblin's bows in the same fashion. Should this occur, at least two full combat rounds will elapse while the goblins mill about in confusion. You might wish to extend this period as the goblins will be completely flummoxed by the sudden destruction of their bows, and the arrows in flight.

If the party is either in disguise or invisible, careful (good) role playing could allow them to explore much of the cavern without incident. How this plays out is entirely up to you, the Game Master.



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Goblins (187)

Appearance: Goblins are 3-4 feet tall and are of slim build. They wear motley armor made from animal hides, and use short bows. Their pointed ears and teeth brand them as other than human, and their guttural version of human speech makes it difficult for them to pass themselves off as humans. The average goblin weighs 60-70 pounds, and is hairless.

Demeanor: The goblins here will react with extreme surprise to the presence of the party. They will recover quickly unless frightened by an overwhelming force, and will respond bitterly and aggressively at this trespass into their home.

Power: 5% (1)

Defense: 10% (2)

Health: 3 (x37) 4 (x50), 5 (x50), 6 (x50)

Move: 10

Init: 0

Damage: Short Bow 1d6 (30/60/90)

Special: The goblins are in their preferred habitat. The Game Master may wish to give them bonuses to their Defense as a result of the subdued lighting, familiarity with the surroundings, and to their attacks as they are defending their homes. You may also wish to increase their ability to avoid hostile magics and indirect attacks for the selfsame reason.

If by some means the party manages to kill or drive off the entire goblin band, a thorough search of the goblin bodies and the grottos in which they live will reveal:

1968 copper coins (10 gp value)

968 bronze coins (24 gp value)

267 silver coins (26 gp value)

27 gold coins

4 small garnets (25 gold piece value each)

7 small opals (40 gold piece value each)

1 emerald (400 gold piece value)

1 ruby (500 gold piece value)

Golden Figurine of Guarding (see boxed text)

...and several journals complaining about the 'visiting humans' and their rude behavior.

These journals are written in Goblin, and worse still, and a horribly cramped hand. Not much is discernible, and that which can be deciphered is only understandable by those capable of reading goblin text. You should carefully impart whatever you feel is warranted from the following notes that are found.

1) The humans treat the goblins with less respect than they deserve.

2) The wizard is an acceptable human as, after all, he grants their chieftains great power.

3) That all of their slaves were recently traded for a pair of war machines.

4) The humans are from Olemar.

5) That an attack is to be mounted within the next week on the town of Namar (to the South.) The humans will assist with troops and equipment.

There are three exits from the large cavern that houses the general goblin living quarters: one **Northeast** (see Room #3), one **Northwest** (see Rooms #7-10), and one **to the Southwest** (see Room #11-13).

The Golden Figurine of Guarding

The Golden Figurine of Guarding is a golden statue standing a mere four inches tall. It depicts an armored human warrior with a disproportionately large sword. On the bottom is a magical rune that, if properly interpreted, may be used to invoke the figurine. Once invoked, the figurine grows to full man size and will protect its owner, attacking any that touch either his person or his possessions (see Bestiary for combat statistics). The figurine may be invoked but once per day, and will guard the possessor for 4 hours. Note: The figurine makes no distinctions between friend and foe.



The Crossroads



Room #3 The Crossroads

If the characters exit the main goblin living area to the Northeast, they quickly enter a broad carved passageway that leads to the production areas of the goblin lair.

Although the tunnel you see to the Northeast begins as a natural formation, it quickly evolves into a smooth and broad corridor that is 10' wide and 8' tall with finished stone covering the walls, ceiling, and floor. This corridor proceeds to the Northeast for 20 feet before becoming a 4-way intersection.

A natural cavern opens directly from the passage ahead of you (NE), while to the right (SE) it continues for an additional 20 feet before broadening into a cavern that leads to the East and is therefore out of your range of vision. You can hear the sounds of moving water from both the SE and NE caverns.

To the north, the passage leads NW to a large finished room filled with tables, tools, and stalls, although the details are difficult to perceive in the dim glow provided by the moss upon the walls. You also hear softly spoken goblin voices from all of these areas.



If the party proceeds forward, moving to the Northeast, see Room #5, *Sanitary Facilities*.

If the party heads South, see Room #4, *The Market*.

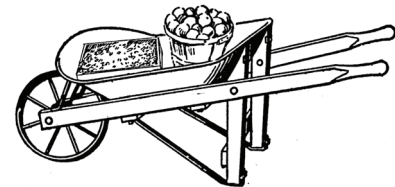
If the party heads Northwest to the large finished room, see Room #6, *The Craftsmen's Market*.

Room #4 The Market

This cavern is used for both preparing and growing food (those mushrooms and herbs that grow without light) that is used by the entire goblin tribe. The ceiling is veined with stress cracks, and as a result smoke from the cooking fires readily escapes the confines of the lair. A small stream here allows the food to be washed as well, and provides the tribe's main source of water. The stream flows from the south to the north, and is both slow and deep (about 3 feet in the center) throughout this cavern.

As you follow the passage, a cavern opens before you. The ceiling rises to 30', and the cavern broadens outwards to an irregular 30-foot diameter. Several wheelbarrows and carts are discernible through the murk, and you can now plainly hear the sound of a sluggish stream somewhere at the rear of the cavern. Peering intently through the shadows, you can just make out a small stream that crosses the back of the cavern from the southeast to the North. Several wooden buckets lie on the bank.

Once the characters have actually entered the cavern, continue.



The wheelbarrows and carts, six of them to be precise, are filled with various foodstuffs. Dried and cooked meat, mushrooms and fungi, various small rodents and worms, and several unidentifiable baked goods are to be found within the covered receptacles of these carts.

Three of the goblin food vendors chose to hide rather than flee this cavern when rumor of the commotion created by the characters in other parts of the dungeon reached their ears. Terrified, they now attack.

As you move in for a closer look at the various offerings in the carts, you are attacked by a crazed goblin!



Goblins (3)

Appearance: These goblins are 3.5 feet tall and are of slim build. They wear muslin clothing, and are armed only with daggers.

Demeanor: The goblins here are terrified, and are hoping simply to knife those who stand in the way of their escape. They will flee given the chance, screaming at the top of their lungs.

Power: 5% (1)

Defense: 10% (2)

Health: 4,5,5

Move: 10

Init: 0

Damage: Dagger (1d4)

Special: Given the level of terror these goblins are currently enduring, they lose -10% (-2) on all of their attack rolls.

The Goblin vendors carry about 3 gold pieces each in coins of mixed value. Some of these coins are typical of goblin usage, but others appear to be those used locally by humans. The carts carry enough palatable food to sustain a party of 8 characters for approximately two weeks, though it is unlikely that the food will remain fresh for that period of time.

One of the carts has a hidden drawer (+10% chance of finding for those skilled at finding such sequestered compartments) in which he keeps his proceeds: 267 gold pieces in mixed coinage of small denomination. This compartment is locked with a simple lock (+15% bonus to chance of disabling or picking for those skilled at such tasks) but is also protected by a poisoned needle. Any who fail to avoid this needle will lose 1 Health every minute until the poison is cured, or the victim suffers a total of ten lost health.

Room #5 Sanitary Facilities

This cave is used by the goblins both for washing and for defecation. The stream is the same as that in Room #4 (The Market) but as it flows from South to North, there is little chance of contamination. Defecation is performed at the northern end of the cavern/stream and it is quickly swept from the lair as the stream resumes its course northwards beneath the ground. The presence of goblin urine in this cave has retarded the growth of the illuminating moss somewhat, making this cave even more dimly lit than the rest of the goblin lair. As it used for sanitary purposes by the goblins, however, they do not mind the reduced lighting. There is a faint but unpleasant smell throughout this cavern.

As you proceed forward (northeast) the cave widens into an irregular V-shape measuring 35 feet across at its widest point. The ceiling also rises as the cave deepens, reaching a height of 18'. You can plainly hear the sound of running water at the back of this cave, and you can distinguish a stream that flows across the back of the cave from the southwest to northeast.

The stream in this cavern is swift and quite shallow, never reaching a depth of more than twelve inches. Caught by the chaos of the day's events, several goblin females were here doing laundry and washing their children when the characters entered this area.

As you penetrate past the entrance to the cave, you see several non-descript piles near the bank of the stream. You also notice several goblins and nearly a dozen smaller forms that could only be goblin children.

