

Through Fog And Filthy Air

A One-Round D&D Living Kingdoms of Kalamar[®] Adventure

by Michael McKeown

A missing cleric, a journey through fog and mist leads to familiar faces and dark secrets. A one round Living Kingdoms of Kalamar Adventure for ATLS 1, 3, 5, 7, 9, 11 and 13. Before playing this adventure PCs should attempt to play the adventure *Old Honor* in the Living Kingdoms of Kalamar - Pekal Gazetteer

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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. 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.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendices at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is the month of Renewal and spring is just beginning to come to Pekal, though snow flurries still linger in the air. As the earth warms and the air fluctuates between temperate and cold, fogs in the morning and evening have become common. The Dejoy soothsayers in Independence Square say that this represents the shrouding of Pekal's own future, unknown to mortals and gods.

MODULE NOTES

This adventure contains characters and information from the module *Old Honor* in the *Pekal Gazetteer*. In that adventure the PCs discovered that a group of goblins was working with a doppelganger that impersonated the leader of the village.

Before play ask if any of the PCs have played *Old Honor*. If some have, then you may have to recap a bit of the Background so that they remember what they did.

BACKGROUND

Many centuries ago a tribe of goblins lived in the Kizin'tori woods of western Pekal. Their leader, a priest of the Dark One, constructed a temple to his vile god. The underground temple was a focus of worship and power of the Dark One in the area. Even humans and other races traveled to pay homage to the despicable deity. During those years, the wizard-priest Gahida ruled much of Pekal and his followers left the goblins alone as long as they paid him their yearly tribute. After Gahida was destroyed peace and prosperity returned to the lands that would become Pekal. Human and demi-human towns and villages grew with the calm. With the approach of civilization the woods that belonged to the goblins were now heavily logged. The

dark temple was abandoned and the goblin tribe migrated elsewhere.

Fifteen years ago, Lukas Trimel, a constable in the port city of Baneta, uncovered a cell of the Order of the Shadow, a network of thieves and assassins. The group in Baneta included a large number of doppelgangers as part of their membership. The doppelgangers enabled the group to infiltrate a number of organizations in Pecal. His efforts in uncovering the cell cost the Order of the Shadow a large number of victories. A leader of the cell swore revenge on Trimel. Four years ago one of the leaders sent a number of doppelgangers to kidnap Trimel and replace him in the small Pekalese thorp of Har'gadu. The doppelgangers encountered a small number of goblins in their now small ancestral woods near Har'gadu. The doppelgangers ate the leader of the goblins to inspire fear in them. The goblins began raiding the thorp on order of the doppelgangers. The goblins and the doppelgangers were subsequently defeated by a small group of adventurers.

These events are played out in the adventure *Old Honor* from the *Pecal Gazetteer*. Trimel survived and lived on, but the Order hasn't forgotten Trimel's past deeds. Several months ago, they sent one of their doppelganger agents back to Har'gadu to impersonate a traveling cleric of the Holy Mother. The goblin tribe too has returned to the area. A priest of the Dark One longs for his tribe to reclaim the Kizin'tori woods. He and a group of his fellow warriors unearthed the temple and have begun to worship the Dark One in secret yet again.

ADVENTURE SYNOPSIS

Introduction: While in Bet Rogala the PCs receive a note from a leader in the temple of the Holy Mother. The leader of the temple of the Holy Mother tells the PCs of a missing cleric of her order

Encounter One:

The PCs travel outside the city. After a few days' travel they find a front has moved in and left the road clouded in thick, near impassable fog.

Encounter Two:

Arriving in Bet Rogala, the PCs encounter some of the villagers and find that the thorp has some refugees from Baneta who are fleeing the war.

Encounter Three:

The PCs explore the thorp of Har'gadu and encounter the various residents

Encounter Four:

The PCs travel to the inn seeking information on the goblin attacks and the missing cleric.

Encounter Five:

The PCs wait for the return of the doppelganger.

Encounter Six:

The PCs locate the goblin lair and encounter a group of wolves and some guards. A trap is located near the prisoners' cells. The final battle takes place in the area of the temple to the Dark One.

Conclusion:

The PCs wrap up the adventure and awards are delivered, if they are deserved.

INTRODUCTION

Summary: The PCs while in Bet Rogala receive a note from a leader in the temple of the Holy Mother. The leader of the temple of the Holy Mother tells the PCs of a missing cleric of her order

Your quests for adventure across Pecal have given you a short break and you've found yourself at the Robin's Nest Inn in Bet Rogala. An elderly female gnome with her gray hair in a bun takes customers' orders to two younger male gnomes in the busy common room. A group of busy merchants sit at a table in the back of the inn. Other travelers from across Tellene seem to have gathered at the remaining tables of the inn. A young Kalamaran girl in a white dress approaches you and asks "Excuse me are you _____? Ah then, I have a message for you from our temple."

