

PAL4-06

Strands of Gloom

A One-Round D&D LIVING GREYHAWK® Theocracy of the Pale Regional Adventure

Version 1.0

By Derek Schubert

Triad Editor: Donovan Hicks

Circle Editor: Craig Hier

Autumn advances and the Pale prepares for another season of long nights. Armies move northward, but troubles grow in the south where terrors in the Gamboge Forest ensnare friend and foe in a tangled web. An adventure for PCs of APLs 6 to 12 who know how to pick their battles. Part three of the Heritage series, including PAL2-03 *Stitch in Time* and PAL4-02 *Stirring the Waters*, but you need not have played them before this one.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken

any nonlethal damage or ability score damage, the DC increases to 12.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Theocracy of the Pale. Characters native to the Pale pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy

new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Enemies of the Theocracy of the Pale generally know what they have to compete with: disciplined troops, a profusion of clerics, positive energy, and spells of light and fire. To beat the Pale, an enemy must figure out how to beat those factors. And, as far as the Church knows, its enemies lurk everywhere.

Paranoia allowed the Pale to remain strong through the Greyhawk Wars and the travails of its neighbors, but it sometimes blinds the Pale to its real enemies. Internal disputes, especially those involving the pagan Flan druids, have plagued the Pale for years. This scenario picks up the story of some past Pale events.

In PAL2-03 *Stitch in Time*, a villain tried to turn a village of Flan farmers against the Church by disguising

himself as a cleric of Pholtus and reopening an ancient gate to the Lower Planes. This gate was a remnant of Ur-Flan rituals, long guarded by druids of the Old Faith. Several such gates, which the druids called the Scars of Nerull, endured throughout the Pale. An old druid named Taraya guarded this Scar near the Flan village of Oak Bend, in the southern Pale, near Stradsett. The villain, Telios, was an evil bard and had received his inspiration from a magical dream.

The special events *Dark Scars Against the Light* (Winter Weekend in the Pale, Nov 2003) and *Unnatural Law* (Theocracy by the Bay, April 2004) furthered the storyline of the druids and the Scars of Nerull. The Church sealed some of the Scars permanently in late 593 CY, after an ambitious but corrupt member of the Arcanist Guild tried to exploit them himself. The Church interrogated rural villagers to root out the druids and overruled the authority of the Old Faith to guard the Scars. Several of the druidic guardians, held through the winter as prisoners, stood trial in the spring. Found guilty of heresy, they were banished from the Pale.

Taraya, as one of the exiled druids, left the Pale but arrived in another place in trouble: the village of Bronzebrook, in the northern Gamboge, where she has friends. The woodsmen and rangers of the village have long fought off hobgoblin raiders, but recent raids have been more successful; a few men from Bronzebrook and other forest villages have been captured or killed. The hobgoblins seem to have better intelligence and gear than before.

[The design of the hobgoblin band uses some ideas from the article "Paragons of War", by Terry Edwards, from Dragon magazine #309.]

The hobgoblins are benefiting from the help of a new ally: a sage from the Dim Forest, far to the west in the Grand Duchy of Geoff. He has been researching and breeding creatures native to the Plane of Shadow, hoping to make them more resistant to light-based magics and clerical turning. The sage's wife, a shadowdancer, has helped the hobgoblins by scouting, either herself or with her shadow companion. This sage has established a lab here in the Gamboge Forest, to have a workplace free of the meddling of Geoff's Order of the Shining Beacon, which is devoted to ridding the Dim Forest of its undead and shadow creatures. The sage has enlisted the hobgoblins to guard his lab, which he set up under their base, and to gather research subjects. So far, the sage has succeeded in transforming some giant vermin into shadow creatures, while his mammalian subjects (wolves and the like) have either died or become undead umbral creatures.

The sage's plan has gone awry, though, as some of the shadow creatures escaped three days ago. The expanding territory of the Green of the Gamboge (Sasrananakhmasha, or "Sassy", from Nyron's *Gnome* scenarios) had invaded the home of a behir. Unable to drive away Sassy's hordes, this behir fled northward and

found an ideal new lair: the lab under the hobgoblins' base. The behir killed several hobgoblins and even the shadow companion but was wounded enough to reconsider his choice of residence. The chaos of the battle allowed a few of the shadow vermin to escape. The sage desperately wants to find them to keep his research secret, but he immediately planned for the worst and started packing up. Hobgoblin search parties have spread out to hunt down the escaped creatures. One of the creatures, a mothlike monster called a gloomwing, has gotten out of the forest and reached the city of Stradsett.

[Note: The gloomwing was a monster in the First Edition AD&D *Monster Manual II* and was a canonical denizen of the World of Greyhawk. Since a company other than Wizards of the Coast has published Third Edition stats for gloomwings, they may not be used as foes in Living Greyhawk scenarios. They are mentioned in this scenario only as plot devices.]

For his part, the behir fled through the forest and found a new den. One of the men from Bronzebrook briefly saw the behir moving through the forest. From afar, he mistook it for a dragon.

The villagers do not know why their enemies have become so strong, but they do know they need help. Taraya is worried about Bronzebrook and the Pale, but is careful not to appear to violate her sentence of banishment. Despite the role of adventurers in upsetting her traditions and getting her exiled, she has recommended sending for help among the people of the Pale.

(Taraya is worried on another count, for her apprentice and adopted son, Balach, is missing. He has not been seen in Oak Bend since before the round-up of the druids last fall, when he departed to visit friends outside the Pale. This news may concern some PCs, who met Balach in *Stitch in Time*, but they cannot find him in this scenario.)

Adventure Summary

Introduction: It is autumn, the leaves are changing color and falling, and the sun hangs low in the sky. The PCs have come to the city of Stradsett, in the south of the Pale. Harvests have been lean this year, since some druids could not (or chose not to) use their powers to help the land as in most years.

Encounter One: On the street one night, the PCs are caught up in a brawl among three visiting woodsmen from Bronzebrook; one even attacks the PCs. They have just seen (and shot down) the gloomwing that made it to town, but they failed to save against its *confusion* ability. When the PCs resolve the situation—restrain or subdue the woodsmen or otherwise allow the effect to end—they can learn about Bronzebrook's need for help. If the PCs attack them, they could technically go to jail for assault, but let the circumstances be your guide. The PCs

can examine the body of the gloomwing and speculate on its origin, before city guards confiscate it.

Encounter Two: The PCs go to Bronzebrook, where they meet the residents, including Taraya. Everyone shares the tales of their adventures and woes, including the hobgoblin raids on the patrolling rangers, the apparent “dragon sighting”, and the absence of the sheriff’s son and Taraya’s apprentice.

The middle of the adventure (Encounters Three and Four) deals with the shadow creatures, the hobgoblin search party, and the behir. To simplify things for the judge, the encounters are static. They do not account for the movements of these parties, whether they are weakened from fighting each other, and so on, which would be more realistic but more work for you.

Encounter Three: This covers the escaped shadow creatures (giant vermin with the Shadow template), which wander the forest looking for prey, as well as the hobgoblin recovery-party, including a ranger, an adept, normal warriors, and worgs.

Encounter Four: This covers the behir, at his new temporary lair. His strength is still reduced from the battle at the lab. He talks with parties that do not attack, telling them how he was overpowered by Sassy’s brood and how he found the lab, the lair, the shadow creatures, and so on. If the PCs consider him a mere monster and attack, he fights back; if they kill him, they miss out and stumble on to the final encounter with less information.

Encounter Five: This is the hobgoblin base and the lab. Many of the hobgoblins are out looking for the escaped creatures, but some hobgoblins remain to defend the place and to cover the sage’s relocation. The defense includes the chief, a priest, a monk, some warriors, and umbral undead loyal to the hobgoblins. Trying to turn disaster into opportunity, the sage has also left a special stone to collect positive energy from turn-attempts, in case good clerics come to investigate. The lab is a creepy place, crawling with larval shadow creatures. Careful PCs can find an overlooked page of research notes, and they can interrogate the chief to find out that the sage may have been working for someone more powerful. The PCs can recover the prisoners, who have been drained of their Strength during the experiments.

Conclusion: The heroes have stopped the bad guys and the sage has to regroup. Taraya and the folk of Bronzebrook are grateful. Or not. Balach and the other young man are still missing.

If the PCs fail or do nothing, then the behir settles in, the hobgoblins round up the shadow vermin, and the last of the prisoners are taken away, with only an escaped gloomwing to mark these activities in the Gamboge.

Cast of Characters

The sage (off-stage NPC): male human expert. This researcher from the Dim Forest is fascinated by the study of gloomwings and other shadow creatures. He has a perverse addiction to the Strength-drain of various shadow creatures, which partly explains his area of study and his attraction to his wife.

The sage’s wife (off-stage NPC): female human ranger/shadowdancer. An expert in scouting and intelligence, she helped on the hobgoblin raids. Her shadow companion used to oblige her husband’s strange addiction (since he knew he could not become its spawn), but the behir’s lightning breath destroyed it in the fight at the base.

Vadric: male human (Oeridian), age 50. Captain of the rangers in Bronzebrook and sheriff of the hamlet. See Encounter Two.

Taraya: female human (Flan), age 65. Former guardian of a Scar of Nerull in the northern Gamboge Forest, now banished from the Pale. See Encounter Two.

Lerth: male behir. Old and wily, he was still outclassed by the green dragons. They killed his mate, too. He was badly wounded in the fight at the hobgoblin base. See Encounter Four.

Gar-kaleth Elek’kon: The champion of the hobgoblin band combines skill at arms with stealth and guile. He emulates the hobgoblin war-deity Nomog-Geaya. At APL 10 or 12, this high-level leader should be a notorious figure that the PCs have heard of.

Preparation for Play

Note which of the PCs played PAL2-03 *Stitch in Time*. PCs may have gained an Influence Point with Taraya (converted to a Favor of Pholtus in Year Three) or a Flan *spell-knot* in this event.

Note, too, which PCs speak Goblin, since the hobgoblins discuss strategy and give orders in Goblin.

The combats involve a lot of enemies and may take a long time, so do whatever you can to speed them along; ask players to remember whom they follow in initiative, impose time limits on making decisions, and so on. The hobgoblins are supposed to be well-organized and good tacticians, so try to play them as such.

Timetable for Running the Scenario

This scenario can easily run longer than four hours. To keep within a four-hour convention slot, the following timetable can help you in pacing. If you have longer than a four-hour slot to play, adjust accordingly.

0:00-0:15 Introduction: character intros and roleplaying.

0:15-0:30 Encounter One: nonlethal combat, plot development.

0:30-1:00 Encounter Two: plot development, NPC introductions, roleplaying.

1:00-2:00 Encounter Three: combat.

2:00-2:30 Encounter Four: roleplaying (or combat for aggressive PCs).

2:30-3:45 Encounter Five: dungeon crawl, combat.

3:45-4:00 Conclusion: roleplaying and wrap-up.

Introduction

The PCs have come to Stradsett, the southernmost and one of the smallest of the nine cities of the Pale. As of CY 594, Stradsett has a population of about 13,000. Divided into the northern “Law Quarter” and southern “Jumble Quarter”, Stradsett serves as the home to Pale’s diplomatic corps under Prelate Andon Kavelle. Its architecture reflects its proximity to the Gamboge, as timber construction dominates, with some elven motifs and details on the buildings. The street layout includes some planted squares and public plazas, in contrast to the paved squares of the cities in more northern and harsher parts of the Pale. For more information about Stradsett and Pale cities, find the Pale Gazetteer online at www.theocracyofthepale.com.

Throughout this scenario, little read-aloud text has been provided. Use the guidelines and your imagination to give an evocative description that is appropriate to the time of day and the action of the PCs.

The autumn sun arcs lower in the sky day by day. Winds have begun to shift from west to north, bearing the chill of impending winter to the Theocracy of the Pale. Migrating birds have already winged away south, over Nyron and Old Aerdy, caring little for borders.

Stradsett still enjoys warm air on clear days like today as local farmers bring their goods to market. But the astute among you note differences in this year’s harvest from the last: the wheat is a little scarcer, the apples and chestnuts a little smaller, the cattle a little less robust. The Pale’s markets may hold great profits for food-merchants from the Urnst states, if they can recover from their own domestic problems.

Some farmers and ranchers are resigned to the vagaries of the natural world. Others whisper, if no priest’s ears might catch the words, about the repercussions of the notorious Druid Trials earlier in the year.

PCs residing in the Pale should know about the trials held in Eltison in the early spring, and the widening rift between the Oeridian ruling class (staunch Pholtans and mostly residents of the nine cities) and rural Flan populace.

It is late in the month of Harvester (real-world September) and the city is full of visiting farmers and pilgrims.

Inns have been packed all week, owing to the harvest markets and to the presence of religious travelers, visiting Stradsett during their circuit of pilgrimages among the Pale’s nine cities. Services at the central Cathedral of Law, resplendent in marble and carved oak, have likewise been full.

This evening, the sun’s orange rays cling to the wooden spires of some of Stradsett’s famed timbered churches, casting long shadows among the winding streets and alleys of Jumble Quarter. While the Law Quarter to the north bustles with activity, the city’s southern district holds the last few vacant inns and church dormitories. Larger parks are here, too, for those choosing to sleep under an open sky before the nights become frosty.

As the PCs make their way through town, use Map #1 for the street scene. A lamplighter is passing through but otherwise the street is quiet. Allow the players to describe their characters to each other here and to you. Maybe some of them stayed at the same inn last night. Even if they are not traveling together, they will meet each other very soon.

Troubleshooting: If any PC insists on being outside Jumble Quarter or outside the city altogether, they miss Encounter One, but you can round them up with news of trouble after the PCs are ready to go to Encounter Two. (Players at APL 6 and above should be able to accommodate a hook by now.)

Encounter One: Wings of Confusion

In this encounter, the PCs meet the three young rangers from Bronzebrook who want to ask for the PCs’ help. In a twist on the standard hook, these men meet the PCs by attacking them! They have been *confused* by the escaped gloomwing, just as they kill it.

All APLs (EL 1 because of conditions)

☛ **Morrick and Ledger:** Male human Rgr1; hp 10 (currently 2) and 10; see Appendix One.

☛ **Andail:** Male half-elf Rgr1; hp 9; see Appendix One.

Setup: As stated in the Introduction, the PCs should be on the battlemat laid out according to Map #1. The fight starts around the corner from the PCs.

Tactics:

Round 0 (surprise round for gloomwing): The gloomwing emerges from its perch in an alley. The three men see it and fail to save against *confusion* when they see its patterned wings. The *confusion* lasts 6 rounds and, as a supernatural ability, cannot be dispelled.

Give the PCs a Listen check to hear the whirr of big moth-wings and the cries of alarm from the three men (DC 10, +1 per 10 feet). PCs who succeed get a standard action in the following round, as if a surprise round. Roll initiative.