The non-descript piles are wet laundry and blankets that the women were washing when the party intruded. There are three goblin women, and a dozen children. The women are armed with knives, but the children have only their fists and teeth.

To your surprise, one of the larger goblins, now obviously a female, approaches and prostrates herself. Two other females remain near the bank of the stream protecting the 12 goblin children who huddle there in terror.



Women and Children



The women will simply leave if allowed, but will defend the children if attacked.

Goblin Women (3)

Appearance: Goblin women are 3-4 feet tall and are of slim build. These women are wearing crude cloth shifts, and have feminine features and form. Their pointed ears and teeth are less pronounced than those of their male counterparts.

Demeanor: The goblin women here are terrified but are fiercely loyal to the children under their care. They hope to simply leave and escape with their youthful charges to safety, or perhaps alert the goblin warriors to the party's presence, but will defend the goblin children to the death if attacked.

Power: 5% (1)

Defense: 5% (1)

Health: 3 (each)

Move: 11

Init: 0

Damage: Dagger (1d4)



Goblin Children (12)

Appearance: Goblin children vary in size from 2-3 feet tall and are of slim build. They wear crude muslin shifts, and have little muscular development. Their pointed ears and teeth are very pronounced due to the smaller size of their adolescent faces.

Demeanor: The goblin children will become feral, attacking out of instinct, if threatened. Once they begin attacking, they are too numbed mentally to either retreat or surrender.

Power: 0% (0)

Defense: 0% (0)

Health: 1 each

Move: 11

Init: 0

Damage: Teeth (1)

The characters are again faced with a dilemma here. Neither the druid or the Sasquatch (if they accompany the party) will be excited about killing the women and children, but if they are allowed to escape, they will bring down upon their would-be benefactors the entire remaining might of the lair.

The Counter-Attack

Unfortunately, if the goblin women and children are allowed to escape unharmed, they will proceed immediately to Room # 7 (the Chieftain's Quarters) to inform him of the party's incursion into the lair.

If the Chieftain has been killed, the women will simply hide in his quarters (Room #7) with the children until the party either leaves, or rediscovers them during their explorations. In this event, that the Chieftain has already been killed, no counter-attack will occur.

If the Chieftain is still hale and hearty, he will gather all of the sub-chiefs and guards found in Rooms #8 & 9, and will further convince both the goblin shaman (Room #11) and the mage (Room #13) to join them in tracking down the characters and eradicating them.

If this area of the lair (Rooms #3-6) was the first entered after crossing the main lair (Room #2), the Chieftain will amass his forces to confront the characters as they re-enter Room #2. If Room #2 is still fully populated, the characters will likely die unless they exit using stealth.

If the goblins in Room #2 (General Population) were already killed or terrified into leaving, the Chieftain will still amass any surviving forces to intercept the party there (in Room #2).

There is nothing else of value in Room #5.



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Room #6 Craftsman's Market

This room is used as a workshop area by the skilled craftsmen of the goblin tribe. Worktables and hawkers' stalls abound, and tools and finished goods still lie scattered about the large room. Unlike the other rooms in this area, however, the goblin craftsmen did not flee. Refusing to surrender their wares to would-be plunderers, these goblins have girded themselves for a fight.

You are following a well-formed hallway that leads to an open room of significant proportion. The room at the end has an eight-foot ceiling, and measures 30 feet in width by 30-40 feet in depth. Work-tables and seller's stalls lie everywhere about this room as do leather goods, bows, arrows, strings, knives and cutlery, cookware... nearly every manufactured item one might find in the goblin's lair. You have little time to peruse this smorgasbord of material, however, as a band of goblins detaches themselves from the stalls and rushes to attack you!

Goblins (11)

Appearance: These goblins are 4 feet tall and are of slightly huskier build than those previously encountered. They wear moderately well-crafted armor made from leather and hides, and each carries a wooden shield and a short sword. Their pointed teeth are bared as the race forward to the attack.

Demeanor: The goblins here are angry at the intrusion, and hope to make an example of the pilfering characters. They will fight until they have either achieved victory, or died.

Power: 5% (1)

Defense: 15% (3)

Health: 4,5,5,5,5,5,5,6,6,6,6

Move: 10

Init: 0

Damage: Short Sword 1d6

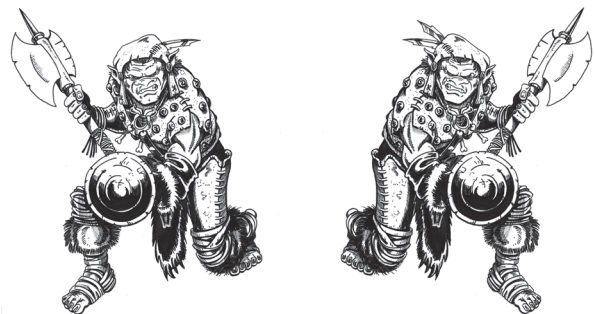
Special: Given their level of determination, these goblins receive +5% (+1) to their attack rolls.

The bodies of the goblin craftsmen contain their daily proceeds: 200 gold pieces worth of mixed coins of small denomination. You may also award other items, such as suits of leather armor, short swords, bows, arrows, and any other manufactured item the goblins of your world might be expected to create, to the party as you see fit.

Room #7 The Chieftain's Quarters

The Chieftain of this goblin tribe is insecure and somewhat reclusive, as he has only been their Chieftain since the disappearance of Natzo some months ago. He is nevertheless a fierce goblin in his own right, and none of the sub-chieftains wish to challenge him for his position as leader. He now occupies Natzo's former quarters, which are quite lavish by goblin standards.

The entrance to this room is blocked by a locked wooden door reinforced with iron bands. The lock is fairly simple, providing a bonus of +15% to any attempt to pick it by those skilled at such tasks. If the party manages to open the door describe the room for them.



A 30'x30' room lies beyond the door. Within, several bear skins cover the floor, and the walls are finished in laid stonework. A large bed occupies the wall farthest from where you stand, and it is also covered in animal furs. A desk, two large wooden chests, and a table with five chairs comprise the rest of the furnishings in this room. You have little time to ponder this, however, as two large guards leap forward to attack!

The guards are the personal bodyguards of Gimlock, the current goblin Chieftain. Gimlock is also here, but will not join the combat until the second round.



Gimlock, the Goblin Chieftain



Elite Goblin Guards (2)

Appearance: Elite guards are taller than the average goblin, measuring at least 4 feet and some as large as 4 1/2 feet in height. They wear moderately well-crafted iron ring mail and each carries a wooden shield and a short battleaxe. They also wear leather boots.

Demeanor: Elite guards are loyal and professional by goblin standards. These guards are tasked with preserving the person of the Chieftain, and take their job very seriously. They will continue to attack the intruding characters until either the characters are driven off, or are the guards defeated and killed.

Power: 5% (1)

Defense: 25% (5)

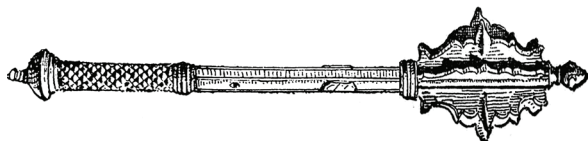
Health: 7 each

Move: 10

Init: 0

Damage: Small Battleaxe 1d6

Special: Given their level of determination, these goblins receive a bonus of +5% (+1) to their attack rolls.



Gimlock, Goblin Chieftain

Appearance: Gimlock is large for a goblin, measuring 4'3" tall and weighing 105 pounds. He is well-dressed and will enter the battle wearing iron-plated leather mail and sporting a steel shield. He also wears heavy leather boots with a costly racoon fur trim.

Demeanor: Gimlock is not cowardly, but he is smart. If he feels outnumbered, will do his best to flee from a battle in order to return to the fray with reinforcements. He will not, however, run from a fight if there is no hope for reinforcement.

Power: 15% (3)

Defense: 30% (6)

Health: 13

Move: 10

Init: 0

Damage: Oversized Mace 1d6+2)



Special: Gimlock's presence adds +5% (+1) bonus to the mental resistance of all goblins able to see him. His oversized mace is also enchanted granting a magical bonus of +10% (+2) to any attacks (to-hit rolls) made with this weapon.