Please give the players Handout #1.

If the PCs are curious, a Knowledge (Religion) check DC 12 reveals that she follows the Holy Mother - the goddess of the home, industriousness and marriage.

Asking around town about Ameria Vitisnar requires a Gather Information DC 20 or Knowledge (Local: Bet Rogala) DC 25; either reveals that she is a mid-level priestess of the Holy Mother. With the same check, the PCs also learn that the temple of the Holy Mother is located in the Merchant's Quarter of the City. If PCs are a member of the Home Foundation Metaorg, they realize that Ameria is a mid-level member of the shrine.

If the PCs continue to the temple, read the following:

Traveling through the Merchant's Quarter of the city towards the Temple District a few blocks away you make your way to a triangular shaped stone building with a grey roof. The wooden double doors of the temple are closed.

A young Brandobian girl soon opens one side of the doors and greets you. "Welcome to the temple of the Holy Mother. Can I help you?" she asks.

If the PCs reply that they have received a note from Ameria, the young girl continues.

"Ah good, she mentioned this morning that she was expecting you," The girl opens the wooden double doors wide. "This way," she continues, walking down the hall. She shows you to a side room with a long carved table and several chairs. A spread of fresh brown bread, butter and a pitcher of cider lay across the table. In an earth colored well-made high back chair sits a female half-elf with short black hair. She is dressed neatly in a blue robe. A silver medallion hangs from her neck; on it is emblazoned two joined rings. As you enter she holds her arms out in a sign of welcome. She speaks in Low Kalamaran. "My friends, welcome to the temple of Taladari, I am Sister Ameria Vitisnar, and I see you got my message. "Please sit and enjoy some food and drink as a small gift from our temple. Have you traveled far?" she asks.

When the PCs are finished she continues:

"Our temple has a small dilemma for which we require some assistance. Our house in Bet Rogala is small and does not have many

priestesses. Thus I am called upon to ask assistance from outsiders from time to time. Our clergy often travel across Pekal aiding poor villages, performing weddings and organizing dances at festivals. Such is it that Sister Donessa often travels the Elder's Way to the tiny village of Har'gadu to the southwest.

Her travels there occur every month. In Famine, she traveled to the village to organize a festival with the coming of summer. This was not to take more than a few days and we expected her back within two weeks. It has now been over a month and we have not heard from her. This is most unlike her and I fear that something has happened to her. I would ask you to find her and bring information to us of her whereabouts. I cannot offer much now, only twenty-five victories, but upon your return I shall ask my superiors to aid you."

If asked about Donessa, Ameria relates:

Donessa is a Kalamaran woman from Bet Rogala, with warm brown eyes and medium length brown hair, of about twenty-six summers. I understand Donessa lived all her life in the city but enjoyed traveling to the village and helping the children and village elders. I remember saying the children laughed because she never milked a cow or tended to the farm animals. But as time went by she learned the ways of the rural folk and couldn't wait to travel again down the Elder Way to see the children. I might suggest you travel to Har'gadu. As I understand it she led a group of orphans away from the fighting in Baneta to the village. The leader of our church in Baneta needed some help in dealing with the results of the conflict there and Donessa volunteered. There were quite a few orphans and Donessa was helpful in resettling them in the village. Eventually I received word from Donessa that she made it there. I understand that there is a small inn in town called the Elder Wayhouse, where she used to stay.

Development: If asked, Ameria allows the PCs to search Donessa's chambers with a DC 12 Diplomacy check. If a cleric or paladin of a good god is present among the party, the check is only DC 10. Donessa's chambers are in a back

part of the shrine. A search of Donessa's chambers reveals nothing out of the ordinary.

PCs who have played *Old Honor* may recognize the name of the thorp. Ameria does not have any information about the thorp other than the name of the inn and that Donessa's monthly assignments took her there.

The PCs are in the Temple District of Bet Rogala, if they wish to purchase normal supplies they must travel to other parts of the city. They may purchase normal equipment and mounts per the prices in the PHB.

If the PCs attempt to haggle at the suggested reward, have Ameria "tisk" a few times. The Home is poor, and most of their money goes towards helping the poor and needy. A successful Diplomacy Check DC 15+ATL results in her raising the reward to 50 Victories per PC. PCs that argue further with her earn nothing more than a disdainful look at if they continue, they are asked to leave the mission.

If they are removed from the mission, then this adventure is over for the party. Have them spend time at their favorite bar in the city for the next three hours and start packing your books for the next game you are running.

ENCOUNTER 1 **Leaving the City**

Summary: The PCs travel outside the city. After a few days' travel they find a front has moved in and left the road clouded in thick, near impassable fog.