Round 1 (surprise round for PCs): The gloomwing attacks the men, biting and clawing Morricks for 8 points of damage. Morricks (must “attack nearest creature”) draws his axe and slashes it, Ledger (must “attack caster”) draws a bow and kills it, as it was already at reduced hit points. Andail (must “flee from caster”) double-moves around the corner, such that the nearest creature to him is a PC (or PC-controlled creature). PCs get a Sense Motive check (DC 25) or Spellcraft check (DC 24) to recognize his enchantment.

Round 2 (first full round for PCs): On his turn, Andail changes to “attack nearest creature”, one of the PCs. He draws his sword on the move and attacks. Although he attacks for lethal damage, he is not in his right mind; law-abiding PCs should not respond with lethal force. Give the PCs another Sense Motive check to know why he is attacking. Morricks and Ledger both “do nothing but babble” this round.

Subsequent rounds: Roll randomly on the *Player’s Handbook* table (under the spell *confusion*) for the actions of the NPCs. The effect wears off on Round 6.

Sensible, law-abiding PCs should use non-lethal methods in combat. If the PCs do kill anyone, the guards will arrest them, as noted below. The clash of weapons or normal casting of spells brings a few citizens in their houses to their windows, so they can see what the PCs have done.

After the Fight: The three men apologize for their actions and forgive the PCs for any lethal damage short of a killing blow. Each uses a potion to heal himself as needed, unless the PCs offer to use their own magic. Andail first offers his potion to any PC that he wounded.

The Gloomwing: During or after the fight, the PCs may examine the body of the gloomwing. It appears to be a six-foot-long moth, covered with shimmering, geometric patterns of black and silver. It has large feathery antennae and clawed legs. Its mouth has sharp ivory mandibles. A Knowledge (planes) check (DC 15) identifies it as an extraplanar outsider called a gloomwing, native to the Plane of Shadow. At DC 20, 25, and so on, a PCs knows more about gloomwings: their markings cause *confusion*, they sometimes live in deep forests, they emit a Strength-damaging pheromone (which the rangers saved against), and their larva are fearsome bristled caterpillars called tenebrous worms. The PCs do not remember hearing about instances of gloomwings in the Pale or in the Gamboge Forest. The three men have never seen one before.

The Rangers’ Story: They tell the PCs that they have come to Stradsett from the hamlet of Bronzebrook, about twenty miles south in the Gamboge, hoping to find

someone to help them. Unusually powerful hobgoblin raiders have been attacking forest settlements and captured one of their fellow rangers, a man named Jeroon, last week. Ledger says he even saw a dragon a few days ago: at least, he briefly saw a big reptilian head and tail moving off in the distance when he was on patrol, and it looked greenish. (He actually saw the behir, Lerth, whom the PCs might meet in Encounter Three.) Their captain, Vadric, is concerned, since the rangers of Bronzebrook are like sons to him; he sent these three out to find help. Honestly, they would prefer not to deal with the Pale, but Stradsett is the closest city and besides, the PCs (probably) are not typical Palites.

The Law: A group of four Stradsett guardsmen (mixed male or female human Ftr1s, no stats provided) arrives five minutes after the fight began. They question the PCs (if still present) about the fray and about the monster lying dead on the street.

If the PCs did kill anyone, the guardsmen arrest the PCs and the adventure is over for those who are guilty (because they are either in jail or fleeing the Pale as criminals). Refer to the latest version of the Pale Gazetteer (available online at www.theocracyofthepale.com) for the penalties for breaking certain laws, such as Assault, Manslaughter, and Murder.

If they have no reason to arrest a PC, the guards are satisfied and confiscate the remains in the name of the Church for further study; two stay behind while two go to call for a cart.

Development: When the PCs are ready to leave Stradsett, proceed to Encounter Two. The three men would prefer not to travel by night, but they follow the PCs’ lead.

Encounter Two: Bronzebrook

In this encounter, the PCs go to Bronzebrook, meet the residents, and learn the leads for further travels into the forest.

See Map #2 for the positions of Stradsett, Bronzebrook, the site of the capture, the site of the “dragon sighting”, the behir’s lair, and the hobgoblin base.

The following text assumes the PCs travel by the forest-road to Bronzebrook. If the PCs use a different way to get there, adjust accordingly. The road is well maintained for the passage of horses and wagons, but the PCs do not meet any other travelers on the way.

The great and dense Gamboge is beginning to change, as elms and oaks and hornwoods put on their fall colors. The bronzed trees now provide a shaggy, leafy green contrast that will persist through the winter. The trail winds over the rolling and thickly forested terrain, dipping occasionally

down to small creeks and streams, crossed by weathered but sturdy bridges. Birds warble and chirp loudly overhead, though the verdure muffles most sounds. A stand of trees suddenly erupts in a flurry of black wings and raucous cawing as a murder of crows flies away to resume its business in peace.

Allow the PCs to talk further with the three rangers, who would gladly hear of the PCs' exploits and make sure that they have gotten capable help. They have probably even heard of some high-level PCs who reside in the Pale or northern Nyrond. The three men have been training together under Vadric, who now seems especially downcast at the loss of their comrade Jeroon; they can tell parts of his story (described below) if the PCs are curious. They do not know that Taraya is staying in Bronzebrook.

After about twenty miles, the road reaches the hamlet.

The forest-road has been descending alongside a small brook—Bronze Brook, of course—for roughly a mile, when it reaches a grassy clearing about a hundred fifty yards across. To one side stands a small orchard of nut trees. At the center of the clearing, a stout log wall surrounds a small settlement, the hamlet of Bronzebrook. Most humans in the Gamboge Forest live in settlements like this for defense against bandits and humanoids; only a brave or foolish few choose to live on their own among the trees.

The two young guards on the watchtower raise their bows in greeting and wave your group through, expressing relief at the safe return of their friends.

Within, about two-dozen cabins stand among small vegetable plots and turkey pens. Most of the buildings are sized for humans, with a few for smaller residents.

Bronzebrook (hamlet): Conventional (sheriff); AL NG; 100 gp limit; Assets 450 gp; Population 92; Mixed (human 65, gnome 12, halfling 8, half-elf 4, elf 3).

Authority Figures: Vadric, male human Ftr2/Rgr3 (sheriff).

Important Characters: Antäre, male elf (sylvan) Brd4; Narissa, female half-elf Clr3–Ehlonna; Kangen, male human War4 (militia captain).

Others: Clr1–Ehlonna (2), Drd1, Ftr3, Ftr1 (3), Rgr1 (5 – with 1 missing), Rog3, Rog1 (2), Wiz2; Ari1, Com4 (tavernkeeper), Com1 (62), Exp3 (smith), Exp1 (3), War1 (4) (militia).

The three rangers lead the PCs to Vadric's house, a sturdy cabin fronting on the commons at the center of Bronzebrook. He has a guest, whom some PCs might recognize (or the players might): the druidess Taraya, in exile from the Pale. She knew Vadric through his late wife and arrived a couple of weeks ago. She plans to visit only a few more days.

☛ **Vadric:** Male human Ftr2/Rgr3; AL NG.

- **Description:** A tall Oeridian man of about 50 years, Vadric fits the mold of rugged frontier leader. His brown hair is greying, as is the short beard on his square jaw. His gravelly voice carries authority. The crow's feet around his blue-grey eyes and the lines on his forehead, however, hint at the worries of his life. He usually wears a dark green plaid mantle over his normal clothing.
- **Personality:** Vadric was a cavalryman in the Prelatal Army but left twenty-five years ago, disillusioned with military life. He is now a member of the Gamboge Foresters (a Nyrond meta-org, concerned with the welfare of this forest). He works to earn the respect of the villagers, rather than demanding blind obedience. He distrusts the Church of the One True Path, after what happened to his son (see below), and sympathizes with arcanists.
- **Motivation/History:** Vadric wants to keep Bronzebrook safe but beholden to no nation. The people of Bronzebrook are about the only family he has left. His broken family:
 - His late wife, Merenna (meh-RENN-ah), was a Flan farmgirl and a sorceress. She bore a daughter but died giving birth to their son. Their children inherited her power.
 - His son, Elthorn, disappeared five years ago, when he was fourteen. A Pholtan priest arrested him for unlawfully using sorcery in the Pale; he never returned. Taraya has explained the villainy of priests-in-disguise, such as "Brother Telios", but Vadric is not convinced.
 - His wandering daughter, Sirafae (SEER-ah-fay), is now twenty-three. She trained as a ranger but also studied with Antäre the bard, and took up adventuring after Elthorn disappeared. Vadric sees her only once or twice a year.
- **What He Knows:** Over the past month, hobgoblin raiders have been striking several nearby settlements with alarming success. A week ago, one of his rangers was lost while on patrol. He believes the hobgoblin base to lie to the south, toward where the mountains meet the forest, but he does not want to leave Bronzebrook undefended by going out himself.

☛ **Taraya (tah-RYE-ah):** Female human Drd7; AL NG.

- **Description:** Taraya is a spry Flan woman of about 65 years. Her long wavy hair has gone almost totally silver since the events of *Stitch in Time*, and her face and slightly bent posture show her age more than they used to. She has amber eyes and pronounced laugh lines. She dresses in typical Palish peasant garb, mostly in greens and yellows. Her animal companion is a barn owl, old and unobtrusive.
- **Personality:** She is generally friendly and puts people at ease, having had much practice in deflecting suspicion by the Palish authorities. Former guardian of a Scar of Nerull (an ancient gate to the Lower Planes), Taraya has been banished from the Pale. Still, she tries to find some good in the events of the last year. If a PC still wears a *Flan spell-knot*, she is especially warm to him. (She would also welcome stories of how the PC used the spell.) Conversely, she might be distant if she thinks the PCs told her secret to the Church.
- **Motivation:** Taraya wants to keep the traditional Flan culture from dying out among the rural people of the Pale, though her banishment will make this hard. She is visiting Bronzebrook as a courtesy to the family of Vadric's late wife. She would like news of her twenty-year-old apprentice Balach (rhymes with "Alec"), who is missing. The PCs may have met him in *Stitch in Time*. Balach was visiting other druids outside the Pale before her arrest, but she expected him to return during the winter.
- **What She Knows:** She suspects something malevolent about this band of hobgoblins but has no useful theories. The Great Green of the Gamboge controls much of the forest but her territory stops about thirty miles south of Bronzebrook.

Please note: Finding these other missing young men, Elthorn and Balach, is not in the scope of this scenario, so try not to confuse the players. Their absence may be important in the future, though.

The Influence Point with Taraya was converted to a generic Favor of Pholtus at the end of Year Two, but if any PC has not spent this IP/Favor, she can honor it now. She helps in any way possible, casting spells of up to 4th level. A PC may also redeem it for Regional access to a *torc of animal speech* (listed on the AR), but only if the PC can speak Flan and is not a member of the Church of the One True Path.

Where To Go Next?: Vadric urges the PCs to find the hobgoblin base and do what they can to recover the missing woodsmen. Anything that the PCs can do to hinder the hobgoblins would help the people of the Gamboge—and, by extension, the Pale and Nyronnd. The ranger, Ledger (from Encounter One), can take them to the scene of the capture or to the supposed "dragon sighting", which he continues to talk about. The PCs

might even find some way to use the clue of the errant gloomwing to lead them to the shadow creatures. If the PCs come up with something clever, work with them.

Scrying: The PCs may want to scry on the missing men. As a 7th-level druid, Taraya has already tried this approach. Scrying on the missing ranger Jeroon yielded only a vision of a completely dark environment. Scrying on Balach and Elthorn simply failed.

Development: When the PCs leave Bronzebrook, go to Encounter Three.

Encounter Three: Hunters and Hunted

In this encounter, the PCs go through the forest and run into the escaped shadow vermin and the hobgoblin recovery party.

Again, refer to Map #2 for the locations of the relevant sites.

Whatever the PCs are doing to direct themselves through the forest, they should eventually run across these groups. Here are two likely starting points:

- The site of the capture – an area around a game trail still shows signs of struggle (trampled undergrowth, broken branches), but the trail of the hobgoblins is hard to follow away to the south. Base DC 15 for firm ground – 2 for six creatures + 7 for a week's passing + 5 for hiding trail = 25. The hobgoblins also used *dust of tracelessness* (provided by the sage), bringing the DC to 45. The young rangers of Bronzebrook could not follow so difficult a trail. Most PCs will find it impossible, too, so following the behir's trail (below) is more likely.
- The site of the "dragon sighting" – clearly a very large creature passed by here. Base DC 15 – 2 for Huge size + 7 for a week's passing = 20.
 - DC 20: the creature had clawed feet, about two feet long.
 - DC 25: the creature definitely had more than four legs, but some feet walked in the tracks of other feet.
 - DC 30: it had twelve feet. A successful Knowledge (arcana) check (DC 19) identifies a behir as a likely 12-footed creature.

If they lack a tracker, the PCs may obtain the services of Ledger, one of the young rangers from Bronzebrook. See Appendix One for his stats.

When the PCs are following a trail (the hobgoblins' or the behir's) or have started to wander around lost, spring the combat on them.

No map is provided for the combat. Fill the battlemat with an assortment of trees (large and small), undergrowth, and maybe some boulders, to allow all combatants to take cover. Trees can anchor *web* spells, as the hobgoblins know, so they try to avoid vulnerable positions.

Shadow vermin escapees

APL 6 (EL 4, but see below)

☛ **Shadow Giant Praying Mantis:** hp 26; see Appendix One.

APL 8 (EL 6, but see below)

☛ **Shadow Giant Praying Mantis, Advanced:** hp 76; see Appendix One.

APL 10 (EL 9, but see below)

☛ **Shadow Giant Stag Beetles, Advanced (2):** hp 142; see Appendix One.

APL 12 (EL 10, but see below)

☛ **Shadow Giant Stag Beetles, Advanced (3):** hp 142; see Appendix One.

Setup: The vermin wait for prey in dense undergrowth and leap to the attack. They should not be close enough to attack in the surprise round, though. The first creature should be no closer than 40 ft. from the nearest PC—too far to charge through undergrowth; a second creature should be 60 ft. away, and a third should be 90 ft. away. Since shadow creatures get total concealment in any lighting except full daylight, the PCs should get only a Listen check for the surprise round. PCs with darkvision get Spot checks, and PCs with blindsense/blindsight are automatically aware.

Tactics: These are mindless creatures, so they simply attack whatever comes their way.

Some PCs might think these to be ether creatures, but a successful Knowledge (the planes) check (DC 15) identifies them as shadow creatures. (For DC 20, 25, etc, give more information about the template.) Ether creatures are a shinier iridescent black, not like the shadowy black of these vermin. Knowledge (nature) checks identify the abilities of the base vermin.

The hobgoblins were already nearby and are drawn by the sound and/or sight of combat. They arrive on the round when you think the final shadow vermin is going to drop (your call).