Gimlock's desk contains paperwork referring to some obscure trade agreements with the kingdom of Olemar to the West, as well as some observations on human and druidic activity within the forest. A small drawstring bag of 12 agates (worth 25 gp each) may also be found at the bottom of one drawer.



The first of Gimlock's chests contains little more than several suits of his clothing that, while fine by goblin standards, are crudely made by human standards. The clothing has little value.

The second, and smaller chest (locked) contains a leather sack with 900 gold pieces, and a heavy silver neck chain worth 150 gp. It also contains a formal Treaty of Alliance rendered in common human tongue signed by someone named Torgen Rath, and a goblin signature that appears to be "Natzo".

Finally, hidden beneath the pillow on the bed is a small glass vial that contains a single dose of *Charming Potion*. Although the effects of this potion can be avoided by the strong-willed, those unable to resist its power will feel greatly enamored of the person closest to them for a period of 15 minutes.

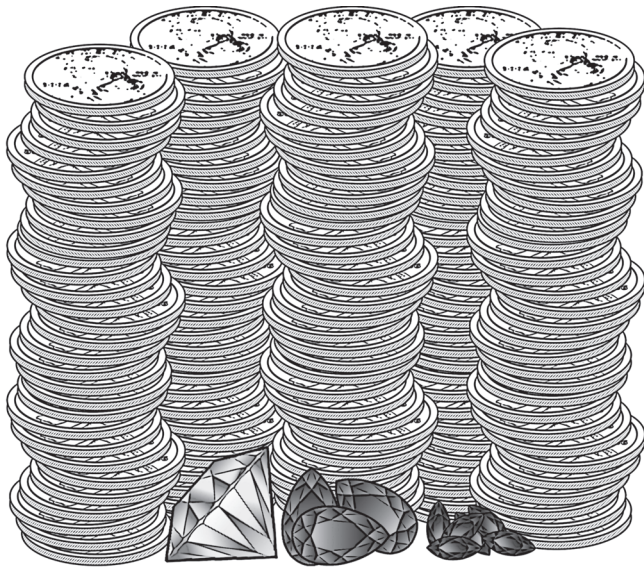
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Room #8 The Vault

The Vault contains the massed wealth of the entire goblin tribe. **The door to this room opens outward into the hall, is made of iron, and has been secured with a sturdy lock.** The door is also trapped: a paralyzing gas, released when the door is first touched, affects all within ten feet, completely immobilizing them for ten minutes. Only those with a vigorous constitution may avoid the effects of this gas.

The second trap is more subtle, and will only affect those characters who fail to notice the trip wire that lies just within the room beyond the door. The first character to trip this wire becomes the target of six poisoned darts, three each from the walls on either side of the door. While the damage these darts do is slight (1 Health each), the poison, if not avoided, causes the loss of 3d6 Health.

The treasure within this room includes:



10000 copper coins

8500 bronze coins

1045 silver coins

347 gold coins

6 emeralds worth 250 gp each

3 sapphires worth 400 gp each

1 diamond worth 1100 gp

(You should assign values to the coins as you see fit.)

The Vault also contains six serviceable suits of iron chain mail made for 4-foot-tall warriors.

Room #9

Elite Guard's Quarters

The guards who occupy this room are the bodyguard assigned to the sub-chieftains, and they, like the Chieftain's guards, take their jobs very seriously. They also receive better accommodations as a result of their increased responsibility. Characters waiting outside this door and listening will hear the voices of the guards within. The door is unlocked, however, and they may decide (instead) to simply barge in.

The door before you opens easily, and beyond it you find a 20' x 20' room with finished stone floor, walls, and ceiling. Four comfortable-looking beds and four chests also occupy this room. Unfortunately so do four goblins!

Elite Goblin Guards (4)

Appearance: Elite guards are taller than average goblins, measuring at least 4' to 4 1/2' in height. Each wears moderately well-crafted iron ring mail and leather boots, and each carries a wooden shield and a short sword.

Demeanor: Elite guards are loyal and professional by goblin standards. These guards are tasked with preserving the person of the sub-chieftains, and take their job very seriously. They will continue to attack the intruding characters until either they are driven off, or they are defeated and killed.

Power: 10% (2)

Defense: 25% (5)

Health: 9 each

Move: 10

Init: 0

Damage: Short Sword 1d6

Special: Given their level of determination, these goblins receive +5% (+1) to their attack rolls.

The chests within the room hold little of any real value, but contain several bits of broken jewelry worth a total of 60 gp, and hundreds of small denomination mixed coins worth 145 gp.

Ignertz, The Goblin Shaman

Room #10 Sub-chieftain's Quarters

This room, the quarters of the tribe's 2 sub-chieftains, is nearly identical to that of the Elite guards, except that a deerskin rug covers the floor. The door is unlocked. Those listening from outside the room will likely hear the voices of these notables.

The door before you opens easily, and behind it you find a 20 x 20 foot room with finished stone floor, walls, and ceiling. Two comfortable looking beds and two chests also occupy this room. Unfortunately so do a pair of goblin chieftains!

Goblin Sub-chieftains (2)

Appearance: Sub-chieftains rise to their rank by surviving longer, and fighting harder, than their fellows. They are generally of larger build, but can be of any size from 3' - 4 1/2' and 80-120 pounds. Each wears moderately well-crafted iron ring mail and leather boots and carries a wooden shield and a short sword.

Demeanor: Goblin Sub-chieftains are crafty, and often know several dirty tricks when fighting. They will lie, cheat and steal from their opponents in an attempt to defeat them, and have a tendency to lead from behind and recruit reinforcements rather than charging headlong into an attack.

Power: 15% (3)

Defense: 25% (5)

Health: 12,12

Move: 10

Init: 0

Damage: Short Sword 1d6+2

Special: Given their knowledge of dirty tricks when fighting, goblin sub-chieftains always add 2 points of damage to any successful attack.

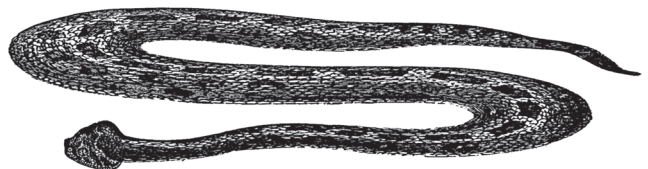
Other: none

The chests here are not locked and contain an assortment of clothing as well as a total value of 113 gold pieces in mixed coins of small denominations.



Room #11 The Goblin Shaman

This room is the personal chamber of the goblin tribe's spiritual leader, Ignertz the Shaman. He is a disciple of the strange and dark god known only to the goblins, and is called upon by the tribe both for protection against their enemies and for healing their hurts and sicknesses. His chambers are lavish by goblin standards, rivaling those of the goblin chieftain. **The wooden door to his chamber is secured with a sturdy lock.** If the characters manage either to batter down the door or pick the lock, Ignertz will likely be waiting for them. Conversely his pet Giant Viper, an ambush predator, will attack from concealment after the party has entered the room.





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Ignertz the Goblin Shaman

Appearance: An unusual specimen of his species, Ignertz was once a large goblin, but his devotions have twisted his frame and hunched his torso so that he now stands a mere 3 1/2' tall, although he still weighs 103 pounds. He wears a protective suit of hardened leather (with matching leather pants and boots) cleverly formed and painted to resemble the scales of a reptile or demon. A three-foot wooden staff covered in vile runes and demonic-looking characters completes his panoply.

Demeanor: Ignertz is extremely arrogant, and is incapable of admitting defeat. He is crafty, however, and may seize one character in hopes of using that character as a hostage to get what he wants from the others. He may also use his Flash prayer to appear to be fleeing, but will return to attack again and again afterwards until he is killed.

Power: 25% (5) **Defense:** 20% (4)
Health: 17 **Move:** 8
Init: 0
Damage: *Pain* 1d8 or *Stun* 1d4 - see below

Special: Ignertz uses his staff to provide a focus for his demonic prayers. The invocation of each prayer is exceedingly brief, requiring the utterance of but a single word. Unless parted from this Staff, he can use any combination of the prayers below up to 12x per day. Ignertz must be able to see the target of his prayers.

Cure: This prayer will remove any disease.