Making your way outside the busy city gates you travel south along the Merchant Way, as tensions with Tokis continue to rage across Pekal. Tellene's tradesmen and merchants are wary of a widening conflict, but continue their businesses. Heading south not far from the expanse of Lake Eb'Sobet, you pass several wagon trains of ox carts moving along the road. Two days pass without incident and you soon pass Lebolegido as the light of the sun slowly slips down with time.

There are several areas where caravans have made stopping points along the road. There are watering holes and places to tie horses off to the side of the road. Ask the PCs if they wish to

make camp and then ask for watches. Have them make Spot and Listen checks before continuing.

Night passes without incident. The next morning heavy grey fog begins to roll across the Sobelmire swamp.

Give the PCs a few seconds to react and let them state their actions before continuing.

As you travel further down the Merchant Way, the dank fog grows heavier and heavier.

Development: The fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment. The PCs now have poor visibility and have a chance to get lost. Have the each PC make two DC 12 Survival Checks. If the PC fails the check, the PC is now lost. Please see DMG p.86. This is summarized below:

- If the PC fails a check, they begin wandering around in the thick fog. If the PC fails both checks, the PC has been wandering aimlessly for two hours in the fog. They now have to 'set a new course'. A PC is uncertain of determining in which direction they should travel in order to reach a desired objective, if they have been wandering. Determining the correct direction of travel once a PC has become lost requires a Survival check DC 15 +2 per hour of random travel). If a character fails this check, he or she chooses a random direction as the "correct" direction for resuming travel.

After two hours the fog begins to lift. DMs should have fun building the suspense as PCs either get lost or succeed—perhaps they hear strange noises, or have the feeling between their shoulder blades that they are being watched. None of this is true, but the sense that failure could be dramatic here will help PCs to get more excitement out of the encounter.

If the any of the PCs fail their first check, allow them to come up with strategies to keep them from losing each other again (tying rope to one another, etc.). Allow the PCs to be creative, and give them bonuses on their Survival checks should they come up with a reasonable solution.

As the sun rises in the sky the thick fog begins to weaken in the warm air. Patches of blue sky begin to appear in the air far overhead. As the day passes, the traffic along the road moves by at a steady pace. Foreign merchants and the people of Pekal give you quick glances from their loaded wagons and small carts as they hurry by. A few more long days pass and you head through the low rising Kamarela Mounds westward towards Har'gadu, Finally your travels from Bet Rogala are ended and you reach the thorp late in the afternoon.

Unless the PCs wish to delay their arrival, move to Encounter 2.

ENCOUNTER 2

Return to the Thorp of Har'gadu

Summary: Arriving in Har'gadu, the PCs encounter the villagers and find that the thorp has refugees from Baneta who are fleeing the war.

Traveling down the small road you catch a glimpse of a clearing. A few minutes travel down the road finds you arriving in a small village. You see a group of buildings and farms before you. A patch of woods lies to the south. A group of humans leads a donkey with a number of saddlebags on its back, towards you down one side of the road.

If the PCs stop and talk to the humans they say:

“Greetings” remarks the short Kalamaran man with a day old scruff across his chin; with one hand he holds the reins of a donkey laden with saddlebags. Three older children and another man follow the donkey along side. The children are dressed in worn clothes and look wary of your presence. A young girl with a smirk on her dirty face hides behind the second man..

The Kalamaran man starts off as Indifferent, but with a DC 15 Diplomacy check, he offers the following information. He identifies himself as Radth.

“I have traveled from Baneta.” His hand leaves the reins and he points to the children. “These are Lilia my daughter, Brikis, Brandt and Breikor my sons, and

Lakon my brother. The war with Tokis drove us from our homes. My wife was killed in the fighting near the docks. We received word that the Honorable of this village was from Baneta and he would welcome those that have lost homes and loved ones in the fighting. A small caravan of refugees from Baneta, including a group of orphans, was lead by a priestess of the Holy Mother and arrived in this village. We traveled here hoping to find peace. However, the townspeople did not take kindly to the Honorable’s offer of a new home. We had poor lodgings and little food and a few weeks into our stay goblins began raiding the village. My daughter has been frightened by odd dreams and we have decided to leave.”

If asked, he also relays the following information with a successful Diplomacy or Gather Information check DC 18+ATL:

- The goblin attacks started about a month ago. They appear to originate from a group of trees in the forest.
- The cleric that traveled with the refugees is named Donessa.
- Donessa went missing for a few days last month but turned up a week ago.
- The Elder Wayhouse is the inn in town.
- There are other refugees living in tents near the village.

If asked about her dream the little girl can be persuaded to talk about it with a separate DC 15+ATL Diplomacy check:

“Yes, I had bad dreams,” she remarks, holding her father's hand and trying to hide behind him. There was a bad cave underneath the woods. It was big and dark. There was one part where I could see. There was a bright red man with scales and fangs in his mouth. He had a metal spear and tried to hurt me. I ran. I saw a black bird dead on the cave floor.” She stops and a tear wells in the corner of her eye.