Hobgoblin Recovery-Party

APL 6 (EL 6, added to above for EL 7)

☛ **Hobgoblin Tracker (APL 6):** Male hobgoblin Rgr4; hp 31; see Appendix One.

☛ **Hobgoblin Archers (3):** hp 6, 6, 6; see *Monster Manual* page 153. These hobgoblin warriors

have longbows (Atk +2 ranged, damage 1d8/x3), plus 20 arrows each, instead of javelins.

Worg: hp 30; see *Monster Manual* page 256.

APL 8 (EL 8, added to above for EL 9)

☛ **Hobgoblin Tracker (APL 8):** Male hobgoblin Rgr6; hp 45; see Appendix One.

☛ **Hobgoblin Archers (6):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have longbows (Atk +2 ranged, damage 1d8/x3), plus 20 arrows each, instead of javelins.

☛ **Worgs (2):** hp 30 each; see *Monster Manual* page 256.

APL 10 (EL 9, added to above for EL 11)

☛ **Hobgoblin Tracker (APL 10):** Male hobgoblin Rgr6; hp 45; see Appendix One.

☛ **Hobgoblin Adept (APL 10):** Male hobgoblin Adp6; hp 43; see Appendix One.

☛ **Hobgoblin Archers (8):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have longbows (Atk +2 ranged, damage 1d8/x3), plus 20 arrows each, instead of javelins.

☛ **Worgs (2):** hp 30 each; see *Monster Manual* page 256.

APL 12 (EL 10, added to above for EL 12)

☛ **Hobgoblin Tracker (APL 12):** Male hobgoblin Rgr8; hp 59; see Appendix One.

☛ **Hobgoblin Adept (APL 12):** Male hobgoblin Adp8; hp 58; see Appendix One.

☛ **Hobgoblin Archers (8):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have longbows (Atk +2 ranged, damage 1d8/x3), plus 20 arrows each, instead of javelins. Each also has 5 +1 arrows: Atk +3 ranged, damage 1d8+1/x3.

☛ **Worgs (2):** hp 30 each; see *Monster Manual* page 256.

☛ **Dire Wolf Animal Companion:** hp 45; see *Monster Manual* page 65.

Setup: The band moves in from the south in a dispersed formation. The archers take up positions to cover the battlefield.

Tactics: The hobgoblins want to ensure the death of the shadow vermin, but they also don't want to leave any people to tell the tale! As lawful creatures, hobgoblins fight together effectively:

- The tracker opens up with an *entangle* to slow the opposition. He concentrates his fire to bring down single opponents, especially clerics, to deprive the party of healing. He uses his *potion of fly* to hover out of melee reach (his intended defense against the shadow vermin).
- The worg(s) and dire wolf (APL 12 only) maneuver to cover the ranger in melee.
- The archers ready shots to disrupt spellcasting, or switch to melee (aiding or grappling en masse) as needed.
- The adept, if present, gives a *bleed* to the group at the first sign of trouble.

If the tracker and adept are incapacitated and the worgs are in bad shape, the remaining combatants surrender; the worgs try to flee if they can. At APL 10-12, the adept does whatever he can to delay his death, while his raven familiar flies to the base to warn about the PCs.

Development: The PCs can interrogate the hobgoblins. They do not know much. Some huge dragon-snake attacked their base, broke things in the lab (which they had been told to stay out of), and now their chief has ordered them to hunt down these black bugs and kill anyone who gets in the way.

When the PCs loot the tracker, they find strange cobwebs of dark silk in his quiver and pouches. Tiny shadow-infused spiders made these, but they have since departed.

Move on to Encounter Four (if the PCs reach the behir's lair) or Five (the hobgoblin base).

Encounter Four: I Am Not A Monster!

In this encounter, the PCs can talk with the injured behir, Lerth. He should come across as a sympathetic creature, a victim of the green dragons' depredations and of the hobgoblins' villainy. Lerth can tell the PCs about the hobgoblin base and how he got inside. If the PCs attack him, he fights back, and the PCs miss out on his information.

The PCs might miss this encounter if they ignore the "dragon sighting" lead and go straight to the base from Bronzebrook. If so, you should give them the chance to follow the lead and meet the behir at the end of the adventure.

Unlike most of the forest, where a cloak of trees drapes over the undulating terrain, here the bones of the earth show through. A hill of gray rock rises above a burbling stream. Moss and small shrubs cling to the stony substrate, and fallen leaves are

strewn about the base of the hill, but the summit still rises to a window of sky unblocked by the canopies of trees.

Setup: The tracks reach the base of the hill but become harder to follow (DC 25) over the bare stone of the hillside. PCs might simply deduce that the creature climbed the hill.

See Map #3 for the layout of the behir's new home. If the PCs arrive by day, he dozes while sunning himself on the open stony hilltop. At night, he rests among the rocks, watching and listening, but not straining himself much. He needs to rest and heal his wounded Strength. If he notices visitors, he tries to keep them between himself and the sheer drop to the stream. He bluffs aggression but does not attack. Ideally, the PCs do not attack him. If they talk, go to "Parley" below. If they fight, go to "Fight" below.

Parley

☛ **Lerth:** Male advanced behir; AL N.

- **Description:** Lerth is a large old male behir, about 45 feet long and weighing 5000 pounds. His scales are a green-tinged blue with brown bands, and his underbelly is light blue. The end of his left horn was broken off in an old fight. Because of the remaining Strength drain, he is paler than usual and his voice is reedy. He sometimes falls into coughing fits, which send showers of sparks from his mouth.
- **Personality:** Lerth is old and wily, a genius among behirs, and therefore vain. His typical tactics involved luring his prey into a vulnerable position, then striking. He used to enjoy a comfortable life with plentiful food and a pleasing mate, but the invading green dragons ruined it all.
- **Motivation:** He needs food and rest to get his strength back. Then he wants revenge on the hobgoblins and the dragons. But he is also lonely and afraid.
- **What He Knows:** (The world probably looks different to a Huge creature with twelve legs; try to couch this in suitable behir-speak.) When the green dragons entered his territory in the south, he first hoped they would go away, but they did not; he tried to drive them off, but they did not go; after he found his mate dead from acid burns, he left to find a new home in the north. His dazed wanderings took him to a strange cave, with cages holding big black insects ("some-legs"). Here, the hobgoblins ("two-legs") and the umbral creatures ("moving darkness") attacked him. He fought mightily and killed several—he even swallowed two hobgoblins, but then the terrible touch of the darkness made him vomit them back up. After his teeth and claws could not hurt the umbral creatures, he breathed lightning and destroyed two, including the shadow

companion. He fled and wandered to this place. He has been here for four days. He can tell the PCs how to find the secret entrance to the hobgoblin base.

Fight

All APLs (EL 10, reduced to 9 for damaged Str)

☛ **Lerth:** Male advanced behir; hp 153; see Appendix One.

Tactics: The behir tries to use his Improved Bull Rush feat to knock warriors off the cliff and out of the fight. He bites and swallows small or skinny foes, so he doesn't overeat in the middle of the fight. He reserves his lightning breath for when opponents are lined up in a row or flying out of reach.

Treasure: Lerth has no treasure.

Development: When the PCs are ready to go on to the hobgoblin base, go to Encounter Five. They may want rest on the way, which is fine.

Encounter Five: Hobgob Hive

This is the base of the hobgoblins. They took over the ruins of a small fort and watchtower, the remnants of a Palish logging operation from the mid-400s. They expanded into a cave network in the hill under the fort, and here the researcher set up his lab. He has already left the lab for parts unknown.

Knowledge checks can tell the PCs a little about this area:

- Knowledge (nature), DC 15: the trees nearby are no older than 150 years.
- Knowledge (architecture & engineering), DC 15, or Knowledge (local – Nyron and her environs), DC 20: the Pale logged this part of the Gamboe in the mid-400s and built a few little forts like these for security. They are designed to be easily defended by a small force.

As at Bronzebrook, clearing an area of trees seems to be a useful defense. Here, a small stronghold of mossy stone stands on a low rise, with probably a hundred paces open between the building and the orange-leaved forest. The clearing must have been recent and hasty, since stumps and broken branches remain in the open area. The main structure appears to be two stories tall, with a single-story addition on the right side and a guard tower in front. It looks old but durable, with signs of rebuilding on the tower and roof. Two figures are plain to see, standing on the battlemented tower. A narrow road leads across the open space and up the hill to the front doors.

See Map #4 for the four levels of the base.

If the PCs talked productively with Lerth, they know about the secret way in, which lies about half a mile away, hidden by foliage. Another application of *dust of tracelessness* by the hobgoblins got rid of the behir's trail here, so only a lengthy and thorough search should find the way in (judge's call).

It is supposed to be hard to assault a hobgoblin lair and take on all of the foes at once, even at high APLs. Give the PCs the chance to be smart about attacking, but hit them hard if they blunder in unprepared.

Lighting: The interior of the base is unlit, since all of the occupants have darkvision.

Ceilings: 10 feet, unless otherwise noted.

Typical Masonry Walls: 1 ft. thick; hardness 8; hp 90 (per 10-ft. section); Break DC 35; Climb DC 20.

Ground Level

G1. Outer Defenses

The area around the fort is cleared for 100 yards (300 feet, 60 squares) in all directions. The building sits atop a 15-foot-high hill. The slopes leading up to it are 30 ft. (6 squares) wide and the hobgoblins have covered them with loose gravel. Count this as steep slopes covered with scree. Moving through these sloped squares costs double movement, with Move Silently checks made at -2 and Tumble checks at -5. (See the *Dungeon Master's Guide*, page 89.) The 10-foot-wide road is clear, but open to longbow fire from defenders in area S1.

G2. Front Gate

The front gate consists of two stout wooden doors, barred from the inside.

Good Wooden Doors (barred): 2 in. thick; hardness 5; hp 20; Break DC 25.

G3. Entry Hall

This small hall ends in another pairs of barred doors (same stats as above). Murder holes in the ceiling allow defenders in S1 to drop oil, alchemist's fire, or thunderstones into this area.

The two squares in front of the inner doors are trapped at all APLs except APL 6. Magic items or spells in these squares (volumes) set off the trap. The hobgoblins get around it by removing any magical gear before passing through. An additional EL is figured in for the vulnerability to attacks from area S1.

APL 6 (EL 0+1)

☛ No trap, but one EL for difficult setup.

APL 8 (EL 2+1)

☛ **Ray of Enfeeblement Trap:** CR 2; magic device; proximity trigger (*detect magic* in 2 squares); automatic reset; Atk +2 ranged touch; spell effect (*ray of enfeeblement*,

CL 2nd, 1d6+1 Str penalty); Search DC 26; Disable Device DC 26.

APL 10 (EL 3+1)

☞ **Ray of Enfeeblement Trap:** CR 3; magic device; proximity trigger (*detect magic* in 2 squares); automatic reset; Atk +4 ranged touch; spell effect (*ray of enfeeblement*, CL 6th, 1d6+3 Str penalty); Search DC 26; Disable Device DC 26.

APL 12 (EL 6+1)

☞ **Enervation Trap:** CR 6; magic device; proximity trigger (*detect magic* in 2 squares); automatic reset; Atk +7 ranged touch; spell effect (*enervation*, CL 12th, 1d4 negative levels); Search DC 29; Disable Device DC 29.

G4. Main Hall

This large room was the living quarters for most of the hobgoblin garrison, who are now dead or out hunting the escaped vermin. It contains triple-bunks, two large tables

Capturing Positive Energy

The researcher, gambling on further trouble in the base, has hidden an experiment on the ceiling of area G4: a small magical stone keyed to absorb positive energy. If a cleric turns undead within 60 ft. of this gem, it absorbs any unused HD of turned undead. Please make a note of any such turning, which is part of the Critical Event Summary. The researcher intends to retrieve the stone later and do further research with the stored energy. An associate has attached it to the ceiling, covered it with a few cobwebs, and cast a *Nystul's magic aura* to keep it from radiating magic. If the PCs specifically search the ceiling, they can find it with a DC 25 Search check. Otherwise, assume the stone escapes their notice. The hobgoblins do not know about it.

with chairs, and a fireplace. Stairs lead up to area S1, and a rack at the bottom of the stairs holds weapons when the hobgoblins are not using them. Most of this area has a 20-foot ceiling, and the balcony from S1 looks over this area.

A pulley-operated lift at the squares marked 'a' allows large items or creatures to be lowered to area L2.

The hobgoblins prefer to make their stand in this room, given its large size and availability of cover.

G5. Kennels

These rooms house the worgs and dire wolf. The umbral creatures stay here out of habit, too, as they are not used to being incorporeal.

G6. Shrine

This area holds a small altar to the hobgoblin god Nomog-Geaya. The monk (APL 10-12) meditates here most of the time, so she may be slow in responding to a sudden attack.

G7. Leaders' Quarters

These curtained sleeping-quarters house the chief, tracker, priest, adept, and monk.

Second Level

S1. Guard Post

Two hobgoblin warriors normally stand guard here looking out through the five arrow slits in the front wall. (Remember, arrow slits are too small to allow line of effect for most spells through the wall.)

Murder holes in the floor allow the defenders to throw things down into area G3. This post is well stocked:

- 4 longbows
- 200 arrows
- 10 thunderstones
- 10 flasks of alchemist's fire
- 10 flasks of acid
- 10 gallon-barrels of oil

Ordinary hobgoblin warriors shoot longbows at +2 ranged for 1d8 points of damage.

Stairs lead down to area G4 and a balcony also provides a view over area G4. A rope here rings a signal-bell downstairs. A ladder leads up through a trapdoor to area T1.

Tower Level

T1. Rooftop

This area is open to the sky and surrounded by battlements.

The two apparent guards here (marked by Xs) are actually two *permanent illusions* (CL 12th, Will save DC 22), intended to draw the fire of attackers. The real guards are below. If a PC is scrutinizing the illusory hobgoblins, allow a Spot check (DC 20, modified for distance) or Sense Motive check within within 30 ft. (DC 25) to notice their suspicious lack of movement.

A trapdoor in the corner leads to area S1.

Wooden Trapdoor (barred): 1 in. thick; hardness 5; hp 10; Break DC 25.

Lower Level (Caverns)

L1. Blocked Tunnel

This is the way the behir came in and left. It is about 8 feet in diameter. The hobgoblins have partly collapsed the tunnel to prevent any more Huge creatures from getting in or out. It is easily passable by Small creatures, and by Medium creatures too if some stones are moved aside.

A ten-foot climb (DC 15) leads up to area L2.

L2. Lab Cavern

This large cavern has sleeping alcoves for the researcher and his wife, and the work area has been cleared out. The big tables are now empty. Several blasted cages remain. The ceiling height varies from 12 to 15 feet high. A pulley-operated lift in the squares marked 'a' allows items to be raised to area G4 above.

Typically two hobgoblins stand guard here.