Curse: This prayer causes a black demonic tattoo to appear on the head of any single victim that is within 100 yards. The affects of this prayer can be avoided. See page #9 for further details.

Heal: This prayer heals 1-6 points of Health for single injured recipient (including Ignertz) when touched.

Pain: This causes immense pain, and the loss of 1d8 Health, to any single target within 10 feet (avoidance roll applies).

Stun: One victim within 30 feet loses 1d4 Health and falls to the ground, stunned for 1 combat round (no avoidance roll).

Flash: This creates a blinding flash, while providing short-range transportation. All within 15 feet are blinded for 6 seconds, after which their vision returns to normal within 12 seconds. During the flash, Ignertz is instantly transported to any location within his line of sight. The affects of this prayer can NOT be avoided.

Ignertz has a pet Giant Viper, granted to him as a newly-hatched baby and with which he is able to communicate, all due to the intervention of the dark goblin god. Ignertz has raised this ophidian on a diet of enchanted meats and rare herbs, and it has grown to monstrous size. True to its nature, it regards the shaman as its primary source of food and comfort, but has no deeper feelings for its master. It does consider any attack on the shaman a threat to that comfort.

When a character opens the door to this room, the Giant Viper is resting in its customary place: beneath the fur rugs that cover the floor near the cool stone floor that it loves. If undetected, it attacks from this place of concealment at the start of the third round of combat, targeting the first character who entered the room.

Giant Viper

Appearance: This black viper has grown to enormous size for one of its species and now extends to a length of more than 12', with a diameter of 1'. Its flattened head indicates its poisonous nature, while its razor-sharp, 6" fangs remain hidden until it strikes.

Demeanor: This serpent has greater intelligence than most, but is more a smart animal than a reasoning creature. It recognizes that its source of comfort, Ignertz, is being attacked, and will do its best to defend the shaman. If the shaman is killed, however, it will flee these adroit foes, leaving to seek greener pastures.

Power: 20% (4)
Defense: 30% (6)
Health: 21
Move: 6
Init: If concealed, +20% (+4) bonus (to one attack only)
Damage: Bite (1d6) + Poison (resistance possible) for 1 point per turn until cured.

Special: Poison: roll to avoid, or lose 1 Health every 10 minutes until the poison is neutralized.

Other: none



Ignertz, The Goblin Shaman



If Ignertz is defeated, the viper will slither out the door and head for the exit to the caverns. The viper has the intelligence to recognize that with its provider destroyed, it's time to move on. The Game Master may wish to have the viper attack the characters once again, however, as they leave the caverns.

With Ignertz vanquished, and the snake either dispatched or absent, the characters will have the time to fully view this room.

The room before you is a well-furnished cave that forms an irregular 20' x 30' square. Its ceiling rises in the middle to a height of 9 feet, but near the outer walls it dips to a mere 5 feet. The floor is made of polished cave stone, and is covered in furs. A dressing table, a large bed, a dressing screen, a small brazier, a table and chair, and two small chests make up the rest of the furnishings in this room.

In spite of this massed furniture, only the two chests that lie near Ignertz's bed contain anything of real value. Feel free to use the rest of the furniture to conceal time-wasting decoys of imagined wealth that never materializes.

The two chests do contain items of value. Both of the chests are locked, and both have been trapped to curse anyone other than Ignertz that might touch them with his Curse Prayer (see page #9 for its effects).

The first chest contains his mundane valuables:

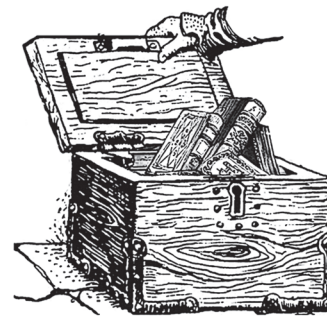
1468 coins of mixed denomination with a total value of 372 gold pieces

Three evil cleric scrolls in scroll cases (Determine the exact nature and detail of these scrolls so as to have them best fit the system you are using, and your campaign).

A small curved sacrificial knife made from steel and with a jeweled handle. Any 'Good' characters grasping this knife suffer health damage (in the 3d6 range) due to the evil nature of this knife. Its value to the right necromancer or sorcerer would be 500-1000 gold pieces.



The second chest is filled with tomes and scrolls that contain the essence of Ignertz's demonic faith. While no prayers are to be found within most of these texts, their evil nature would certainly threaten the health of any good or holy character attempting to read them (causing from 1d6 to 3d6 damage at the discretion of the Game Master). One of these books is indeed Ignertz's prayer book, and contains all of the unholy prayers listed under his description.



Room #12 The Temple

This is a large cavern filled with benches and an altar of demonic ilk near the back wall. It is, in short, the temple used for devotion by the goblin tribe. When the characters find this room, it will either contain a few pathetic refuges from Room #2, or will be deserted, at the Game Master's discretion.

A large cave lies at the end of the passage you were following. The cave measures 50 feet wide and nearly 40 feet deep, and the ceiling arches to twenty feet overhead, although it is but 6 feet high near the outer walls. Benches fill its expanse, enough to seat more than two hundred goblins at once. Near the back of the cave you can see a grotesque and apparently demonic altar flanked by two golden braziers.

The braziers are indeed golden, and although bulky, weigh a scant 50 pounds each. Their value, especially to the right cult, is in the 400-600 gold piece range. There is little else of value within this room.

The altar exudes an aura of evil, and Good priests and holy warriors will be unable to approach it. If the altar is destroyed, it releases a burst of demonic energy causing 1d6 damage to any still within this chamber.

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Room #13 Quencher's Quarters

These are the quarters that the goblins have provided to Quencher, their ally and ambassador from the human kingdom of Olemar to the west. The furniture here therefore reflects human (rather than goblin) tastes, and the ceiling is taller, having been carved away at the wall edges so that it never descends below 8'. Long-burning oil lamps also illuminate this chamber as Quencher enjoys (and needs) a bit more light than do his goblin allies. He does not trust the goblins, and has fitted the steel door protecting his quarters with an exceptional lock, having a -10% (-2) penalty to attempts to pick it. Should the characters manage to gain entry:

An amazing amount of light greets you as you open the door. Beyond lies an irregular cave some 20 feet deep and 40 feet wide, with a taller ceiling than the rest of the lair. The ceiling here is nearly 20' high at the center of the cave, and is never less than 8' in height. A thick and soft woven rug covers the floor, and a smokeless brazier made of copper is burning near the northwest wall of the cave. A large and comfortable-looking four poster bed occupies the back of the room, with a large iron bound chest lying at its foot. A chest of drawers is beyond the chest, its back to the cavern wall, while a table and three chairs fill out the furnishings in this room.

If Quencher has not been called away to participate in the counter-attack (see page #29), he will now attack from hiding from within the room.

There also appears to be a mage here, a decidedly human mage.

Quencher

Appearance: Quencher is both short and slight of build, measuring a mere 5' 2" in height and weighing a sparse 120 pounds. He wears rich robes of multi-colored green and brown silk that make him difficult to see in either the forest or here in the lair. He wears soft leather shoes which, in conjunction with the carpet herein, provide adequate stealth (50% chance to pass unnoticed).

Demeanor: Quencher is a practical mage. He was sent here to do a job, and has already 'borrowed' several items from his bosses (who will not be happy to discover them missing from their appointed places). He hopes to use his assignment here to make large quantities of loot, then retiring to a modicum of wine, women and song. In short, Quencher will not fight senselessly out of pride or any sense of duty. He will fight the party only so long as he thinks he can win, or if he thinks that he will be unable to escape.

Power: 35% (7)

Defense: 10% (2)

Health: 26

Move: 12

Init: +5% (+1)

Damage: by spell only – see **Special** below

Special: Quencher is a minor mage and is capable of several spells (below). He can use 8 per day in any combination, and may cast one each combat round (or two if under a Rush spell):

Arcane Missile: A bolt of energy that unerringly strikes one target within 250 yards for 2d6 of damage (no avoidance possible).

Retch: If not Avoided, the victim convulses painfully for 4 rounds, taking 1 point of (unavoidable) damage per round.

Rush: The recipient touched (or Quencher) may move at twice normal speed, or may act twice (including spellcasting), during the subsequent combat round.

Stun: One victim touched must roll to Avoid the effect or magically sleep for 15 minutes.