“Enough!” her father says gruffly. “Perhaps you can learn more in the village. Good day to you.” He leads the donkey off down the road. The children and his brother follow him, their faces somber in the afternoon air.

If the PCs travel to the Wayhouse proceed to Encounter 4. If they travel around the village proceed to Encounter 3.

ENCOUNTER 3 **Exploring the Village**

Summary: The PCs explore the thorp of Har'gadu.

For this encounter please provide the players with the Map of Har'gadu from Appendix II.

The Home of Lukas Trimel

This small one story wooden building sits close to the Elder Wayhouse. The door appears to be closed.

During the day, Trimel is walking around the village attending to his duties. He returns home in the evening. In the evening, Trimel will share what he knows with a Diplomacy or Gather Information check DC 15.

- A cleric named Donessa made her rounds in the village. She was from the temple in Bet Rogala
- A group of refugees now occupy a small area of land west of the Elder Wayhouse. He sent word to the Mayor of Baneta after the fighting in the City that Har'gadu had room and was able to care for some of the people that were displaced by the fighting.
- The goblin attacks started about a month ago. They appear to be centered around a group of trees in the forest. There are more goblins now than were present a few years ago.
- The cleric that traveled with the refugees is named Donessa.
- Donessa went missing for a few days last month but turned up a week ago.
- The Elder Wayhouse is the only inn in town.
- There are other refugees living in tents near the village.

Trimel would like help dealing with the new goblin threat and asks the PCs to deal with the goblins.

“There seems to be more of them than the villagers can handle. One the villagers was killed last week. Sulat, the middle son of Owin the farmer, attempted to defend the farm from the raiders and was killed by one of their wolves. The goblins have been coming from the Kizin'tori Woods. From what I've heard there are more goblins this year than from the last few years. They have brought wolves with them. I was waiting for the Emerald Wave to pass through to deal with the problem but since you're here perhaps you can aid us.”

Trimel can't offer the PCs much in the way of payment. He lets them know the goblins may have some treasure.

Home/Shop of Yrumyr

This small one story wooden building has a note on the front door.

Yrumyr is often found at the Elder Wayhouse. He has left a note on the door which says “out for lunch” in Low Kalamaran and can be found at the Wayhouse.

The Ropen Farm, the Rhanry Farm, the Adironi Farm

A number of men stand outside this one story building. They are tending to their crops. A few chickens mingle about the yard.

These farmers and their families keep to themselves. If the PCs approach the farms looking for information the farmers direct them to Lukas Trimel at the Wayhouse.

The Owin Ranch

A group of buildings stand near a set of fields. Six men are unloading a wagon while a few women tend to a pen of goats.

This is the Owin family ranch. The men are rude to the PCs and tell them to ask Trimel for information. If pressed, one of them tells the PCs that they should talk to Tobin, who should return in a few hours.

The Abandoned Farmhouse and the Gasper Woods

There is nothing of interest in these areas.

Development: If the PCs head to the Wayhouse proceed to Encounter 4. If the PCs head to the Kizin'tori Woods proceed to Encounter 6.

ENCOUNTER 4

The Elder Wayhouse

Summary: The PCs travel to the inn seeking information on the goblin attacks and the missing cleric.

This large two-story building has an open doorway.

Assuming the PCs enter the inn, continue:

Several well cut wooden beams, which stand throughout the area, and a fireplace mark the inside of the Wayhouse. Three humans dressed in workman's garb are sitting at a table near the fireplace.

A stocky man rests his arms on the back bar as he watches you come in. "Greetings", he says, "What can I get you?"

He introduces himself as Coldarran the Innkeeper. The PCs may purchase meals per the prices in the PHB. He can relay the information that Trimel has with a DC 10 Diplomacy or Gather Information check.

If asked about the missing cleric he adds:

"Oh Donessa, she's here, she was gone for about two weeks but now she's back. I think she made a quick trip back to Bet Rogala. She should be here in the morning. She has a room upstairs."

If the PCs ask to search her room he refuses unless the PCs make a DC (18+ATL) Diplomacy check. He gives them the spare key.

If they enter her room, continue:

Inside the room is a small wooden nightstand with an unlit candle on a metal stand, a simple bed and a dresser.

A Search check DC 15 locates a backpack underneath the bed with 2 sets of clothing, a bedroll, a torch and a flint and steel set. A DC (20 +ATL) check reveals a loose floorboard and a note. Please hand the players: **Appendix III: Player Handout 2.**

The humans are a group of merchants passing through the area. Their names are Ektel, Kinrer and Onquas. They have no information other than they've heard some reports of the goblin raids and that the war with Tokis continues.

After a few minutes of role playing please read the following:

A tall middle-aged human enters the Wayhouse and approaches Coldarran. The two start to talk. Coldarran points towards your table. The human turns towards you and steps over to the table.