This cavern should feel creepy, with no direct lighting and a host of larval shadow vermin crawling about, leaving little slime trails, and weaving webs and cocoons of dark silk. Their multifaceted eyes reflect imported light sources with an eerie grayish sheen. They are harmless.

Magic and diligent workers have cleaned most of the lab, but some smashed glassware and strange dark spills on the floor remain. A Search check (DC 25) in the rubble in the corner (square marked 'b') turns up Player's Handout #1, one page from the sage's research notes.

L3. Prison Cells

The missing man from Bronzebrook (Jeroon, male human Rgr1, AL NG) and four other abducted woodsmen (male human Expr, AL N) are here. They show signs of debilitating illness, an effect of having their blood drawn and their Strength damaged.

Remaining Forces

Two footmen normally stay in S1, and two more in L2; the leaders and any other footmen stay on the ground floor; and the umbral creatures stay in G5. If the hobgoblins are alerted to the PCs, they try to bring the battle up to the big room, G4.

APL 6 (EL 8+, say 9)

➤ **Gar-kaleth Elek'kon, Hobgoblin Chief (APL 6):** Male hobgoblin Ftr4/Rog2; hp 54; see Appendix One.

➤ **Hobgoblin Priest (APL 6):** Male hobgoblin Clr5; hp 43; see Appendix One.

➤ **Hobgoblin Footmen (4):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have guisarmes (Atk +2 melee, damage 2d4+1/x3) in addition to their longswords. They are AC 14 (touch 11, flat-footed 13) when not using a shield.

Umbral Worg: hp 26; see Appendix One.

APL 8 (EL 10+, say 11)

➤ **Gar-kaleth Elek'kon, Hobgoblin Chief (APL 8):** Male hobgoblin Ftr6/Rog2; hp 70; see Appendix One.

➤ **Hobgoblin Priest (APL 8):** Male hobgoblin Clr7; hp 59; see Appendix One.

➤ **Hobgoblin Footmen (8):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have guisarmes (Atk +2 melee, damage 2d4+1/x3) in addition to their longswords. They are AC 14 (touch 11, flat-footed 13) when not using a shield.

➤ **Umbral Worg:** hp 26; see Appendix One.

APL 10 (EL 12)

➤ **Gar-kaleth Elek'kon, Hobgoblin Chief (APL 10):** Male hobgoblin Ftr6/Rog3; hp 77; see Appendix One.

➤ **Hobgoblin Priest (APL 10):** Male hobgoblin Clr8; hp 67; see Appendix One.

➤ **Hobgoblin Monk (APL 10):** Female hobgoblin Mnk6; hp 45; see Appendix One.

➤ **Hobgoblin Footmen (8):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have guisarmes (Atk +2 melee, damage 2d4+1/x3) in addition to their longswords. They are AC 14 (touch 11, flat-footed 13) when not using a shield.

➤ **Umbral Worgs (2):** hp 26, 26; see Appendix One.

APL 12 (EL 14)

➤ **Gar-kaleth Elek'kon, Hobgoblin Chief (APL 12):** Male hobgoblin Ftr6/Rog4; hp 93; see Appendix One.

➤ **Hobgoblin Priest (APL 12):** Male hobgoblin Clr9; hp 75; see Appendix One.

➤ **Hobgoblin Monk (APL 12):** Female hobgoblin Mnk8; hp 59; see Appendix One.

➤ **Hobgoblin Footmen (8):** hp 6 each; see *Monster Manual* page 153. These hobgoblin warriors have guisarmes (Atk +2 melee, damage 2d4+1/x3) in addition to their longswords. They are AC 14 (touch 11, flat-footed 13) when not using a shield.

☞ **Umbral Dire Wolves (3):** hp 39 each; see Appendix One.

Tactics: As with the fight in Encounter Three, this one can be complicated, but if you prepare well, the hobgoblins will have aptly good organization and tactics. They tend to concentrate on single opponents.

- The chief tests the PCs' defenses and tries to keep them off-balance, with Spring Attack at APL 8+. If he has the Elusive Target feat (APL 10-12), he relishes seeing PCs accidentally attack each other or fail to do Power Attack damage to him.
- The priest uses his spells to turn himself into a melee fighter, adding a leadoff *bles* to help his whole side and a targeted *dispel magic* to negate a PC's buff-spells (such as *death ward*). He can bolster the umbral creatures or try to dispel a turning with a rebuke attempt. He can sheathe his sword (move), cast a spell (standard), and Quick-Draw his sword again (free), possibly with an initial 5-foot step to avoid the AoO for sheathing the weapon.
- The footmen help set up the attacks of the leaders, using their polearms to trip, set up flanks, or merely aid.
- The umbral creatures, which were living creatures until a few weeks ago, are still getting used to being incorporeal. They are stupider than before and hate most living things, but they still see the hobgoblins as allies. They have been trained to fly through the floor to strike the low-Strength wizards or archers in the back ranks.
- The monk can grapple opponents, making them easier targets for the umbral creatures or the chief. At APL12, she can also disarm wands, amulets, or weapons, using her sai and Improved Disarm.

If the chief and priest are incapacitated, the remaining hobgoblins surrender; the monk tries to flee if she can.

Interrogation: No one knows where the sage, his wife, and the remaining shadow creatures have gone. They packed up and simply disappeared yesterday. The chief, advised by the priest, made the negotiations with the sage, who paid a lot of cash and magic items for the hobgoblins' protection. The sage also had a helper for his side of the negotiations, a very persuasive auburn-haired Oeridian man who called himself Telios. (PCs or players may recall this name as the villain from *Stitch in Time*. As far as the PCs know, Telios was arrested and later executed for impersonating a priest.) The chief also heard the sage arguing with someone in the lab one time, but when he looked in, he saw only a shadowy figure, perhaps someone in a black cloak. The sage saw him and shouted at him to leave. The chief did not get a better look at the visitor or hear his voice.

Development: When the PCs have had enough, proceed to the Conclusion. If they missed talking to the

behir in Encounter Three, they may follow his trail and meet him on the way back to Bronzebrook before the Conclusion.

Conclusion

The following points are valid if the PCs succeeded in stopping the hobgoblins and recovering the prisoners.

The PCs know about the horrid Shadow-research, but the sage, his wife, and the surviving experiments have departed.

The behir, if still alive, settles into a permanent home in the northern Gamboge. He eats a lot but does not intentionally menace sentient creatures. He might head to the Flinty Hills to find another mate, once the dragons are gone.

The people of Bronzebrook thank the PCs deeply and make some special ranger gear available to them, as on the AR. Vadric's spirits pick up somewhat.

Taraya is pleased with the PCs' success but is still worried about the threat posed by the researcher and whoever he is working for. She stays in Bronzebrook a few more days, then departs for parts unknown. She assures the PCs that they have not seen the last of each other. In the meantime, she asks them to keep alert for any sign of young Balach.

If the PCs ask in Stradsett about what happened to Telios, the villain from "Stitch in Time", they learn that the Church executed him and burned the remains. How he could have been seen at the hobgoblins' base, speaking on behalf of the sage, is a mystery.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat shadow vermin and hobgoblins

APL6 210 xp

APL8 270 xp

APL10 330 xp

APL12 360 xp

Encounter Four

Parley with or defeat behir

All APLs 270 xp

Encounter Five

Defeat traps

APL6 30 xp

APL8 90 xp

APL10 120xp

APL12 210 xp

Defeat home guard

APL6 270 xp

APL8 330 xp

APL10 360 xp

APL12 420 xp

Story Awards

Learn behir's information

APL6 15 xp

APL8 30 xp

APL10 30 xp

APL12 45 xp

Recover prisoners

APL6 30 xp

APL8 45 xp

APL10 60 xp

APL12 75 xp

Recover sage's notes

APL6 30 xp

APL8 30 xp

APL10 30 xp

APL12 30 xp

Discretionary roleplaying award

APL6 45 xp

APL8 60 xp

APL10 150 xp

APL12 165 xp

Total possible experience:

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL12 1575 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Two:

APL 6: L: 114 gp; C: 0 gp; M: 111 gp – +1 studded leather (98 gp per PC), 3 *potions of cure light wounds* (13 gp total).

APL 8: L: 94 gp; C: 0 gp; M: 390 gp – +1 studded leather (98 gp per PC), +1 *composite longbow* (+2 Str bonus) (217 gp), 3 *potions of cure light wounds* (13 gp total), *potion of fly* (62 gp).

APL 10: L: 182 gp; C: 0 gp; M: 594 gp – +1 studded leather (98 gp per PC), ring of protection +1 (167 gp), +1 composite longbow (+2 Str bonus) (217 gp), 3 potions of cure light wounds (13 gp total), potion of fly (62 gp), scroll of burning hands (CL 5th) (10 gp), scroll of cure light wounds (2 gp), potion of cure moderate wounds (25 gp).

APL 12: L: 182 gp; C: 0 gp; M: 777 gp – +1 studded leather (98 gp per PC), ring of protection +1 (167 gp), cloak of resistance +1 (83 gp), +1 composite longbow (+2 Str bonus) (217 gp), 3 potions of cure light wounds (13 gp total), potion of fly (62 gp), scroll of burning hands (CL 5th) (10 gp), scroll of cure light wounds (2 gp), scroll of daylight (CL 8th) (50 gp), scroll of lightning bolt (CL 8th) (50 gp), potion of cure moderate wounds (25 gp).

Encounter Five:

APL 6: L: 206 gp; C: 0 gp; M: 624 gp – +1 chain shirt (104 gp per PC), +1 darkwood shield (105 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), 2 scrolls of cure light wounds (4 gp total), 2 potions of cure moderate wounds (50 gp total), 2 uses of dust of tracelessness (42 gp total).

APL 8: L: 207 gp; C: 0 gp; M: 1108 gp – +1 chain shirt (104 gp per PC), +1 darkwood shield (105 gp), +1 longsword (193 gp), ring of jumping (208 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), cloak of resistance +1 (83 gp), 2 scrolls of cure light wounds (4 gp total), 2 potions of cure moderate wounds (50 gp total), 2 uses of dust of tracelessness (42 gp total).

APL 10: L: 292 gp; C: 0 gp; M: 1741 gp – +1 chain shirt (104 gp per PC), +1 darkwood shield (105 gp), +1 longsword (193 gp), steadfast boots (500 gp), ring of jumping (208 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), cloak of resistance +1 (83 gp), bracers of armor +1 (83 gp), 2 scrolls of cure light wounds (4 gp total), potion of cat's grace (25 gp), 3 potions of cure moderate wounds (75 gp total), 2 uses of dust of tracelessness (42 gp total).

APL 12: L: 292 gp; C: 0 gp; M: 2825 gp – +2 chain shirt (354 gp per PC), +1 darkwood shield (105 gp), +1 spell storing longsword (693 gp), steadfast boots (500 gp), ring of jumping (208 gp), +1 full plate (221 gp), +1 heavy steel shield (98 gp), cloak of resistance +1 (83 gp), amulet of natural armor +1 (167 gp), bracers of armor +1 (83 gp), ring of protection +1 (167 gp), 2 scrolls of cure light wounds (4 gp total), potion of cat's grace (25 gp), 3 potions of cure moderate wounds (75 gp total), 2 uses of dust of tracelessness (42 gp total).

Total Possible Treasure

APL 6: L: 320 gp; C: 0 gp; M: 735 gp - Total: 1055 gp (cap 900 gp)

APL 8: L: 301 gp; C: 0 gp; M: 1,498 gp - Total: 1,799 gp (cap 1,300 gp)

APL 10: L: 474 gp; C: 0 gp; M: 2,335 gp - Total: 2,809 gp (cap 2,300 gp)

APL 12: L: 474 gp; C: 0 gp; M: 3,602 gp - Total: 4,076 gp (cap 3,300 gp)

Items for the Adventure Record

Special

Favor of Taraya: The druidess Taraya is grateful that you stopped another menace to the Gamboge Forest, so you have earned a deeper favor. If you are not a member of the Church of the One True Path and can speak fluent Flan without magical aid (and you may wait until both of these are true, if they are not now), you may buy a *torc of animal speech* with Regional frequency.

Torc of Animal Speech: This beaten bronze necklace is unadorned by pendant or ornament. Its wearer can use a *speak with animals* effect at will. Faint divination; CL 6th; Craft Wondrous Item, *speak with animals*; Price 12,000 gp; Weight 1 lb.

Steadfast boots: This thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is one-handed or larger, she also counts as being set against a charge. The weapon does not have to have reach. Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 6,000 gp; Weight 1 lb.

Nature's Draught: This tiny vial contains a murky, pungent liquid. When consumed, nature's draught causes subtle changes in the user's scent. Animals respond well to a character who has consumed nature's draught, finding her less threatening and easier to trust. Drinking a vial of nature's draught provides a +1 circumstance bonus on Handle Animal and wild empathy checks made during the next day.

Forester's Cloak: Woven from several pieces of green and brown canvas, these large ponchos aid anyone trying to hide in a forest environment. The carefully chosen colors blend in with the vegetation, and the poncho's loose shape obscures the humanoid form. Forester's cloaks provide a +1 circumstance bonus on Hide checks made in a forest.

Blunt Arrow: These arrows have wooden tips specially crafted to deal nonlethal damage instead of normal damage. Damage as normal for bow; Crit x2; Range Increment as weapon, Weight 1/5 lb. each; Type bludgeoning.

Item Access

APL 6:

- +1 Darkwood Shield (Adventure; DMG; 1,257 gp)
- Dust of Tracelessness (2 max per PC) (Adventure; DMG; 250 gp)
- Nature's Draught (Regional; A&EG; 50 gp)
- Forester's Cloak (Regional; A&EG; 20 gp)

- Blunt Arrows (20 max per PC) (Adventure; A&EG; 5 sp each)
- *Torc of Animal Speech* – see Favor above (Regional; MotW; 12,000 gp)

APL 8 (all of APL 6 plus the following):

- *Ring of Jumping* (Adventure; DMG; 2,500 gp)

APL 10 (all of APLs 6-8 plus the following):

- *Steadfast Boots* (Adventure; A&EG; 6,000 gp)

APL 12 (all of APLs 6-10 plus the following):

- +2 *Chain Shirt* (Adventure; DMG; 4,250 gp)
- +1 *Spell Storing Longsword* (Adventure; DMG; 8,315 gp)

Appendix One – NPCs

Encounter One

All APLs

Morrick and Ledger: Male human Rgr1; CR 1; Medium Humanoid (human); HD 1d8+2; hp 10; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk/Grp +1/+2; Atk +2 melee (1d8+1/x3, battleaxe) or +3 ranged (1d8/x3, longbow); Full Atk +2 melee (1d8+1/x3, battleaxe) or +3 ranged (1d8/x3, longbow); SA —; SQ wild empathy +0; AL N(G); SV Fort +4, Ref +4, Will +1; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Heal +3, Hide +5, Knowledge (geography) +2, Knowledge (nature) +4, Listen +5, Move Silently +5, Spot +5, Survival +5; Point Blank Shot, Precise Shot, Track (B).