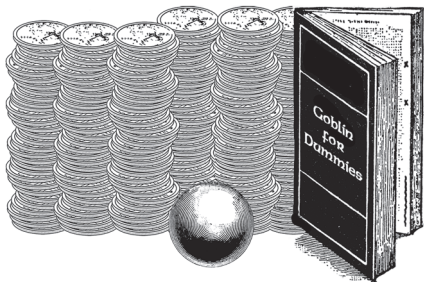
Quencher also wears two rings. One, a plain gold Ring of Teleportation, can transport the wearer to this room (Quencher's cave in the goblin lair) once per day. Its maximum range is 10 miles. The other (a plain copper band with a black gemstone) keeps the Copper Guardian in Room #14 from activating when the wearer enters that area.



Quencher, the Agent of Olemar

Quencher's room contains mostly mundane items of little value. The chest at the foot of his bed is locked but not trapped, and contains 2000 gold coins, a large white pearl worth 1000 gold pieces, and a translation book for the goblin and common human language.

A secret door to Quencher's stash of minor magical items is carefully concealed (-10%[-2] to detection) in the northeast wall of the cavern.



Room #14 Quencher's Hidey-Hole

The entrance to this small cavern is a sliding section of the cavern wall found in Room #13. It is unlocked, and opens when someone touches the wall. Unfortunately for those who do, however, this sliding wall is trapped as a means for preventing unwanted entry by unauthorized individuals. The trap may be avoided only if the wall is touched within six inches of the floor (Quencher generally kicks it). Touching the sliding wall above the six inch mark triggers a magical ice rune that causes 7-12 (1d6+6) points of damage to all within ten feet of the sliding panel. The panel always opens, regardless of where it is touched.

If the characters manage to open the door, describe the room beyond for them.

A small and dimly lit cave lies behind the sliding wall. It is an irregular shape and about ten feet in diameter. Three large chests lie upon the floor on the right side (SE) of the cave, and a 3' tall copper statue stands before them. To the left side (NE) of the cavern, a large and intricate circular pattern has been drawn upon the floor, a pentacle at its center.

The circular pattern radiates magic to those capable of detecting such auras. It is a magical teleporter that Quencher frequently uses to report to his bosses in Olemar, and will deposit any who use it in the Grand Assassin's Chamber in the royal castle of their capitol. How that might play out is best determined by you, but suffice to say that the party will be surrounded quite rapidly by a score of experienced thieves, assassins, and spies should they deign to make that trip.

After arriving in Olemar, the user must step off the 'receiving' pattern before it can reset. Thereafter it can be used to return to the similar pattern in room #14 by once again stepping upon the pattern in the Grand Assassin's Chamber. At this point, of course, the assassins in Olemar are aware of their presence, and might decide to pursue either immediately, or in the future, those that would thwart their designs. As mentioned, that portion of this story is left to you.

If Quencher is forewarned of the characters' invasion (by noise or other means), he grabs all his treasures (below) and teleports to safety in Olemar. If this occurs, the chests will be open (and emptied) when the secret door entrance is activated.

The 3' tall copper statue is actually a **Copper Guardian** that activates 10 seconds after the room is entered unless one of the characters entering is wearing Quencher's copper ring. A depression on the bottom of the statue contains a key that opens the chests in this cave.

As the characters enter the room, there is a tripwire just inside the door that, if undected, releases a poisonous gas into the room. This gas causes 1d6 damage per turn for 4 turns before dissipating, while draining all magic from the teleportation circle on the floor (rendering it useless). If this occurs the Copper Guardian attacks at half strength (all statistics cut by 50% - use the numbers in [] brackets) as the Guardian will be unable to draw power from the teleportation circle.

If the Copper Guardian is not foiled by the presence of Quencher's ring, it attacks any and all sentient creatures within Room #14, but will not pass the sliding door. It draws forth the energy from the teleportation circle (rendering the circle useless) to power its attacks, and remains active for one hour.



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Copper Guardian

Appearance: Bright, burnished copper in color, the Copper Guardian is a statuette, apparently depicting some sort of naked demonic entity, complete with vestigial wings, taloned fingers and triangular shark-like teeth. Standing but three feet tall, its rounded belly adds a pudgy quality to its physique.

Demeanor: The Copper Guardian has no volition of its own and will merely guard whatever room it is placed within, denying entry to all who do not wear, or accompany the wearer, of the ring to which it is attuned.

Power: 30% (6) If trap triggered: [15% (3)]

Defense: 40% (8) If trap triggered: [20% (4)]

Health: 22 [11]

Move: 8 [4]

Init: 0

Damage: arm bash (1d6 X2) If trap triggered: [1d6X1]

Special: Given its unique construction, the Copper Guardian is immune to fire, cold, and electrically based attacks of all kinds. It can be rendered inert by any arcane means that dispel magic.

Other: none

It is possible for the teleportation circle to be used within the ten-second activation time required by the Copper Guardian, but it is highly unlikely that more than one or two characters would be able to make use of it in that time period. Again this may provide grist for the mill for a secondary adventure (save those who were teleported!), and the Game Master should give free reign to his imagination in using this development.

It is further possible that if not destroyed during combat, the Copper Guardian might be recharged by a sufficiently skilled mage. Its value to a mage of that caliber would be substantial should the characters bring it along as loot.

If by chance the Copper Guardian is deactivated by Quencher's ring, the teleportation circle will remain active. Any individual who steps entirely into the circle is teleported 462 miles to the royal castle of Olemar (as previously noted).

Should the party manage to open the locked chests, they contain (unless emptied by Quencher):

Chest #1 Baubles and Jewelry

This chest contains an assortment of low-value jewelry used by Quencher for bribing goblin conspirators, and a few pieces of finer jewelry for truly difficult or important bribes. The cheap jewelry has a total value of 300 gold pieces. The three pieces of fine jewelry include:

A turquoise necklace worth 400 gold pieces

A ruby brooch worth 900 gold pieces and

A diamond ring worth 700 gold pieces.

Chest #2 Magical Aids

This chest contains an assortment of magical aids that were intended for Quencher's use. It includes:

2 potions that Cure Diseases

2 potions 2 potions, each able to restore 6 points of Health

A Belt that Charms all sentient creatures within 12 feet of the wearer. This is a minor charm that makes the wearer seem attractive and agreeable, but nothing more.

A Wand that shoots out a missile (as per the Arcane Missile spell on page# 36) twice per combat round. It will fire 24 times before becoming a useless stick.

A vial of strong acid that will eat through an inch of steel within half a minute. There is enough acid in the vial to fully consume 6 steel locks.

A Potion that renders the user **Invisible** for five minutes.

Chest #3 Operating Funds

This chest contains coinage used for purchasing more mundane supplies for both Quencher and the goblins, as needed. The chest holds:

1200 silver coins and **1000 gold coins**



Adventure Seeds for the Game Master

Many expansions of the material provided are possible, and are left to your discretion when crafting a tale for your players. A few ideas are here suggested for your use.

1) Olemar is attempting to use the goblin tribe as a part of its assault force on the town of Namar (to the South). If your players have eradicated the goblin presence from the caves here, it is undoubtedly true that some goblins have escaped. Goblins have relatives... and long memories.

2) The nefarious plotters of Olemar may fear that their plans have been discovered, and they may send more agents to investigate. These agents will be of similar ilk and comparative power to Quencher.

3) Marta has escaped with the amulet (that had driven poor Moligen insane) as she plans to use it in a few demonic rituals of her own. These are fully detailed in *Bastion: The Border Village of Namar*, but there is plenty of room for expansion on your part. A good campaign can never have too many demons.

4) The allies or enemies gained within the forest may extend their friendship or enmity far beyond the scope of this adventure. You may decide to exploit this as your players continue to develop their characters in this campaign as well.

The choices are yours as Game Master. I can but promise that the plot will thicken still further in *The Hidden Prince*.

Bestiary

Agents of Olemar

Appearance: These agents are humans and will run the gamut of human appearance, equipment, and size. All of these agents will be armed in some fashion, and some are far deadlier than others. The statistics listed here depict those agents that are generally found dealing with the goblins to the north. Add or subtract from their statistics as you see fit to customize the agent to the situation in which he is found.

Demeanor: These agents are contemptuous of the goblins.