"Hello, I've heard you've come to town looking for Donessa. I'm Tobin, I run a farm just east of here."

If asked about the goblins he says:

"The raids started a few months ago. The raids are nothing like what happened before. These goblins have wolves with them. Mostly they stole food and livestock at night, but recently the attacks have taken a turn for the worse." He looks down at the table; a somber expression takes over his face. "My brother was killed by the goblins last week. He attempted to kill some of the raiders with his bow, but a wolf charged him and ripped at his throat. It is a hard loss." Tobin stops. "He and I worked the farm for our families since the death of our father last year. Donessa was unable to do anything. She claimed she lacked the healing spells. What rubbish. Has Taladari cursed her? Since the arrival of the refugees nothing good has befallen this village."

If asked about Donessa's claimed lack of healing he says: ***"Yes that was her excuse, no spells to be used for healing. Yet she was in her room most of the day. She only came out once to meet with a Brandobian merchant unloading some crates from Baneta."***

Tobin has no information about the merchants or what crates were being unloaded. If asked for further information about the goblins he is able to provide rough directions to a trail into the woods.

Development: The doppelganger impersonating Donessa does not return until the following morning, no matter what time the PCs arrive in

town. Nothing happens during the afternoon. If the PCs wish to go after the goblins proceed to Encounter 6. If they wait for the doppelganger proceed to Encounter 5.

ENCOUNTER 5 **Uncovering the Rogue**

Summary: The PCs wait for the return of the doppelganger.

Early the next morning you awaken to sunlight and the smell of fresh bread.

Assuming the PCs go down to the common room continue:

Inside the common room a male half-elf with a red beard sits near the fireplace. Coldarran stands behind the bar and unloads a tray of bread. The half elf has a distant look on his face. The common room is otherwise empty.

If the PCs have played Old Honor they may recognize the half-elf as Yrumyr. If the PCs approach him continue:

“Greetings, we don’t get many travelers around here,” he remarks. If some of the PCs have played Old Honor he says, “Some of you I recognize. How have you been? I haven’t seen you in these parts in a while. The town’s pretty packed with refugees. Coldarran doesn’t seem to like much of them. I guess we could use some help, with the goblin raids and all.”

Yrumyr can relate the following information:

- He owns a leather working shop in town.
- The other villagers are farmers.
- A group of refugees now occupy a small area of land west of the Elder Wayhouse. After the fighting in the city, Trimel sent word to the Mayor of Baneta informing him that Har’gadu had room and was able to care for some of the people that were displaced by the fighting.
- Some of the villagers, particularly the Owin family, dislikes caring for the added numbers in town.
- They view the refugees as freeloaders who have nothing to add to the town,

while others have given their lifeblood to the area.

- The goblin attacks started about a month ago. They appear to be coming from a group of trees in the Kizin’tori forest. There are more goblins now than were present a few years ago.
- Vicious wolves now aid the goblins.
- The cleric that traveled with the refugees is named Donessa.
- Donessa went missing for a few days last month but turned up again a week ago.

After a few minutes a young Kalamaran woman enters the Wayhouse. She is dressed in simple robes and has a medallion around her neck. Yrumyr turns and whispers to you, “There’s Donessa, I told you she was around.”

Creatures: Donessa (doppelganger). The doppelganger kidnapped the cleric along the road and brought her to the goblins as a captive. The doppelganger hopes the goblins kill more villagers so it can kill Trimel without suspicion and return to the Order. The doppelganger has a high Bluff skill modifier and attempts to convince the PCs that she is fine and is returning to Bet Rogala. At ATLs 11 and 13 it is equipped with a Ring of *Mind Shielding*.

“I have heard you are looking for me. As you can see I am fine. I have finished my business here and shall be returning soon to Bet Rogala.”

If the PCs ask to accompany her she refuses and states that he does not need an escort. She wishes to be left alone.

If the PCs press her about her inability to heal Tobin’s brother, she appears to break down and offers the following story. She has been practicing this since she heard there were adventurers in town and receives a +2 Circumstance bonus to her Bluff check.

“It’s true, the Holy Mother has forsaken me. I traveled several days down the road to the Colsen farm in order to help with a disease that was wracking their sheep. While there, I had too much to drink, and Thomas Colsen took advantage of me. Now, I’m no longer deserving of the Holy Mother’s blessing. - I

needed some time alone to come to terms with my betrayal, but now I am ready to return to Bet Rogala and atone for my sins.”

If the PCs ask her, she is not receiving spells from the Holy Mother (which is the truth). She will offer to use a divine wand or scroll to prove her clerical nature (and relies on Use Magic Device), if the PCs furnish it.