Languages: Common.

Possessions: Studded leather, battleaxe, handaxe, dagger, longbow, 20 arrows, backpack, waterskin, *potion of cure light wounds*.

Physical Description: Both of these men are in their mid-twenties, of mixed ancestry. Morrick stands a stocky 5'9", and has wavy red-brown hair and hazel eyes; he has a booming laugh and seems easily amused. Ledger is taller (6'1") and leaner, with short black hair, olive skin, blue eyes, a beak of a nose, and three earrings in his left ear; he doesn't talk much, except about the dragon he saw.

Andail: Male half-elf Rgr1; CR 1; Medium Humanoid (elf); HD 1d8+1; hp 9; Init +2; Spd 30 ft.; AC 16 (15 without buckler), touch 12, flat-footed 14 (13 without buckler); Base Atk/Grp +1/+1; Atk +1 melee (1d8/19-20, longsword) or +3 ranged (1d8/x3, longbow); Full Atk +1 melee (1d8/19-20, longsword) or +3 ranged (1d8/x3, longbow); SA —; SQ half-elf traits, low-light vision, wild empathy +2; AL CG; SV Fort +3, Ref +4, Will +1; Str 11, Dex 15, Con 12, Int 10, Wis 12, Cha 12.

Skills and Feats: Diplomacy +3, Gather Information +3, Hide +5, Listen +6, Move Silently +5, Search +5, Spot +6, Survival +5; Point Blank Shot, Track (B).

Languages: Common, Elven.

Possessions: Studded leather, buckler, longsword, handaxe, dagger, longbow, 20 arrows, backpack, waterskin, *potion of cure light wounds*.

Physical Description: The spokesman of the group, Andail is a handsome young half-elf with ponytailed brown hair, green eyes, and a stubbly beard. He is short for a half-elf (5'0") but tries to act big, with an affectedly deep voice.

Encounter Three

APL 6

Shadow Giant Praying Mantis: CR 4; Large Vermin (Extraplanar); HD 4d8+8; hp 26; Init -1; Spd 30 ft., fly 60 ft. (poor); AC 14, touch 8, flat-footed 14; Base Atk/Grp +3/+11; Atk +6 melee (1d8+4, claws); Full Atk +6 melee (1d8+4, claws) and +1 melee (1d6+2, bite); Space/Reach 10 ft./5 ft.; SA improved grab; SQ cold resistance 9, darkvision 60 ft., fast healing 2, low-light vision, shadow blend, vermin traits; AL N; SV Fort +6, Ref +0, Will +3; Str 19, Dex 8, Con 15, Int —, Wis 14, Cha 11.

Skills and Feats: Hide -1 or +11 among foliage, Move Silently +5, Spot +6.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +6 attack bonus).

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell or darkvision does.

Hobgoblin Tracker (APL 6): Male hobgoblin Rgr4; CR 4; Medium Humanoid (goblinoid); HD 4d8+8; hp 31; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk/Grp +4/+6; Atk +7 melee (1d8+2/x3, masterwork battleaxe) or +8 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); Full Atk +7 melee (1d8+2/x3, masterwork battleaxe) or +9 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]) or +7/+7 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy elves +2, link with companion, share spells, wild empathy +3; AL LE; SV Fort +6, Ref +8, Will +2; Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +11, Knowledge (nature) +7, Listen +8, Move Silently +15, Spot +8, Survival +10; Endurance (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Track (B).

Languages: Goblin, Common.

Combat Style (Ex): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (Ex): This ranger has a hawk as an animal companion. It is a normal hawk, as

in the *Monster Manual* page 273. It does not participate in the combat.

Ranger Spell Prepared (1; save DC 12): 1st—*entangle*.

Possessions: +1 studded leather, masterwork battleaxe, dagger, masterwork composite longbow (+2 Str bonus), 20 normal arrows, 10 cold iron arrows, 10 silver arrows, tanglefoot bag, 3 *potions of cure light wounds*.

Physical Description: The wiry ranger prefers drab clothing to the usual hobgoblin red and black. Impressive ritual scars surround his right eye. He is a dead shot and the bone pins in his hair are trophies from past targets.

APL 8

Shadow Giant Praying Mantis, Advanced: CR 6; Huge Vermin (Extraplanar); HD 9d8+36; hp 76; Init -2; Spd 30 ft., fly 60 ft. (poor); AC 15, touch 6, flat-footed 15; Base Atk/Grp +6/+22; Atk +12 melee (2d6+8, claws); Full Atk +12 melee (2d6+8, claws) and +7 melee (1d8+4, bite); Space/Reach 15 ft./10 ft.; SA improved grab; SQ cold resistance 14, darkvision 60 ft., fast healing 2, low-light vision, shadow blend, vermin traits; AL N; SV (including +2 luck bonus) Fort +12, Ref +3, Will +7; Str 27, Dex 6, Con 19, Int —, Wis 14, Cha 11.

Skills and Feats: Hide -6 or +6 among foliage, Move Silently +4, Spot +6.

Improved Grab (Ex): To use this ability, a giant praying mantis must hit with its claws attack. If it wins the ensuing grapple check, it establishes a hold and makes a bite attack as a primary attack (at its full +14 attack bonus).

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell or darkvision does.

Hobgoblin Tracker (APL 8): Male hobgoblin Rgr6; CR 6; Medium Humanoid (goblinoid); HD 6d8+12; hp 45; Init +4; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk/Grp +6/+8; Atk +9 melee (1d8+2/x3, masterwork battleaxe) or +11 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]); Full Atk +9/+4 melee (1d8+2/x3, masterwork battleaxe) or +11/+6 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]) or +9/+9/+4 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy elves +4, favored enemy humans +2, link with companion, share spells, wild empathy +5; AL LE; SV Fort +7, Ref +9, Will +3; Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +13, Knowledge (nature) +9, Listen +10, Move Silently +17, Spot +10, Survival +15; Endurance (B), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Skill Focus (Survival), Track (B).

Languages: Goblin, Common.

Combat Style (Ex): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (Ex): This ranger has a hawk as an animal companion. It is advanced from a normal hawk, as in the *Monster Manual* page 273; it has +2 HD, +2 natural armor, +1 Str/Dex, and evasion. It does not participate in the combat.

Improved Combat Style (Ex): This ranger has selected archery. He gains the Manyshot feat without the normal prerequisites.

Ranger Spells Prepared (2; save DC 12): 1st—*entangle*, *magic fang*.

Possessions: +1 studded leather, masterwork battleaxe, dagger, +1 composite longbow (+2 Str bonus), 20 normal arrows, 10 cold iron arrows, 10 silver arrows, tanglefoot bag, 3 *potions of cure light wounds*, *potion of fly*.

Physical Description: The wiry ranger prefers drab clothing to the usual hobgoblin red and black. Impressive ritual scars surround his right eye. He is a dead shot and the bone pins in his hair are trophies from past targets.

APL 10

Shadow Giant Stag Beetle, Advanced: CR 7; Huge Vermin (Extraplanar); HD 15d8+75; hp 142; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk/Grp +11/+29; Atk +19 melee (6d6+15, bite); Full Atk +19 melee (6d6+15, bite); Space/Reach 15 ft./10 ft.; SA trample 3d8+5; SQ cold resistance 20, darkvision 60 ft., evasion, fast healing 2, low-light vision, shadow blend, vermin traits; AL N; SV (including +2 luck bonus) Fort +16, Ref +6, Will +7; Str 31, Dex 8, Con 21, Int —, Wis 10, Cha 9.

Skills and Feats: Move Silently +5.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell or darkvision does.

Trample (Ex): Reflex half DC 27. The save DC is Strength-based.

Hobgoblin Tracker (APL 10): Male hobgoblin Rgr6; CR 6; Medium Humanoid (goblinoid); HD 6d8+12; hp 45; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15; Base Atk/Grp +6/+8; Atk +9 melee (1d8+2/x3, masterwork battleaxe) or +11 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]); Full Atk +9/+4 melee (1d8+2/x3, masterwork battleaxe) or +11/+6 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]) or +9/+9/+4 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy elves +4, favored enemy humans +2, link with companion, share spells, wild empathy +5; AL LE; SV Fort +7, Ref +9, Will +3; Str 14, Dex 18, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +13, Knowledge (nature) +9, Listen +10, Move Silently +17, Spot +10, Survival +15; Endurance (B), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Skill Focus (Survival), Track (B).

Languages: Goblin, Common.

Combat Style (Ex): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (Ex): This ranger has a hawk as an animal companion. It is advanced from a normal hawk, as in the *Monster Manual* page 273; it has +2 HD, +2 natural armor, +1 Str/Dex, and evasion. It does not participate in the combat.

Improved Combat Style (Ex): This ranger has selected archery. He gains the Manyshot feat without the normal prerequisites.

Ranger Spells Prepared (2; save DC 12): 1st—*entangle*, *magic fang*.

Possessions: +1 studded leather, ring of protection +1, masterwork battleaxe, dagger, +1 composite longbow (+2 Str bonus), 20 normal arrows, 10 cold iron arrows, 10 silver arrows, tanglefoot bag, 3 *potions of cure light wounds*, *potion of fly*.

Physical Description: The wiry ranger prefers drab clothing to the usual hobgoblin red and black. Impressive ritual scars surround his right eye. He is a dead shot and the bone pins in his hair are trophies from past targets.

Hobgoblin Adept (APL 10): Male hobgoblin Adp6; CR 5; Medium Humanoid (goblinoid); HD 6d6+18; hp 44; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk/Grp +3/+3; Atk +4 melee (1d8/x3, masterwork spear) or +3 ranged (1d8/19-20, masterwork light crossbow); SA —; SQ darkvision 60 ft., empathic link, raven familiar, share spells; AL NE; SV Fort +5, Ref +4, Will +8; Str 10, Dex 10, Con 16, Int 12, Wis 16, Cha 13.

Skills and Feats: Appraise +4, Concentration +12, Heal +12, Knowledge (nature) +3, Knowledge (religion) +5, Move Silently +4, Survival +6; Brew Potion, Lightning Reflexes, Scribe Scroll.

Raven familiar: This creature grants its master a +3 bonus on Appraise checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. CR —; Tiny Magical Beast; HD 6; hp 22; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17, touch 14, flat-footed 15; Base Atk/Grp +3/-10; Atk +7 melee (1d2-5, claws); Full Atk +7 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, speak with master; AL NE; SV Fort +2, Ref +4, Will +7; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6. Speaks Goblin. It should merely be a scout, away from the fray.

Adept Spells Prepared (3/3/2; save DC = 13 + spell level): 0—*cure minor wounds*, *ghost sound*, *guidance*; 1st—*bless*, *burning hands*, *cure light wounds*; 2nd—*scorching ray*, *web*.

Possessions: Masterwork studded leather, masterwork spear, dagger, masterwork light crossbow, 10 bolts, scroll of *burning hands* (CL 5th), scroll of *cure light wounds*, divine scroll of *web*, *potion of cure moderate wounds*, spell component pouch.

APL 12

Shadow Giant Stag Beetle, Advanced: CR 7; Huge Vermin (Extraplanar); HD 15d8+75; hp 142; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20; Base Atk/Grp +11/+29; Atk +19 melee (6d6+15, bite); Full Atk +19 melee (6d6+15, bite); Space/Reach 15 ft./10 ft.; SA trample 3d8+5; SQ cold resistance 20, darkvision 60 ft., evasion, fast healing 2, low-light vision, shadow blend, vermin traits; AL N; SV (including +2 luck bonus) Fort +16, Ref +6, Will +7; Str 31, Dex 8, Con 21, Int —, Wis 10, Cha 9.

Skills and Feats: Move Silently +5.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell or darkvision does.

Trample (Ex): Reflex half DC 27. The save DC is Strength-based.

Hobgoblin Tracker (APL 12): Male hobgoblin Rgr8; CR 8; Medium Humanoid (goblinoid); HD 8d8+16; hp 59; Init +4; Spd 30 ft.; AC 19, touch 15, flat-footed 15; Base Atk/Grp +8/+10; Atk +11 melee (1d8+2/x3, masterwork battleaxe) or +13 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]); Full Atk +11/+6

melee (1d8+2/x3, masterwork battleaxe) or +13/+8 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]) or +11/+11/+6 ranged (1d8+3/x3, +1 composite longbow [+2 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy elves +4, favored enemy humans +2, link with companion, share spells, swift tracker, wild empathy +7, woodland stride; AL LE; SV Fort +9, Ref +11, Will +4; Str 14, Dex 19, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +15, Knowledge (nature) +11, Listen +12, Move Silently +19, Spot +12, Survival +17; Endurance (B), Manyshot (B), Point Blank Shot, Precise Shot, Rapid Shot (B), Skill Focus (Survival), Track (B).

Languages: Goblin, Common.

Combat Style (Ex): This ranger has selected archery. He gains the Rapid Shot feat without the normal prerequisites.

Animal Companion (Ex): This ranger has a dire wolf as an animal companion. It is a normal dire wolf, as in the *Monster Manual* page 65.

Improved Combat Style (Ex): This ranger has selected archery. He gains the Manyshot feat without the normal prerequisites.

Ranger Spells Prepared (2; save DC 12): 1st—*entangle*, *magic fang*.

Possessions: +1 studded leather, ring of protection +1, cloak of resistance +1, masterwork battleaxe, dagger, +1 composite longbow (+2 Str bonus), 20 normal arrows, 10 cold iron arrows, 10 silver arrows, tanglefoot bag, 3 potions of cure light wounds, potion of fly.

Physical Description: The wiry ranger prefers drab clothing to the usual hobgoblin red and black. Impressive ritual scars surround his right eye. He is a dead shot and the bone pins in his hair are trophies from past targets.

Hobgoblin Adept (APL 12): Male hobgoblin Adp8; CR 7; Medium Humanoid (goblinoid); HD 8d6+24; hp 58; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk/Grp +4/+4; Atk +5 melee (1d8/x3, masterwork spear) or +4 ranged (1d8/19-20, masterwork light crossbow); SA —; SQ darkvision 60 ft., empathic link, raven familiar, share spells; AL NE; SV Fort +5, Ref +4, Will +9; Str 10, Dex 10, Con 16, Int 12, Wis 17, Cha 13.

Skills and Feats: Appraise +4, Concentration +14, Heal +14, Knowledge (nature) +5, Knowledge (religion) +5, Move Silently +4, Survival +6; Brew Potion, Lightning Reflexes, Scribe Scroll.

Raven familiar: This creature grants its master a +3 bonus on Appraise checks. It also grants Alertness as long as it is within 5 feet. The familiar uses the

better of its own and its master's base save bonuses. CR —; Tiny Magical Beast; HD 8; hp 29; Init +2; Spd 10 ft., fly 40 ft. (average); AC 18, touch 14, flat-footed 18; Base Atk/Grp +4/-9; Atk +8 melee (1d2-5, claws); Full Atk +8 melee (1d2-5, claws); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ deliver touch spells, improved evasion, speak with master, speak with other birds; AL NE; Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6. Speaks Goblin. It should merely be a scout, not be close to the fray.