Power: 10% (2) **Defense:** 15% (3)
Health: 22 - 27 **Move:** 12
Init: 0
Damage: Longsword 1d8+1 or Dagger 1d4+1

Special/Other: none or at the discretion of the Game Master

Bear, various

Appearance: Bears vary in both size and ferocity, but are universally of human or larger size, with four appendages that they may use either as would any quadruped or bipedally during combat. They have canine snouts and jaws, and are entirely covered by thick insulating fur that ranges from light brown to black in color.

Demeanor: Bears are curious to the point of being gregarious, but are also moderately territorial. They will most often avoid a fight with any opponent that they feel might cause them grievous physical damage, and so are easily dissuaded from combat by more aggressive opponents.

Power: 10% (2) **Defense:** 10% (2)
Health: 12-14 **Move:** 9
Init: 0
Damage: Claw 1d4 (x2) and Bite 1d6

Special/Other: none



Carnivorous Chipmunks

Appearance: Chipmunks are small, four-footed woodland creatures that normally eat nuts and plants and are covered in brown, striped fur. Unlike their fully natural cousins, however, these chipmunks have developed canine teeth, red eyes, and small but sharp claws.

Demeanor: Rabid. These chipmunks fear only the wrath of Moligen, the mad druid.

Power: 5% (1) **Defense:** 5% (1)
Health: 2 each **Move:** 12
Init: +5% (+1)
Damage: Bite for 1 damage plus temporary insanity

Special: Highly intelligent or strong willed characters may avoid the rabid insanity that accompanies the bite of these chipmunks, but only with difficulty (40% of those bitten avoid the insanity, on average). This insanity causes those characters infected by it to lash out irrationally at any object, plant, or animal that moves within 20 feet of their position.

Other: These chipmunks, and any other animals infected by their insanity, are particularly susceptible to mind control and paralyzation-type magical spells and prayers.



Beastiary A - C



Carnivorous Plant

Appearance: These plants vary in size from 2' tall to the size of a small tree (12'-15' tall). They have few leaves, but broad stalks that end in toothed maws capable of snapping shut on a captured victim. They also have 4-6 tendrils ending in sucker-like cups for seizing prey. Each plant is only capable of coordinating 2 of these tendrils during any single round of attacks.

Demeanor: Carnivorous plants are mindless, and hunt by their ability to scent the surrounding area. They detect vibrations through both the air and ground, and may thus be easily fooled through distractions and misinformation. Carnivorous plants are always hungry, and attack any prey that comes within range of their tendrils.

Power: varies **Defense:** 5% (1)
Health: 11-14 **Move:** 0
Init: +5% (+1)
Damage: Tendrils 1d4 (x2) + Swallow for 3 (per combat round)

Special: Any opponent hit by a tendril suffers an attempt by the carnivorous plant to swallow them whole. The tendril remains attached until the plant is killed, and each tendril that attaches itself to an opponent causes 1d4 initial damage and then provides a bonus of +5%(+1) to its swallow attack. Swallowed characters lose 3 Health each combat round due to digestive acids and suffocation until the plant is killed. Once a single target has been swallowed, the plant ceases further attacks.

Other: none

Copper Guardian

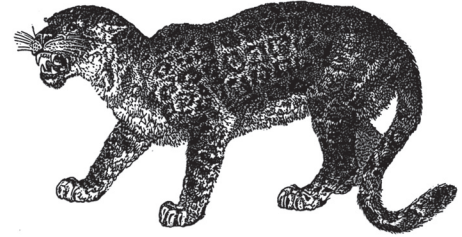
Appearance: Copper Guardians appear to be 3'-5' tall statuettes. Universally, there are a bright copper color.

Demeanor: The Copper Guardian is a magical construct with no volition of its own which merely guards whatever room or object its creator designated at the time of its construction.

Power: 30% (6) **Defense:** 40% (8)
Health: 22 **Move:** 8
Init: 0
Damage: Arm Bash 1d6 (x2)

Special: Given its unique construction, the Copper Guardian is immune to fire, cold, and electrically based attacks of all kinds. It can be rendered inert by any arcane means that dispel magic.

Other: Copper Guardians are controlled by rings made from the same batch of copper as that from which the Guardian was created.



Cougar/Lynx (1 in 20 will be a sable)

Appearance: Cougars are feline hunters measuring up to six feet in length (plus tail) and weighing between 140 and 300 pounds. Their coats range in color from tawny to coal black, and they are nearly silent in their approach. Cougars, especially near their lair, do have a distinctive smell.

Demeanor: Cougars are ambush predators with lightning-fast reflexes, and will attack whenever hungry, even when their prey is of much greater size. They hunt in coordinated packs, and are extremely stealthy. Cougars are of above-average animal intelligence, should any of the party have the ability to speak with them. Conversationally, they are crafty, and will attempt to both trick the party into becoming easy prey, and get them to surrender any food they might have.

Power: 15% (3) **Defense:** 20% (4)
Health: 17-21 **Move:** 14
Init: +15% (+3)
Damage: Claw 1d6 (x2) + Bite 1d10

Special: Any uninjured cougar may choose to forego its bite attack to *pounce*, leaping into the air and landing on its prey with the full force of its weight behind a double claw attack. This adds 10% to the creature's ability to score a hit and also adds 2 points of damage to each successful attack.

Other: none



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Duck

Appearance: Ducks are waterfowl measuring 1 1/2'-2 1/2' fin overall length and weighing from 6-10 pounds. Their feathers range from light brown to nearly black and are mottled on the female of the species.

Demeanor: Always cautious and will flee whenever possible.

Power: 0% **Defense:** 5% (1)
Health: 1 **Move:** 14
Init: +5% (+1) **Damage:** none

Special: Ducks can swim and fly.

Other: A single duck makes a tasty meal for two characters.

Ferret

Appearance: Ferrets are long and sinewy creatures that feed primarily upon small rodents and can thus enter most spaces said rodents can. They are often 4"-5" in diameter, stand a mere 6" tall when on all fours, and are 1'-2' in length. They are covered in rich fur that ranges from light blonde to almost black.

Demeanor: Always cautious but stealthy creatures. They are highly curious.

Power: 0% **Defense:** 5% (1)
Health: 1 **Move:** 14
Init: +5% (+1) **Damage:** Bite 1d4

Special: none

Other: Properly trained, ferrets make excellent pets.

Fox

Appearance: Distant cousins of the wolf, foxes are small canine creatures measuring from 1.5-3 feet in length, and generally standing 1.5-2 feet in height. They are covered in soft and silky fur which ranges from white to red to dark brown or black.

Demeanor: Always curious but stealthy creatures. Foxes are also timid.

Power: 0% **Defense:** 5% (1)
Health: 1 **Move:** 14
Init: +5% (+1) **Damage:** Bite 1d4

Special: none

Other: Properly tanned, Fox pelts are worth from 0.1-12 gold pieces depending on size and color.

Giant Viper

Appearance: Giant versions of common black vipers these ophidians are grown to enormous size and often extend to a length of more than 12', with a diameter of 1'. They are poisonous, with flattened heads and razor-sharp, 6"fangs.

Demeanor: These serpents often have greater intelligence than most ophidians, but are more a smart animals than a reasoning creatures.

Power: 20% (4) **Defense:** 30% (6)
Health: 21 **Move:** 6
Init: 0

Damage: Bite 1d6 + Poison (resistance possible) for 1 point per turn until cured.

Special: The first attack by the Giant Viper is always from surprise, granting the serpent a bonus of 20% to its initiative on that round (only).

Other: This monstrosity is a pet.

Goblin

Appearance: Goblins are 3'-4 1/2' tall and are of slim build. They wear coarse cloth clothing and motley armor made from animal hides, leather, or iron and use short bows, daggers, and short swords and small battle axes. Their pointed ears and teeth brand them as other than human, although these traits are less pronounced in the female of the species. The average goblin weighs 60-70 pounds, and is hairless.

Demeanor: Goblins are clever and deceitful, and often cowardly. They do have and respect familial and tribal ties, but few feel so loyal that they would give their life for the good of the tribe. Goblins are, however, greedy to the point of being rapacious and will often risk somewhat if there is loot to be had.