ATL 1 (EL 3)

Donessa (doppelganger) See *Monster Manual* p. 67, hp 22

ATL 3 (EL 4)

Donessa (doppelganger, Rog1) hp 26, See **Appendix I**

ATL 5 (EL 6)

Donessa (doppelganger, Rog3) hp 34, See **Appendix I**

ATL 7 (EL 8)

Donessa (doppelganger, Rog5) hp 42, See **Appendix I**

ATL 9 (EL 10)

Donessa (doppelganger, Rog7) hp 50, See **Appendix I**

ATL 11 (EL 13)

Donessa (doppelganger, Rog8/ShD1) hp 60, See **Appendix I**

ATL 13 (EL 15)

Donessa (doppelganger, Rog9/ShD1/Ftr1) hp 71, See **Appendix I**

Tactics: If the PCs threaten it or draw weapons, the doppelganger draws its mace. At higher ATLS it may catch the PCs flat footed with its Flick of the Wrist feat (See **Appendix II**).. It fights to the death.

Treasure: If the PCs defeat the doppelganger, they can take and sell its equipment later.

If the PCs haven't searched Donessa's room at the inn yet, please read the following from Encounter 4.

Inside the room is a small wooden nightstand with an unlit candle on a metal stand, a simple bed and a dresser.

A Search check DC 15 locates a backpack underneath the bed with 2 sets of clothing, a bedroll, a torch and a flint and steel set. A DC (20 + ATL) check reveals a loose floorboard and a note. Please hand the players: **Appendix III: Player Handout 2.**

If confronted with the note, Trimel reveals the following, with a DC 20 Diplomacy or Gather Information check:

“Many years ago, before I came to this village as an Honorable, I was a member of the City Watch in Baneta. It seems like years ago. I was a Sergeant in the Watch responsible for the docks area. I noticed each night a ship would pull in and unload crates, but the ship was inspected during the day and was found empty, so I suspected smugglers. As I investigated further I discovered that the night dock master passed over the ships in that section of the wharf. So one night I followed the crates to a warehouse. Goods were being moved in without paying taxes to the Prince. The number of times that this had happened and the bribes to the dock master showed me that it wasn't any ordinary gang. These goods were high quality and some were even gems from Svimohzia! After capturing one of the guards in the warehouse, I discovered that he was part of a gang. An Order of Shadows he called his group. The next night I was able to round up more of the members in Baneta. The funny thing was that one of them changed right before my eyes into a weird grayish creature! That stayed with me even when I left the Watch and became Honorable of the village. I didn't see one of those weird gray things for many years afterwards 'til one of them kidnapped me and took me into the Gasper Woods. I guess the creature was after me. Why, I didn't know, but I guess that note there in your hand sheds some light on it.”

Developments: If the PCs wish to go after the goblins proceed to Encounter 6.

ENCOUNTER 6

Goblin Cave

Summary: The PCs locate the goblin lair and encounter a group of wolves and some guards. A trap is located near the prisoner's cells. The final battle takes place in the area of the Temple to the Dark One.

Please See Appendix II: Map of the Goblin's Lair for locations in this Encounter

Area 1

As you follow the narrow game trail into the Kizin'tori Woods, trees soon cover the sky overhead. Thick maples, oaks and other trees are covered in buds and new leaves.

Have the PCs make a DC 15 Knowledge (Nature) or Survival check; if successful they realize that there are no signs of recent animal activity. PCs with the Track feat may attempt a DC 18 Survival check to locate the goblin tracks. If the PCs spoke with Tobin and got directions, only a DC 15 check is required. The tracks continue for about a mile to a small clearing in the woods.

In a narrow clearing two goblins sit outside a cave entrance. They seem not to notice you.

Creatures: The goblins have posted guards outside their lair. The guards are posted twenty-four hours a day. They make no attempt to hide. A DC 10 Spot check locates the goblin warriors who are standing near the cave. The PCs start 60 ft. from the entrance of the cave.

ATL 1 (EL 2)

Goblin warrior, male goblin Ftr1, hp 6, See Appendix I

ATL 3 (EL 4)

Goblin warrior (x2), male goblin Ftr2, hp 12, See Appendix I

ATL 5 (EL 6)

Goblin warrior (x2), male goblin Ftr4, hp 26, See Appendix I

ATL 7 (EL 8)

Goblin warrior (x2), male goblin Ftr6, hp 39, See Appendix I

ATL 9 (EL 10)

Goblin warrior (x2), male goblin Ftr8, hp 51, See Appendix I

ATL 11 (EL 12)

Goblin warrior (x2), male goblin Ftr10, hp 65, See Appendix I

ATL 13 (EL 14)

Goblin warrior (x2), male goblin Ftr12, hp 76, See Appendix I

Tactics: If there is more than one guard, the first guard to act moves into the lair and sounds the alarm in Goblin. The other guard moves into the cave mouth (possible cover) and throws his javelins at the party. Once the guard throws all his javelins, he draws his morningstar and readies to attack the first PC who comes into range. At ATL 1, the guard throws his javelins and signals the alarm by shouting.