Adept Spells Prepared (3/4/3/1; save DC = 13 + spell level): 0—*cure minor wounds*, *ghost sound*, *guidance*; 1st—*bless*, *burning hands* (2), *cure light wounds*; 2nd—*scorching ray*, *web* (2); 3rd—*lightning bolt*.

Possessions: Masterwork studded leather, masterwork spear, dagger, masterwork light crossbow, 10 bolts, divine scroll of *lightning bolt* (CL 8th), scroll of *daylight* (CL 8th), scroll of *burning hands* (CL 5th), scroll of *cure light wounds*, *potion of cure moderate wounds*, spell component pouch.

Encounter Four

All APLs

Lerth: Male advanced behir; CR 10; Huge Magical Beast; HD 12d10+84; hp 153; Init +1; Spd 40 ft., climb 15 ft.; AC 20, touch 9, flat-footed 19; Base Atk/Grp +12/+29 (now +25); Atk +19 (now +15) melee (2d4+13 (now +7), bite); Full Atk +19 melee (2d4+13 (now +7), bite); Space/Reach: 15 ft./10 ft.; SA breath weapon, constrict 2d8+9 (now +5), improved grab, rake, swallow whole; SQ can't be tripped, darkvision 60 ft., immune to electricity, low-light vision, scent; AL N; SV Fort +15, Ref +9, Will +7; Str 28 (now 20), Dex 13, Con 25, Int 12, Wis 16, Cha 10.

Skills and Feats: Climb +17 (now +13), Hide +8, Listen +5, Spot +20, Survival +3; Alertness, Cleave, Improved Bull Rush, Power Attack, Track.

Languages: Common.

Breath Weapon (Su): 20-foot line, every 10 rounds, damage 7d6 electricity, Reflex DC 23 half. The save DC is Constitution-based.

Rake: 1d4+4 (now +2), 6 claws +19 (now +15) melee.

Possessions: none.

Note: Lerth is still suffering from Strength damage inflicted by umbral creatures. The effects of the lost Strength are indicated in parentheses.

Encounter Five

APL 6

Gar-kaleth Elek'kon, Hobgoblin Chief (APL 6): Male hobgoblin Ftr4/Rog2; CR 6; Medium Humanoid

(goblinoid); HD 4d10+2d6+18; hp 54; Init +3; Spd 30 ft.; AC 21 or 22 w/ Dodge, touch 13 or 14 w/ Dodge, flat-footed 18; Base Atk/Grp +5/+7; Atk +9 melee (1d8+4/19-20, masterwork longsword) or +9 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); Full Atk +9 melee (1d8+4/19-20, masterwork longsword) or +9 ranged (1d8+2/x3, masterwork composite longbow [+2 Str bonus]); SA sneak attack +1d6; SQ darkvision 60 ft, evasion, trapfinding; AL LE; SV Fort +7, Ref +7, Will +3; Str 15, Dex 16, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +4, Handle Animal +5, Hide +2, Intimidate +5, Jump +10, Move Silently +8, Ride +5, Spot +9, Tumble +13; Combat Expertise, Dodge, Iron Will, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Goblin, Common, Giant.

Possessions: +1 chain shirt, +1 darkwood shield, masterwork longsword (in locked gauntlet), handaxe, dagger, masterwork composite longbow (+2 Str bonus), 10 normal arrows, 5 cold iron arrows, 5 silver arrows, *potion of cure moderate wounds*, tanglefoot bag.

Physical Description: Standing 6'7" tall, the rangy hobgoblin chief bears a longsword in honor of the god Nomog-Geaya. To show his fortitude, his arms are covered in ritual scars and his lip is pierced with brass studs, but his large blue nose is unadorned. He is dressed in a red-tinted chain shirt with black leather underneath. His magical shield is a war-trophy, taken from an officer in the Pale's Prelatal Army several years ago.

Hobgoblin Priest (APL 6): Male hobgoblin Clr5; CR 5; Medium Humanoid (goblinoid); HD 5d8+15; hp 43; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk/Grp +3/+4; Atk +6 melee (1d8+1/19-20, masterwork longsword) or +3 ranged (1d6+1, javelin); Full Atk +6 melee (1d8+1/19-20, masterwork longsword) or +3 ranged (1d6+1, javelin); SA rebuke undead 4/day; SQ —; AL LE; SV Fort +7, Ref +1, Will +7; Str 13, Dex 10, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Spellcraft +8; Martial Weapon Proficiency (longsword) (B), Quick Draw, Scribe Scroll, Weapon Focus (longsword) (B).

Languages: Goblin, Common.

Cleric Spells Prepared (5/4+1/3+1/2+1; save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance* (2), *resistance*; 1st—*bane*, *bless*, *cure light wounds*, *enlarge person**, *magic weapon*; 2nd—*aid*, *bull's strength*, *spiritual weapon**, *spiritual weapon*; 3rd—*dispel magic*, *magic vestment**, *prayer*.

*Domain spell. Deity: Nomog-Geaya. Domains: Strength (feat of strength gives +5 enhancement bonus to Strength for 1 round); War (free Martial Weapon

Proficiency and Weapon Focus with deity's favored weapon).

Possessions: +1 full plate, +1 heavy steel shield, masterwork longsword, 3 javelins, dagger, 2 flasks of unholy water, scroll of *dispel magic*, 2 scrolls of *cure light wounds*, *potion of cure moderate wounds*, 2 wooden holy symbols, spell component pouch.

Umbral Worg: CR 5; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +3; Spd fly 40 ft. (perfect); AC 13, touch 13, flat-footed 11; Base Atk/Grp +2/—; Atk +5 melee (1d6 Str, incorporeal touch); Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits; AL CE; SV Fort +1, Ref +4, Will +7; Str —, Dex 17, Con —, Int 2, Wis 16, Cha 12.

Skills and Feats: Hide +7, Listen +7, Spot +7, Survival +3 (+7 when tracking by scent); Alertness, Track.

Strength Damage (Su): The touch of an umbral worg deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral worg dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid reduced to Strength 0 by an umbral worg rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral worg that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral template.

An umbral creature can control a number of spawn equal to its HDx2 (8 for an umbral worg). If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

APL 8

Gar-kaleth Elek'kon, Hobgoblin Chief (APL 8): Male hobgoblin Ftr6/Rog2; CR 8; Medium Humanoid (goblinoid); HD 6d10+2d6+24; hp 70; Init +3; Spd 30 ft.; AC 21 or 22 w/ Dodge, touch 13 or 14 w/ Dodge, flat-footed 18; Base Atk/Grp +7/+10; Atk +12 melee (1d8+6/19-20, +1 longsword) or +11 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +12/+7 melee (1d8+6/19-20, +1 longsword) or +11/+6 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); SA sneak attack +1d6; SQ darkvision 60 ft, evasion, trapfinding; AL LE; SV Fort +8, Ref +8, Will +4; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +4, Handle Animal +5, Hide +2, Intimidate +5, Jump +18, Move Silently +8, Ride +5, Spot +9, Tumble +15; Combat Expertise,

Dodge, Iron Will, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Goblin, Common, Giant.

Possessions: +1 chain shirt, +1 darkwood shield, +1 longsword (in locked gauntlet), handaxe, dagger, masterwork composite longbow (+3 Str bonus), 10 normal arrows, 5 cold iron arrows, 5 silver arrows, ring of jumping, potion of cure moderate wounds, tanglefoot bag.

Physical Description: Standing 6'7" tall, the rangy hobgoblin chief bears a longsword in honor of the god Nomog-Geaya. To show his fortitude, his arms are covered in ritual scars and his lip is pierced with brass studs, but his large blue nose is unadorned. He is dressed in a red-tinted chain shirt with black leather underneath. His magical shield is a war-trophy, taken from an officer in the Pale's Prelatal Army several years ago.

Hobgoblin Priest (APL 8): Male hobgoblin Clr7; CR 7; Medium Humanoid (goblinoid); HD 7d8+21; hp 59; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk/Grp +5/+6; Atk +8 melee (1d8+1/19-20, masterwork longsword) or +5 ranged (1d6+1, javelin); Full Atk +8 melee (1d8+1/19-20, masterwork longsword) or +5 ranged (1d6+1, javelin); SA rebuke undead 4/day; SQ —; AL LE; SV Fort +9, Ref +3, Will +9; Str 13, Dex 10, Con 16, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +16, Spellcraft +10; Martial Weapon Proficiency (longsword) (B), Quick Draw, Scribe Scroll, Skill Focus (Concentration), Weapon Focus (longsword) (B).

Languages: Goblin, Common.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; save DC 13 + spell level): 0—cure minor wounds, detect magic, guidance (2), resistance (2); 1st—bane, bless (2), cure light wounds, divine favor, enlarge person*; 2nd—aid, bull's strength, spiritual weapon*, spiritual weapon (2); 3rd—dispel magic, magic vestment*, prayer, wind wall; 4th—death ward, divine power*.

*Domain spell. Deity: Nomog-Geaya. Domains: Strength (feat of strength gives +7 enhancement bonus to Strength for 1 round); War (free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, masterwork longsword, 3 javelins, dagger, 2 flasks of unholy water, scroll of dispel magic, 2 scrolls of cure light wounds, potion of cure moderate wounds, 2 wooden holy symbols, spell component pouch.

Umbral Worg: CR 5; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +3; Spd fly 40 ft. (perfect); AC 13,

touch 13, flat-footed 11; Base Atk/Grp +2/—; Atk +5 melee (1d6 Str, incorporeal touch); Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits; AL CE; SV Fort +1, Ref +4, Will +7; Str —, Dex 17, Con —, Int 2, Wis 16, Cha 12.

Skills and Feats: Hide +7, Listen +7, Spot +7, Survival +3 (+7 when tracking by scent); Alertness, Track.

Strength Damage (Su): The touch of an umbral worg deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral worg dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid reduced to Strength 0 by an umbral worg rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral worg that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral template.

An umbral creature can control a number of spawn equal to its HDx2 (8 for an umbral worg). If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

APL 10

Gar-kaleth Elek'kon, Hobgoblin Chief (APL 10): Male hobgoblin Ftr6/Rog3; CR 9; Medium Humanoid (goblinoid); HD 6d10+3d6+27; hp 77; Init +3; Spd 30 ft.; AC 21 or 22 w/ Dodge, touch 13 or 14 w/ Dodge, flat-footed 22 (uncanny dodge); Base Atk/Grp +8/+11; Atk +13 melee (1d8+6/19-20, +1 longsword) or +12 ranged (1d8+4/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +13/+8 melee (1d8+6/19-20, +1 longsword) or +12/+7 ranged (1d8+4/x3, masterwork composite longbow [+3 Str bonus]); SA sneak attack +2d6; SQ darkvision 60 ft, evasion, trap sense +1, trapfinding; AL LE; SV Fort +9, Ref +8, Will +5; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +9, Handle Animal +5, Hide +2, Intimidate +5, Jump +18, Move Silently +8, Ride +5, Spot +12, Tumble +16; Combat Expertise, Dodge, Elusive Target (see Appendix Two), Iron Will, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Goblin, Common, Giant.

Possessions: +1 chain shirt, +1 darkwood shield, +1 longsword (in locked gauntlet), masterwork handaxe, dagger, masterwork composite longbow (+3 Str bonus), 10 normal arrows, 5 cold iron arrows, 5 silver arrows, ring of jumping, potion of cure moderate wounds, tanglefoot bag, steadfast boots (see Appendix Two).

Physical Description: Standing 6'7" tall, the infamous hobgoblin chief bears a longsword in honor of the god Nomog-Geaya. To show his fortitude, his arms are covered in ritual scars and his lip is pierced with brass studs, but his large blue nose is unadorned. He is dressed in a red-tinted chain shirt with black leather underneath. His magical shield is a war-trophy, taken from an officer in the Pale's Prelatal Army several years ago.

Hobgoblin Priest (APL 10): Male hobgoblin Clr8; CR 8; Medium Humanoid (goblinoid); HD 8d8+24; hp 67; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk/Grp +6/+7; Atk +9 melee (1d8+1/19-20, masterwork longsword) or +6 ranged (1d6+1, javelin); Full Atk +9/+4 melee (1d8+1/19-20, masterwork longsword) or +6/+1 ranged (1d6+1, javelin); SA rebuke undead 4/day; SQ —; AL LE; SV Fort +10, Ref +3, Will +10; Str 13, Dex 10, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +17, Spellcraft +11; Martial Weapon Proficiency (longsword) (B), Quick Draw, Scribe Scroll, Skill Focus (Concentration), Weapon Focus (longsword) (B).

Languages: Goblin, Common.

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; save DC 13 + spell level): 0—*cure minor wounds, detect magic, guidance* (2), *resistance* (2); 1st—*bane, bless* (2), *cure light wounds, divine favor, enlarge person**; 2nd—*aid, bull's strength, calm emotions, spiritual weapon**, *spiritual weapon*; 3rd—*dispel magic, magic vestment**, *prayer, wind wall*; 4th—*death ward, divine power**, *spell immunity*.

*Domain spell. *Deity:* Nomog-Geaya. *Domains:* Strength (feat of strength gives +8 enhancement bonus to Strength for 1 round); War (free Martial Weapon Proficiency and Weapon Focus with deity's favored weapon).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, masterwork longsword, 3 javelins, dagger, 2 flasks of unholy water, scroll of *dispel magic*, 2 scrolls of *cure light wounds, potion of cure moderate wounds*, 2 wooden holy symbols, spell component pouch.

Hobgoblin Monk (APL 10): Female hobgoblin Mnk6; CR 6; Medium Humanoid (goblinoid); HD 6d8+12; hp 45; Init +3; Spd 50 ft.; AC 17 or 18 w/ Dodge, touch 16 or 17 w/ Dodge, flat-footed 14; Base Atk/Grp +4/+10; Atk +7 melee (1d8+2, unarmed strike) or +7 melee (1d4+2, masterwork sai) or +8 ranged (1d6, masterwork sling); Full Atk +7 or +6/+6 melee (1d8+2, unarmed strike) or +7 or +6/+6 melee (1d6+2, masterwork sai) or +8 ranged (1d6, masterwork sling); SA flurry of blows, *ki strike* (magic); SQ darkvision 60 ft, evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +8, Ref +9, Will +8; Str 14, Dex 16, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +15, Listen +11, Move Silently +16, Tumble +12; Deflect Arrows, Dodge, Improved Disarm, Improved Grapple, Mobility, Weapon Focus (unarmed strike).

Languages: Goblin, Common.

Still Mind (Ex): This monk gains a +2 bonus on saving throws against spells and effects from the Enchantment school.