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Goblins - Various Types

	Power	Defense	Health	Move	Init	Damage
Children	0	0	1	11	0	Teeth 1 point
Women	5% (1)	5% (1)	3	11	0	Dagger 1d4
Warrior	5% (1)	10% (2)	4-6	10	0	Short Sword or Bow* 1d6
Captain	10% (2)	30% (6)	10	10	0	Short Sword 1d6+1
Elite Guard	15% (1)	25% (5)	7-8	10	0	Short Battle Axe 1d6
Sub-chieftain	15% (1)	25% (5)	12	10	0	Short Sword 1d6+2
Chieftain	15% (2)	30% (6)	13	10	0	Oversized Mace 1d6+2

*The Range in yards for the goblin short bow is: short-30, medium-60, long-90

Special: The goblins in this adventure are expert woodsmen, and are able to conceal themselves within any forested area 50% of the time when not attacking or in combat. Goblin leaders also inspire loyalty, and what passes for goblin courage, in those that see them in combat

Other: The goblins dislike direct sunlight, and will remain within the surrounding gloom of the forest unless their prey is killed and there is loot to be collected. Goblins exposed to direct sunlight suffer a penalty of -10%(-2) to both their attacks and defense.

Goblin Shaman

Appearance: Unlike most goblins, goblin shamans tend to wear finer clothing and prefer robes to breeches and tunics. Their facial features and forms are uniquely goblin, but their physique tends to be bulkier, and occasionally runs to fat. Most goblin shamans also carry a staff through which they focus their shamanistic power.

Demeanor: Goblin shamans worship a variety of evil deities and so display a wide variety of attitudes. All of them, however, value power. If you want to bribe a goblin shaman, offer him power.

Power: 25%-35% (5-7) **Defense:** 10%-25% (2-5)

Health: 12-16 **Move:** 8

Init: 0

Damage: variable, by prayer invoked

Special: The Game Master should determine the prayers (invocations) of any shaman prior to the start of play. In general most goblin shamans posses from 4-6 of these prayers, and while most are useful, no known goblin prayer causes more than 12 points of damage, and that to but a single individual. As Game Master you should grant druidic, arcane, or ecclesiastic powers as appropriate to the system you are using. All goblin shamans are able to cure and heal, but at varying levels of ability.

Other: Both goblin men and women may become shamans.





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Golden Figurine of Guarding

Appearance: Until activated, a Golden Figurine of Guarding appears as a 4" tall golden statue depicting an armored human warrior with a gigantic sword. Once activated, the figurine grows to full man size although it remains a universal golden color and appears made from this valuable metal.

Demeanor: The figurine has no volition of its own and only protects its owner, attacking any being that touches either his person or his possessions.

Power: 15% (3) **Defense:** 25% (5)
Health: 20 **Move:** 8
Init: 0 **Damage:** Giant Sword 1d10

Special: Golden Figurines of Guarding are immune to all mind-based effects or spells.

Other: The figurine may be invoked but once per day, and will guard the possessor for 4 hours. Note: The figurine makes no distinctions between friend and foe.

Griffin

Appearance: A griffin is a conglomerate creature having the body and rear claws of a lion and the wings, head and forelegs of a monstrous eagle. It is larger than the average horse, and has an extended wingspan ranging from 25'-40'. Griffins have dark brown or black feathers with fur on their bodies of tawny brown to near-blond color.

Demeanor: Griffins are irascible, arrogant, semi-intelligent beasts. They viciously attack anything that appears to threaten them and anything that they feel might be tasty. Griffins are generally hungry, and difficult to dissuade once they have chosen a given prey.

Power: 35% (7) **Defense:** 20% (4)
Health: 45 **Move:** 7 or flying 14
Init: +5% (+1)
Damage: Claw 1d8 (x2) and Bite 1d10

Special: Surprise attack: dive for +20% (+4) attack bonus and claw attacks (only) for double damage.

Other: none

Opossum

Appearance: A small furred quadruped, Opossums range from 1' -2' in length and weigh 4-12 pounds. Their prehensile tails are hardened into a near scale-like material and are quite strong, able to support nearly twice the weight of the creature. The fur of these creatures is motley and runs from dirty white to dark grey.

Demeanor: Opossums are stubborn, territorial creatures that will attack any they feel have violated their territory. Once an opossum leaves/surrenders its territory, it will not return.

Power: 5% (1) **Defense:** 10% (2)
Health: 5 **Move:** 7
Init: 0
Damage: Claw 1d4 and Bite 1d6

Special: Opossums are able to play dead, remaining convincingly motionless (dead?) and then attacking by surprise.

Other: none

Poisonous Plant

Special only: Avoid contact or suffer 1-4 points of damage per combat round until 12 points accrue (or until the poison is neutralized).

Skunk

Appearance: Skunks are small 4-footed creatures of a mass and size approximately equal to a common house cat. They are covered in black fur, and have a white stripe that runs from between their shoulder blades to the tips of their tails down the middle of their backs.

Demeanor: Friendly but unpredictable, skunks are also curious. They will not hesitate to use their stench attack, however, if they feel at all threatened.

Power: 5% (1) **Defense:** 10% (2)
Health: 2 **Move:** 7
Init: 0
Damage: Claw 1d4 or Bite 1d4



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Special: Skunks are capable of attacking using Stench, a horrific smell that is created by a liquid secreted by a rearward firing gland in the posterior of the skunk. This stench is immutable and sticks to the unfortunate target for 3-8 days (1d6+2) causing all near him to retch violently. The smell further causes all rolls of any kind made by the unfortunate victim to be made at -15% (-3). It is rumored that shamans and priests know a method for countering the affect of a Stench attack.

Other: none

Squirrel

Squirrels present no threat. If your characters wish to kill them, they can.

Sasquatch

Appearance: Sasquatch are large ape-like humanoids, standing 8'-10' tall and weighing 400-600 pounds. Their muscular bodies are covered in thick greenish grey hair that blends in so well with the surrounding forest that when not moving they remain unseen 90% of the time.

Demeanor: Sasquatch are distrustful of non-woodland beings but are slow to anger. Once angered, however, they fight to the death. They shun the organized societies of other beings, and never venture from the woods they both love and protect.

Power: 30%-35% (6-7) **Defense:** 10%
Health: 40-46 (39+1d6) **Move:** 9
Init: 0 **Damage:** Claw 1d6 (x2) and Bite 1d8

Special: If both claw attacks from a single Sasquatch hit, the beast hurls the victim 1d20 feet, inflicting an additional 1d6 damage. Upon landing the target is disoriented for a full round. Any attack made against a target that has been hurled (and is prone as a result) automatically hits for maximum damage.

Other: Sasquatch have long and detailed memories, and long remember either friend or foe.

Wolf, various

Appearance: Wolves look very much like large dogs, but with heavier shoulders and jaws. Those residing in this forest have coats ranging from mottled brown or grey to solid black.

Demeanor: Wolves are wily predators with a fierce loyalty towards members of their pack. They hunt only when hungry, but will defend a wounded pack-mate to the death. Wolves are very curious but usually remain hidden, investigating anything that arouses their curiosity using stealth, and running away if discovered.

Power: 10% (2) **Defense:** 5% (1)
Health: 5-8 (4+1d4) **Move:** 11
Init: +10% (+2) **Damage:** Bite 1d6

Special: Wolves are often encountered in packs of 2-8 individuals. With animal intelligence above average, they concentrate their attacks on wounded adversaries while causing other opponents to retreat.

Other: none.

Werebeast (Canine, Feline, or Ursine)

Appearance: All werebeasts appear to be humanoid versions of the were-animals that infected them. They are all able to walk upright, and mimic the facial expressions of their former lives. Werebeasts have large claws and teeth (larger than their animal counterparts) and thick matted fur.

Demeanor: Werebeasts remain quiescent until a full moon rises. At that moment the beast awakens with an insatiable appetite, attacking any warm-blooded creature within range of its senses. Although it retains the intelligence of the initial form (humanoid or animal), its single-minded need for carnage forces it to attack without reason.

Power: 20% (4) **Defense:** 10%-20% (2-4)
Health: 12-24 **Move:** 9-11
Init: +10% (+2)
Damage: Claw 1d6 (x2) and Bite 1d10

Special: The bite of a werebeast carries with it the infection of lycanthropy, which causes an additional loss of one Health per hour until the victim is either cured or succumbs, becoming a werebeast at the rising of the next full moon and in need of fresh blood. Until the rising of the moon the victim appears to be deceased, although the body will not putrefy.