Treasure: If the PCs defeat the warriors, they can strip their bodies and sell the equipment later.

Note: Unless otherwise noted the entire area of the cave is dark. The goblins rely on their darkvision to see. PCs without light sources or darkvision are unable to see. There are no doors to the rooms in the cavern.

Development: The cave entrance slopes gently downward as it progresses towards the rest of the rooms of the complex.

If one of the goblin guards has raised the alarm, then the wolves in Area 3, the goblins in Area 5 and Gurtak, the goblin cleric in Area 6, are all ready for the PCs and are not surprised.

Area 3 Wolf Lair

Inside this dimly lit room, a group of large wolves lie on dirty beds of leaves and grass. A small, blackened torch hangs in one corner of the room. Dung, and rancid meat cover parts of the dirty floor amid the leaves. A big pile of large, white, old bones lies in one corner. The wolves bare their fangs and spring to action as you enter.

ATL 7-13 only – *In the back of the room, a goblin stands behind the worgs. Dropping a bucket, he cries out in a loud voice.*

If the PCs speak Goblin they understand his cries of "**Get them!**"

Creatures: Inside this room are the goblins' worg and wolf pets. The goblins have trained them to attack intruders and they advance hungrily on anyone they don't recognize. At ATLs 11 and 13 Gurmulk is joined by a group of barghests.

ATL 1 (EL 1)

Wolf, hp 13, See *Monster Manual* p. 283

ATL 3 (EL 4)

Worg (x 2), hp 30, See *Monster Manual* p. 256

ATL 5 (EL 6)

Worg (x 4), hp 30, See *Monster Manual* p. 256

ATL 7 (EL 8)

Worg (x 6), hp 30, See *Monster Manual* p. 256

Gurmulk, Worg Keeper, male goblin Rgr5, hp 27, See **Appendix I**

Wolf (animal companion), hp 13, See *Monster Manual* p. 283

ATL 9 (EL 10)

Worg (x 6), hp 30, See *Monster Manual* p. 256

Gurmulk, Worg Keeper, male goblin Rgr9, hp 49, See **Appendix I**

Wolf (animal companion), hp 22, See **Appendix I**

ATL 11 (EL 13)

Barghest, Greater (advanced) (x 2), hp 112, See **Appendix I**

Gurmulk, Worg Keeper, male goblin Rgr12, hp 65, See **Appendix I**

Wolf (animal companion), hp 22, See **Appendix I**

ATL 13 (EL 15)

Gurmulk, Worg Keeper, male goblin Rgr14, hp 76, See **Appendix I**

Wolf (animal companion), hp 22, See **Appendix I**

Barghest, Greater (advanced) (x 4), hp 112, See **Appendix I**

Tactics: At ATL 7-13, Gurmulk stands in the back of the room and uses his shortbow to attack the strongest party member in defense of his wolves.

Treasure: If the PCs defeat Gurmulk, they can strip his body and sell the equipment later.

Area 5
Goblin Barracks

Inside this room there are eight small cots lining the walls of the room. Several goblins draw their weapons and advance.

Creatures: The goblins fight to the death in defense of their cavern home.

ATL 1 (EL 2)

Goblins (x6) See *Monster Manual* p. 133, hp 5

ATL 3 (EL 4)

Goblin warrior (x3), male goblin Ftr1, hp 6, See **Appendix I**

ATL 5 (EL 6)

Goblin warrior (x6), male goblin Ftr1, hp 6, See **Appendix I**

ATL 7 (EL 8)

Goblin warrior (x6), male goblin Ftr3, hp 18, See **Appendix I**

ATL 9 (EL 10)

Goblin warrior (x6), male goblin Ftr5, hp 33, See **Appendix I**

ATL11 (EL 12)

Goblin warrior (x6), male goblin Ftr7, hp 46, See **Appendix I**

ATL13 (EL 14)

Goblin warrior (x6), male goblin Ftr9, hp 59, See **Appendix I**

Treasure: If the PCs defeat the warriors, they can strip their bodies and sell the equipment later.

Area 6
Shrine to the Dark One

Shadows play across this large room. In the dimly lit back area a goblin chants in his

guttural tongue near a stone altar littered with dried blood. The flame of a single torch slowly waves in the rear of the room.

Creatures: Gurtak is a priest of the Dark One and has created a shrine in this area. He is the leader of the goblins. His tribe received a shipment of weapons a few months ago and has been raiding in the area. He waits, taking cover behind the altar, to enact retribution on anyone who invades his god's temple. At higher ATLs a servant of the Dark One, a devil, joins him.