Possessions: Bracers of armor +1, masterwork sai, dagger, masterwork sling, 10 normal bullets, 5 cold iron bullets, 5 silver bullets, *potion of cat's grace, potion of cure moderate wounds*, 2 flasks of alchemist's fire, tanglefoot bag, monk's outfit.

Umbral Worg: CR 5; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +3; Spd fly 40 ft. (perfect); AC 13, touch 13, flat-footed 11; Base Atk/Grp +2/—; Atk +5 melee (1d6 Str, incorporeal touch); Full Atk +5 melee (1d6 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits; AL CE; SV Fort +1, Ref +4, Will +7; Str —, Dex 17, Con —, Int 2, Wis 16, Cha 12.

Skills and Feats: Hide +7, Listen +7, Spot +7, Survival +3 (+7 when tracking by scent); Alertness, Track.

Strength Damage (Su): The touch of an umbral worg deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral worg dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid reduced to Strength 0 by an umbral worg rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral worg that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral template.

An umbral creature can control a number of spawn equal to its HDx2 (8 for an umbral worg). If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

APL 12

Gar-kaleth Elek'kon, Hobgoblin Chief (APL 12): Male hobgoblin Ftr7/Rog4; CR 11; Medium-size Humanoid (goblinoid); HD 7d10+4d6+33; hp 93; Init +3; Spd 30 ft.; AC 22 or 23 w/ Dodge, touch 13 or 14 w/ Dodge, flat-footed 22 (uncanny dodge); Base Atk/Grp +10/+13; Atk +15 melee (1d8+6/19-20, +1 spell storing longsword) or +14 ranged (1d8+4/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +15/+10 melee (1d8+6/19-20, +1 spell storing longsword) or +14/+9 ranged (1d8+4/x3, masterwork composite longbow [+3

Str bonus]); SA sneak attack +2d6; SQ darkvision 60 ft, evasion, trap sense +1, trapfinding, uncanny dodge; AL LE; SV Fort +9, Ref +9, Will +5; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 10.

Skills and Feats: Balance +9, Handle Animal +5, Hide +2, Intimidate +8, Jump +18, Move Silently +13, Ride +5, Spot +14, Tumble +18; Combat Expertise, Dodge, Elusive Target (see Appendix Two), Iron Will, Mobility, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Languages: Goblin, Common, Giant.

Possessions: +2 chain shirt, +1 darkwood shield, +1 spell storing longsword (*dispel magic* [CL 9th] stored) (in locked gauntlet), masterwork handaxe, dagger, masterwork composite longbow (+3 Str bonus), 10 normal arrows, 5 cold iron arrows, 5 silver arrows, *ring of jumping*, *potion of cure moderate wounds*, tanglefoot bag, *steadfast boots* (see Appendix Two).

Physical Description: Standing 6'7" tall, the widely feared hobgoblin warlord bears a longsword in honor of the god Nomog-Geaya. To show his fortitude, his arms are covered in ritual scars and his lip is pierced with brass studs, but his large blue nose is unadorned. He is dressed in a red-tinted chain shirt with black leather underneath. His magical shield is a war-trophy, taken from an officer in the Pale's Prelatal Army several years ago.

Hobgoblin Priest (APL 12): Male hobgoblin Clr9; CR 9; Medium Humanoid (goblinoid); HD 9d8+27; hp 75; Init +0; Spd 30 ft.; AC 22, touch 10, flat-footed 22; Base Atk/Grp +6/+7; Atk +9 melee (1d8+1/19-20, masterwork longsword) or +6 ranged (1d6+1, javelin); Full Atk +9/+4 melee (1d8+1/19-20, masterwork longsword) or +6/+1 ranged (1d6+1, javelin); SA rebuke undead 4/day; SQ —; AL LE; SV Fort +10, Ref +4, Will +10; Str 13, Dex 10, Con 16, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +18, Spellcraft +12; Martial Weapon Proficiency (longsword) (B), Quick Draw, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Weapon Focus (longsword) (B).

Languages: Goblin, Common.

Cleric Spells Prepared (6/5+1/5+1/3+1/ 2+1/1+1; save DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance* (2), *resistance* (2); 1st—*bane*, *bless* (2), *cure light wounds*, *divine favor*, *enlarge person**; 2nd—*aid*, *bull's strength*, *calm emotions*, *divine favor* (silent), *silence*, *spiritual weapon**; 3rd—*dispel magic*, *magic vestment**, *prayer*, *wind wall*; 4th—*death ward*, *dispel magic* (silent), *divine power**; 5th—*freedom of movement* (silent), *righteous might**.

*Domain spell. Deity: Nomog-Geaya. Domains: Strength (feat of strength gives +9 enhancement bonus to Strength for 1 round); War (free Martial Weapon

Proficiency and Weapon Focus with deity's favored weapon).

Possessions: +1 full plate, +1 heavy steel shield, cloak of resistance +1, masterwork longsword, 3 javelins, dagger, 2 flasks of unholy water, scroll of *dispel magic*, 2 scrolls of *cure light wounds*, *potion of cure moderate wounds*, 2 wooden holy symbols, spell component pouch.

Hobgoblin Monk (APL 12): Female hobgoblin Mnk8; CR 8; Medium Humanoid (goblinoid); HD 8d8+16; hp 59; Init +3; Spd 50 ft.; AC 20 or 21 w/ Dodge, touch 18 or 19 w/ Dodge, flat-footed 17; Base Atk/Grp +6/+12; Atk +9 melee (1d10+2, unarmed strike) or +9 melee (1d4+2, masterwork sai) or +10 ranged (1d6, masterwork sling); Full Atk +9/+4 or +8/+8/+3 melee (1d8+2, unarmed strike) or +9/+4 or +8/+8/+3 melee (1d6+2, masterwork sai) or +10 ranged (1d6, masterwork sling); SA flurry of blows, *ki strike* (magic); SQ darkvision 60 ft, evasion, purity of body, slow fall 40 ft., still mind, wholeness of body; AL LE; SV Fort +9, Ref +10, Will +10; Str 14, Dex 16, Con 14, Int 10, Wis 16, Cha 8.

Skills and Feats: [44 pts] Balance +17 [11 rks +3 Dex +2 synergy (Tumble)], Listen +14 [11 rks +3 Wis], Move Silently +18 [11 rks +4 racial +3 Dex], Tumble +14 [11 rks +3 Dex]; Deflect Arrows, Dodge, Improved Disarm, Improved Grapple, Mobility, Weapon Focus (unarmed strike).

Languages: Goblin, Common.

Still Mind (Ex): This monk gains a +2 bonus on saving throws against spells and effects from the Enchantment school.

Wholeness of Body (Ex): This monk can cure up to 16 points of her own wounds each day, and she can spread this healing out over several uses.

Possessions: Amulet of natural armor +1, bracers of armor +1, ring of protection +1, masterwork sai, dagger, masterwork sling, 10 normal bullets, 5 cold iron bullets, 5 silver bullets, *potion of cat's grace*, *potion of cure moderate wounds*, 2 flasks of alchemist's fire, tanglefoot bag, monk's outfit.

Umbral Dire Wolf: CR 6; Large Undead (Incorporeal); HD 6d12; hp 39; Init +3; Spd fly 40 ft. (perfect); AC 12, touch 12, flat-footed 10; Base Atk/Grp +3/—; Atk +6 melee (1d8 Str, incorporeal touch); Full Atk +6 melee (1d8 Str, incorporeal touch); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, turn resistance +2, undead traits; AL CE; SV Fort +2, Ref +5, Will +7; Str —, Dex 17, Con —, Int 2, Wis 14, Cha 12.

Skills and Feats: Hide +1, Listen +8, Spot +8, Survival +3 (+7 when tracking by scent); Alertness, Run, Track (B), Weapon Focus (incorporeal touch).

Strength Damage (Su): The touch of an umbral dire wolf deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral dire wolf dies.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid reduced to Strength 0 by an umbral dire wolf rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral dire wolf that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral template.

An umbral creature can control a number of spawn equal to its HDx2 (12 for an umbral dire wolf). If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Appendix Two – New Rules

New Feats

Elusive Target (Tactical) (from *Complete Warrior*)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

New Equipment

Steadfast boots (from *Arms & Equipment Guide*):

This thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is one-handed or larger, she also counts as being set against a charge. The weapon does not have to have reach.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 6,000 gp; Weight 1 lb.

Appendix Three – Templates

Shadow Creatures (*Manual of the Planes*)

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Grays and blacks are their most common colors, with white and yellow rarely seen. They are not to be confused with shadows (undead creatures that often dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and do not follow this template.

Creating a Shadow Creature

“Shadow” is a template that can be added to any corporeal creature (referred to hereafter as the base creature). The creature’s type does not change but it gains the Extraplanar subtype. It otherwise uses all the base creature’s statistics and special abilities except as noted below.

Speed: As base creature x 1 1/2.

Special Qualities: A shadow creature retains all the special qualities of the base creature and also gains the following ones:

- Cold Resistance 5 + 1 per HD, to a maximum of 20.
- Darkvision with a range of 60 feet.
- Low-light vision.
- *Shadow Blend* (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell or darkvision does.

Shadow creatures also have one additional supernatural ability for every 4 HD they possess (minimum of one) chosen from the following list:

- +2 luck bonus on all saving throws
- *cause fear* once per day (CL 5th)
- DR 5/magic
- evasion (as the rogue class feature)
- *mirror image* once per day (CL 5th)

- *plane shift* self to or from the Plane of Shadow once per day (CL 15th)
- fast healing 2

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as the base creature, plus a +6 bonus to Move Silently.

Feats: Same as the base creature.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Same as the base creature, although rarely good.

Advancement: Same as the base creature.

Level adjustment: +2.

Umbral Creatures (*Savage Species*)

Umbral creatures are, like shadows, creatures of living darkness. They hate life and light with equal fervor. Their touch bestows the painful chill of nonexistence, making them very dangerous opponents.

An umbral creature looks like a shadowy version of a material creature, and it may easily be mistaken for a living creature from the Plane of Shadow. Umbral creatures are difficult to see in dark or gloomy areas, but they stand out starkly in brightly illuminated places.

Natural enemies of all that live, umbral creatures are aggressive and predatory. They are quick to strike and make short work of those unprepared to deal with them.

Umbral creatures speak whatever languages they spoke in life.

Creating an Umbral Creature

“Umbral creature” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 8. An umbral creature has all the base creature’s characteristics except as noted here.

Size and Type: The creature’s type changes to undead, and it takes the incorporeal subtype.

Hit Dice: All the base creature’s Hit Dice change to d12s.

Speed: The creature gains a fly speed of 40 feet if it did not already have a faster fly speed, and its maneuverability becomes perfect.

AC: The creature loses its natural armor bonus but gains a deflection bonus equal to its Charisma modifier or +1, whichever is greater.

Attacks: The creature loses all its attacks and gains an incorporeal touch attack.

Damage: An umbral creature's incorporeal touch attack deals Strength damage based on the creature's size, according to the table below.

Special Attacks: An umbral creature loses the base creature's special attacks and gains the special attack of Strength damage, described below.

Strength Damage (Su): The touch of an umbral creature deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral creature dies.

Size	Damage	Size	Damage
Fine	1	Large	1d8
Dimin.	1d2	Huge	2d6
Tiny	1d3	Garg.	2d8
Small	1d4	Colos.	4d6
Medium	1d6		

Special Qualities: An umbral creature gains the four special qualities described below.

Create Spawn (Su): Any aberration, animal, dragon, giant, humanoid, magical beast, or monstrous humanoid reduced to Strength 0 by an umbral creature rises as an umbral creature in 1d4 rounds. Such a spawn is under the command of the umbral creature that created it and remains enslaved until its master's death. The spawn does not possess any of the abilities it had in life but gains the umbral template.

An umbral creature can control a number of spawn equal to its HDx2. If it creates a spawn that causes it to exceed this limit, the spawn longest under its control is released.

Incorporeal Subtype: An umbral creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, spell, spell-like abilities, and supernatural abilities. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. An umbral creature can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An umbral creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Turn Resistance: An umbral creature gains turn resistance +2.

Undead Traits: An umbral creature is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage. An umbral creature cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Abilities: +2 Dex, -4 Int (minimum 2), +2 Wis, +2 Cha. As an incorporeal undead, an umbral creature has no Strength or Constitution score.

Climate/Terrain: Any land & underground.

Organization: Solitary, pair, gang (3-4), or swarm (6-11).

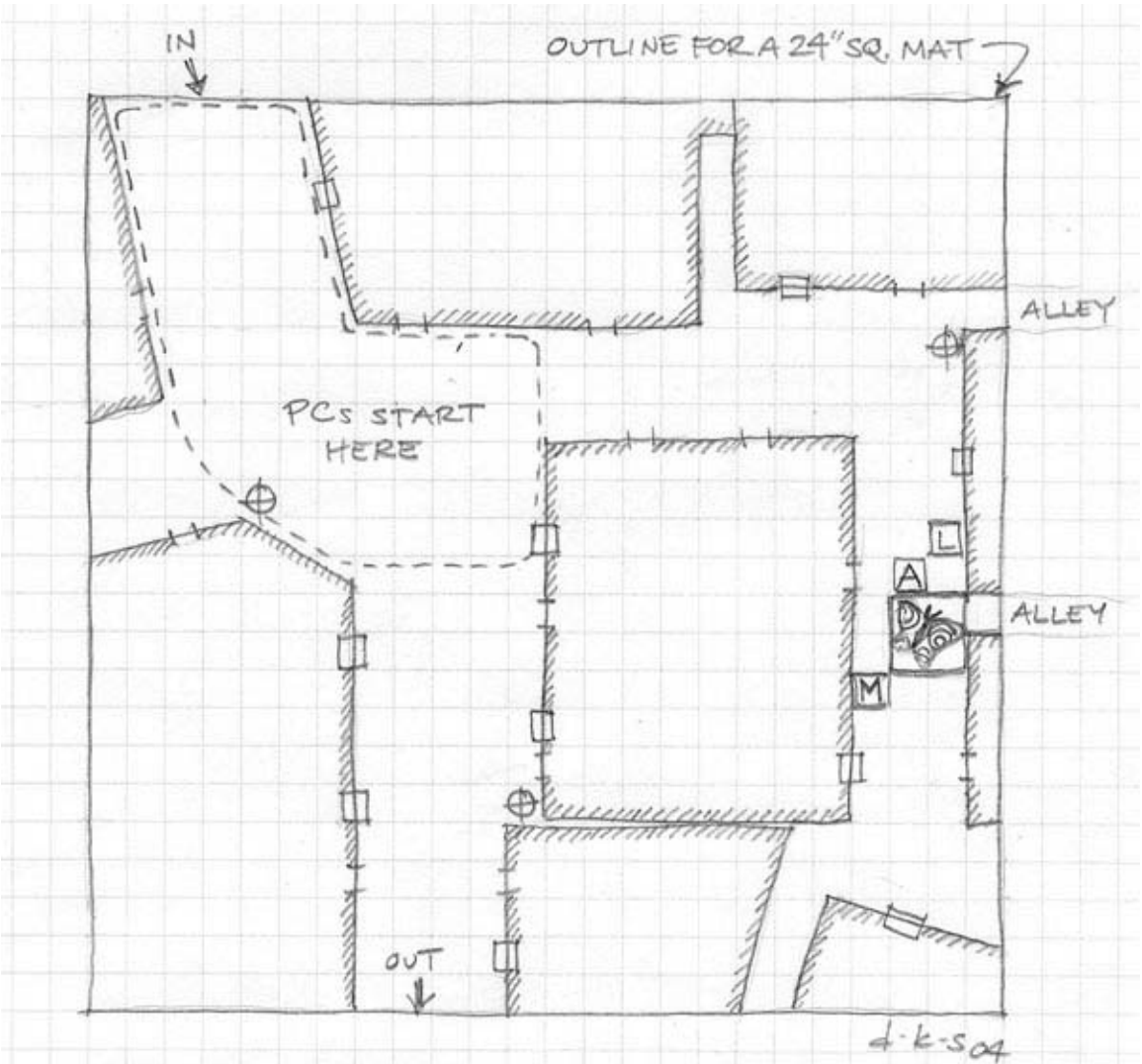
Challenge Rating: Base creature's CR +3.