Appendix A

Character Sheets for Allied Non-player Characters

Should the party gain Marta, the Sasquatch, or Moligen as an ally, give your players the appropriate character sheet (s) as they enter the goblin lair. All pages within this appendix may be photocopied for personal use.

Marta

Appearance: Marta is a 37-year-old human female who stands 5'9" tall and weighs 170 pounds. She wears long priestly vestments of brown and a wide leather sash with several dependent satchels. She also carries a stout staff.

Demeanor: Marta is pragmatic, compassionate, and self-assured. She hopes to help her village by helping herself, but is also rather selfless when it comes to helping those who are injured in any way. Marta will not speak of the deity she serves, often referring to any inquiries on that topic as, "asking for the mysteries that may not be revealed to the unbeliever." In reality, she is hiding the fact that she has recently joined a secretive and libidinous demonic cult in Namar.

Power: 25% (5)

Defense: 5% (1)

Health: 38

Move: 12

Init: 0

Damage: Staff 1d4

Special: Marta is able to heal 2 points of damage from any recent wounds up to 10 times per day. She is also able to remove curses, and cursed items.

Other:

Additional Equipment

Leather belt with large sack (empty)

Full (1 quart) water skin

Marta had more equipment but lost it when her wagon was raided by goblins.





Appendix A - Potential Allies



Moligen the Druid

Appearance: Moligen is an average-sized human dressed in white muslin druidic robes tied at the waist with a plain muslin sash. He is armed only with a dagger unless a weapon is granted to him by another party member.

Demeanor: Moligen hates the goblins for having driven him insane. Other than the goblins, however, he abhors killing while understanding the need for force.

Power: 35% (7)

Defense: 20% (4)

Health: 39

Move: 12

Init: +5% (+1)

Damage: Dagger 1d4 or by ability used – see Special

Special: On any given turn, Moligen can cause all wood within 30 yards of his position to obey his commands. This most often takes the form of a tree limb attack that causes 1d10 damage. Moligen can orchestrate a single tree limb attack up to six times in one turn.

Moligen can also cause the vines and plants in the area to restrain those with 30 yards, or can cause plant life within 30 yards to deform, reshaping itself into forms that meet his needs.

Other: Moligen is able to speak with all forms of animal life.

Additional Equipment:

A Large Sack containing:

A vial that, if its contents are imbibed, cures poison. The vial contains one dose.

A bar of soap

A tinder box with flint and tinder

A small lantern

One flask of oil

Needle and strong thread

Small steel mirror

A wooden canteen filled with water



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Sasquatch

Appearance: Sasquatch are large ape-like humanoids, standing 8'-10' tall and weighing 400-600 pounds. Their muscular bodies are covered in thick greenish grey hair that blends in so well with the surrounding forest that when not moving they remain unseen 90% of the time.

Demeanor: This Sasquatch is fiercely loyal to all of the player characters in the party, but will be suspicious of Marta.

Power: 35% (7)

Defense: 10%

Health: 44

Move: 9

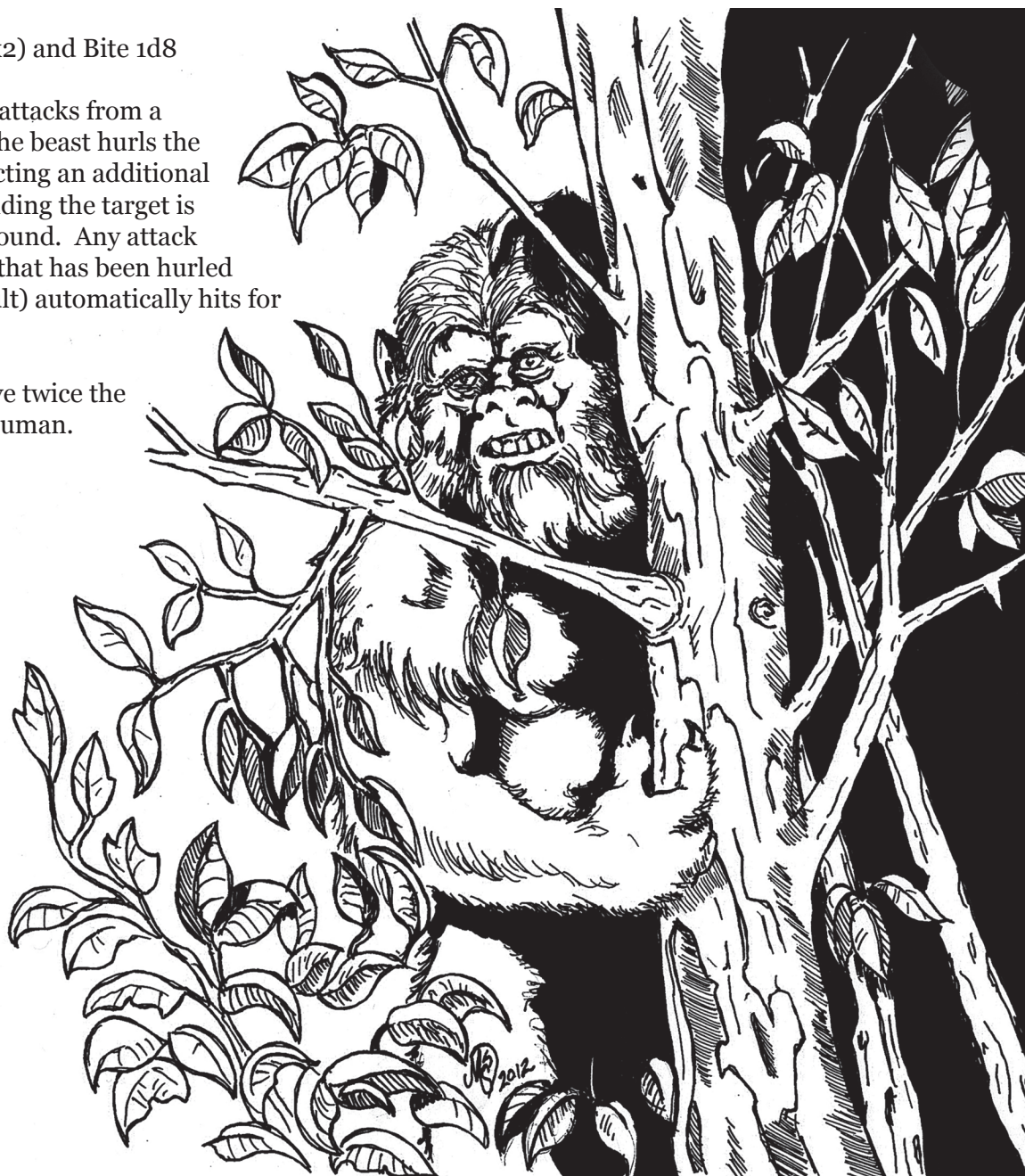
Init: 0

Damage: Claw 1d6 (x2) and Bite 1d8

Special: If both claw attacks from a single Sasquatch hit, the beast hurls the victim 1d20 feet, inflicting an additional 1d6 damage. Upon landing the target is disoriented for a full round. Any attack made against a target that has been hurled (and is prone as a result) automatically hits for maximum damage.

Other: Sasquatch have twice the strength of a normal human.

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Goblin Controlled Territory

Forest affected by Mad Moligen

Northern Trade Road

Lost Lake

A

B

C

D

E

F

G

H

A forlorn wagon lay abandoned

by the side of the road. Curious, you decided to investigate.

It was then that arrows seemed to rain from the very sky.

There were goblins hiding in the trees; lots of goblins.

And then your face started to burn.

Your companions noticed a strange new tattoo displayed prominently on your previously unsullied forehead.

“Dude, you stink!”

Goblin arows weren't enough to ruin your day;
now you're cursed as well.

Oh well, this isn't the first time that's happened,
and it likely won't be the last.

Strange Allies may be used either as a stand-alone adventure
or as the sequel to *Forest of Deceit*..

It is intended for 3-8 characters of Power levels in the 15%-30% (3-6) range
with only standard and low-powered magical equipment.

It is written in generic language
that should readily convert to most fantasy gaming systems.



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