Treasure: None.

Alignment: Always chaotic evil.

Level adjustment: +5.

Map #1 – Portion of Stradsett Jumble Quarter



↑ NORTH □ = 5'SQ.

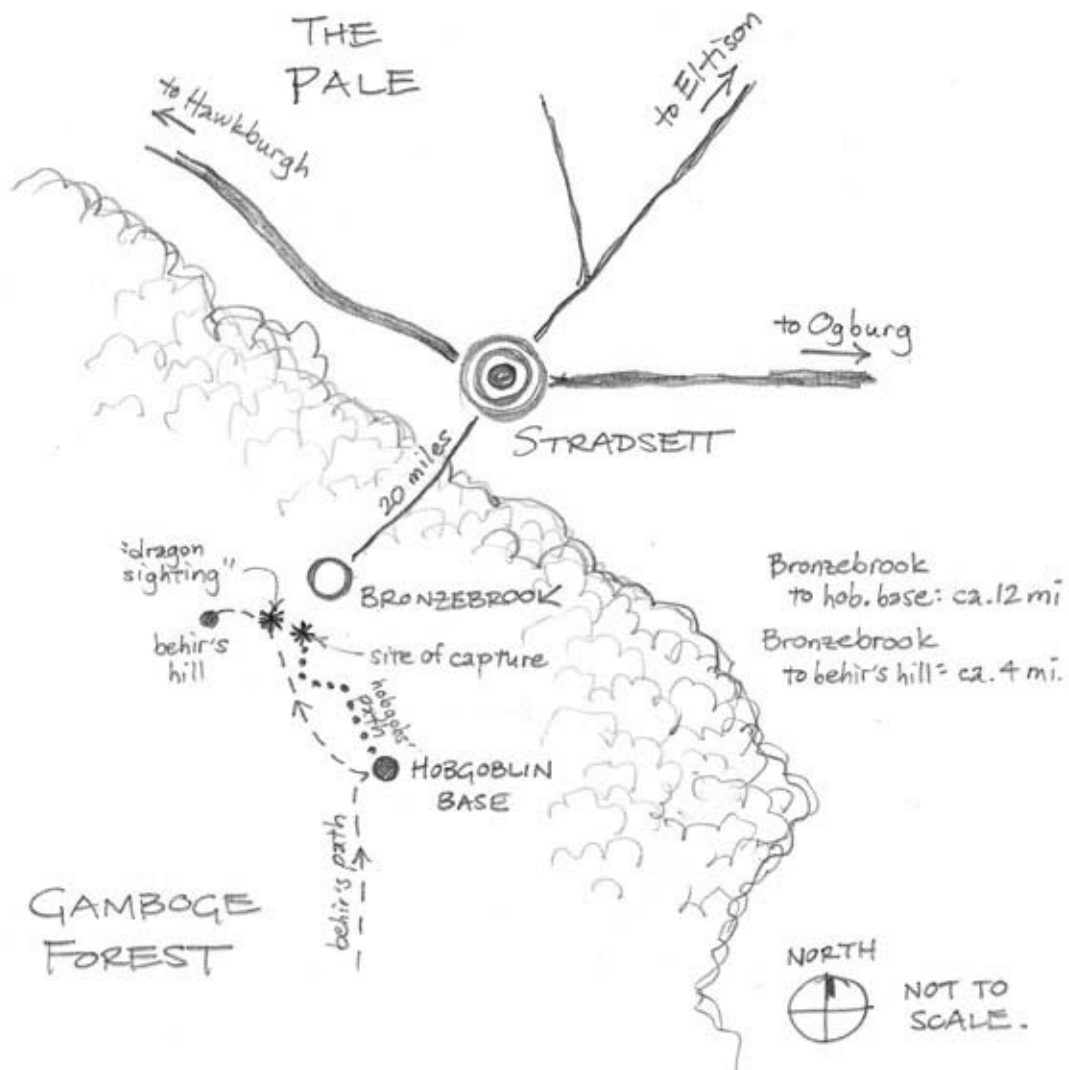
- DOOR
- WINDOW
- LAMP ON POST
- BUILDINGS ARE 2 OR 3 STORIES TALL.
- A ANDAIL
- L LEDGER
- M MORRICK
- GLOOMWING (10x10)

Copy and cut out this counter

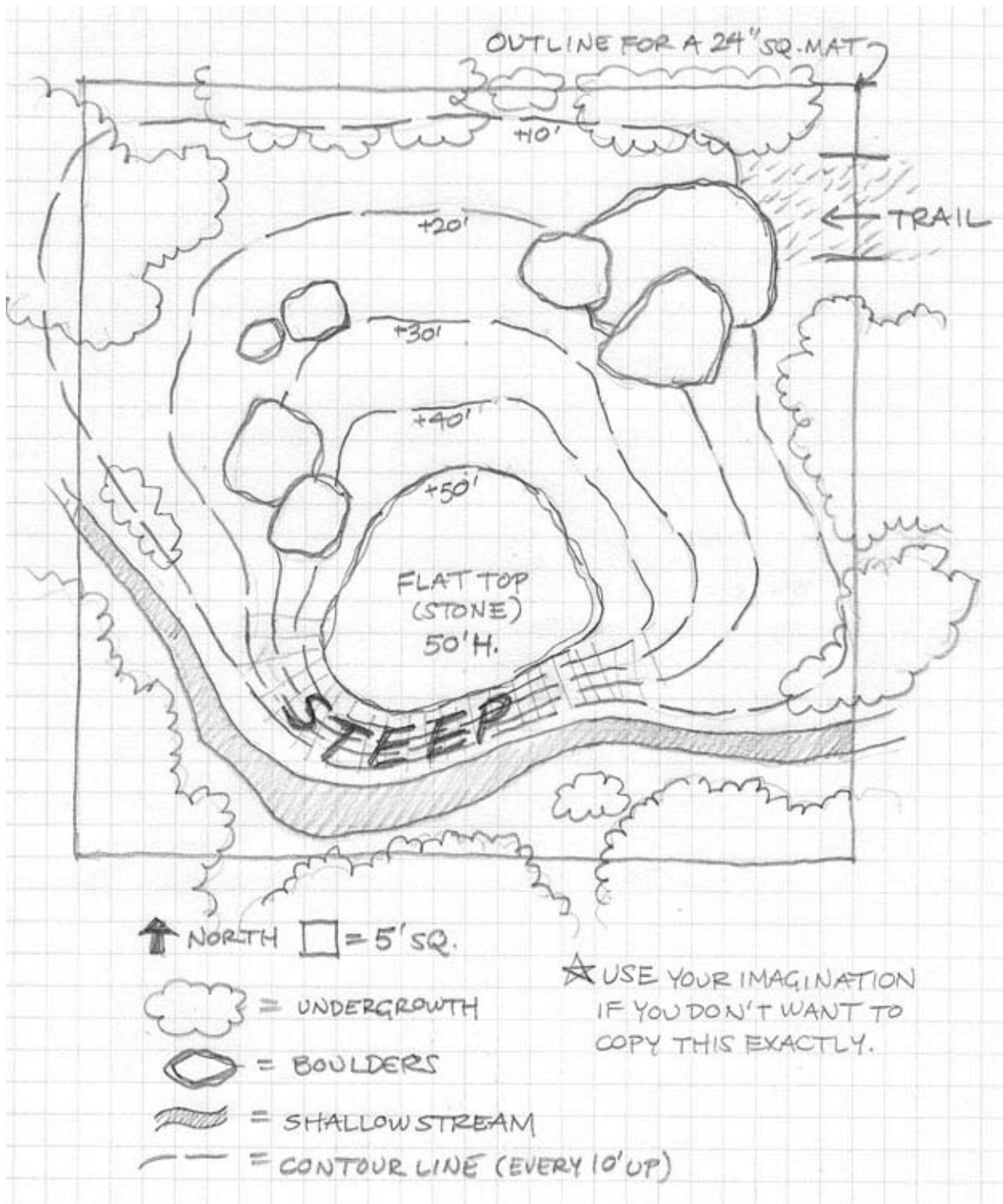


(drawn by the author)

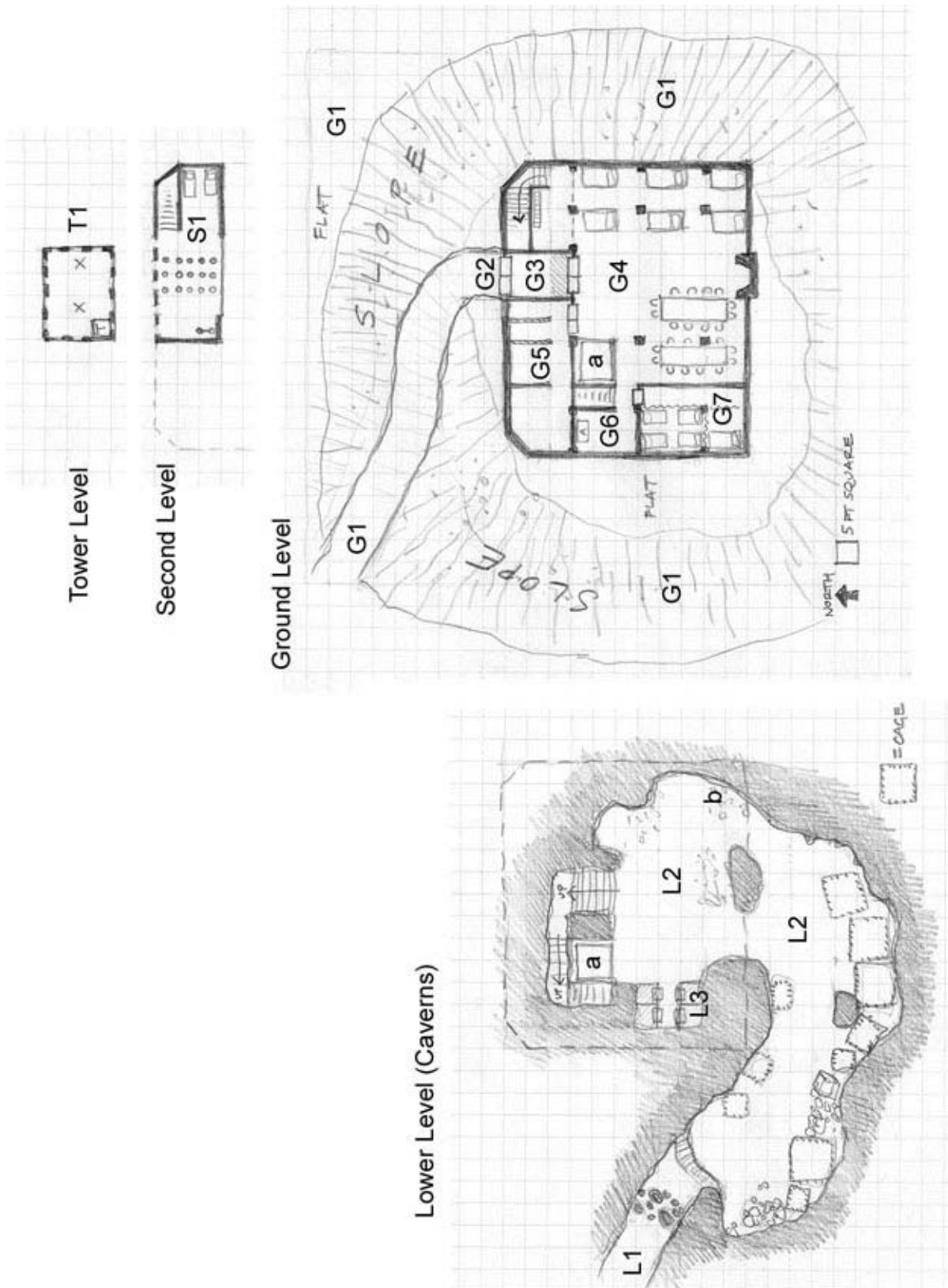
Map #2: Portion of the Gambio Forest



Map #3: Behir's Hill



Map #4: Hobgoblin Base



Player Handout #1: Discarded Research Notes

The following page was found among some rubble on the lower level of the stronghold. It was badly scorched and torn, but this much is legible (even if not immediately understandable).

Subj #	Type	Date	Dose (hem / ss)	Result	Notes
V33	M/s	Harv 3	13 / 6	shd.	
V34	M/s	Harv 3	25 / 13	shd.	v. large
M21	D.W.	Harv 4	19 /	exp.	
M22	W	Harv 4		exp.	
M23	Wg	Harv 4	5 / 10	exp.	arose Harv 10
M24	D.W.	Harv 4	15 / 12	exp.	arose Harv 10 as sent

Mammalian results a mix of point. - Harvester 6

M23 & M24 (Harvester 10) - physically expired but not mated in womb

Possible pets? but low intellect is risky - aged but for how long?

G's companion far more trustworthy - knows time btwn plsn and oblivion.

Best to keep them T's advice.

Critical Event Summary

If you judge this scenario before December 31, 2004, you may have a chance to influence the plot of future scenarios in this series. Even after that date, the author would appreciate hearing from judges. Please email your feedback, comments, advice, or noteworthy stories about this scenario to Derek Schubert at derek.schubert@alumni.duke.edu, with the subject "PAL4-06 Feedback".

Questions:

1. Did the PCs kill the behir?
2. Did the PCs turn or destroy any of the umbral creatures? Did the special stone absorb any unused HD of turning?
3. Did the PCs find the special stone?
4. If you have any other comments or questions, please include them.