ATL 1 (EL 3)

Gurtak, male goblin Clr3, hp 16, See **Appendix 1**

ATL 3 (EL 5)

Gurtak, male goblin Clr5, hp 27, See **Appendix 1**

ATL 5 (EL 7)

Gurtak, male goblin Clr7, hp 38, See **Appendix 1**

ATL 7 (EL 9)

Gurtak, male goblin Clr9, hp 49, See **Appendix 1**

ATL 9 (EL 11)

Gurtak, male goblin Clr9, hp 49, See **Appendix 1**
Bone Devil; See *Monster Manual* p. 52, hp 95

ATL 11 (EL 13)

Gurtak, male goblin Clr11, hp 60, See **Appendix 1**
Barbed Devil; See *Monster Manual* p. 51, hp 126

ATL 13 (EL 15)

Gurtak, male goblin Clr13, hp 79, See **Appendix 1**
Barbed Devil (2); See *Monster Manual* p. 51, hp 126

Tactics: If the guards sound the alarm Gurtak begins casting spells on himself before the PCs arrive. He cast the longer duration spells first. The last spell he casts before engaging the party is *blacklight* (See **Appendix II**), if it is on his spell list. If the alarm was sounded, he may assist another group of goblins (most likely the guards in Area 5).

ATL 1 – *bull's strength and protection from good*;
ATL 3- *magic weapon, protection from good, and bulls strength*;

ATL 5-9 - *bull's strength, divine power, magic weapon, protection from good*;

At ATLs 7-13 Gurtak also casts *freedom of movement*- on himself.

At ATLs 7-13, Gurtak opens by casting *flame strike* and *unholy blight*. A bone devil joins him in combat at ATL 9, and one or more barbed devils join him at ATLs 11-13. At lower ATLs he casts ranged spells on heavily armored types in an attempt to weaken the party, before closing on spellcasters.

The room is otherwise empty. If the PCs search the area around the altar they see an inscription carved on the front of the altar. It is written in Goblin and reads, "The void is coming". -A DC 18 Knowledge (religion) check reveals this is a common phrase associated with the Dark One.

Treasure: If the PCs defeat Gurtak, they can strip his body and sell the equipment later.

Area 7

This area has a complex trap built by the goblins to prevent the escape of the prisoners.

This rough passageway leads down another corridor.

At all ATLs, the goblins have installed a hidden switch to shut off the trap. A **Search DC 25** locates the hidden switch. At higher ATLs the goblins have installed multiple traps in the same location on the map.

Trap:

ATL 1

Camouflaged Pit Trap

CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

ATL 3

Camouflaged Pit Trap

CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

ATL 5

Camouflaged Pit Trap

CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

ATL 7

Well-Camouflaged Pit Trap

CR 7; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18.

ATL 9

Wide-Mouth Pit Trap

CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

ATL 11

Incendiary Cloud Trap

CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (incendiary cloud, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Wide-Mouth Pit Trap

CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. Area); Search DC 25; Disable Device DC 25.

ATL 13

Forcecage and Summon Monster VII trap

CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap that summons a bone devil); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, bone devil); Search DC 32; Disable Device DC 32.

Note: A trap of this complexity should take a character with the Disable Device skill 3 full rounds to disable. The trap takes about a week to reset itself, meaning that it does not concern the PCs after it has been disabled or triggered. The *forcecage* is the barred 20' version.

Poisoned Spiked Pit Trap

CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25.

Area 8

Inside this dimly lit and musty smelling room are three people dressed in torn khaki clothing. All look haggard, tired and very dirty. A human female, a female halfling and a male halfling sit with their backs against the cavern wall. Their bodies show signs of bruising. All three have black chains around their ankles; worn and reddish skin peeks around the top of the shackles. As you enter the room, the three press their backs further against the cavern wall. Three dirty plates lay near their feet. A lantern hangs near the doorway.

Creatures: The prisoners are filthy and a bit malnourished but are otherwise unharmed. The human female is Donessa, the missing cleric of the Holy Mother.

Donessa: Human female, Clr4. hp 2.

When the PCs tell her they were sent by Ameria, she smiles and says:

“Taladari be praised. I was beginning to think that I was lost forever and that horrid goblin shaman would kill us. I thank the gods you here. That grayish thing ambushed me along side the road just as I was nearing Har’gadu. When I awoke, I was dressed in these rags. It had assumed my form and was wearing the robes of a Sister of the Home Foundation. It dragged me here to this cell where I met Mari and her husband. She points to the halflings.

The Halflings are Boran and his wife Mari who are from the Mounds District. They were traveling with a cartload of cloth towards the village when they were ambushed by the goblins. The goblins killed and then ate their pony. They have been here 2 months. All three are overjoyed at the rescue and want to return to the village with the PCs.

Development: If the PCs successfully rescue the prisoners and wish to leave the cavern continue to Conclusion A. If at least one of the prisoners dies or the PCs flee the goblins lair proceed to Conclusion B.

Area 9

A wisp of smoke greets your nose as you enter this room. Ten wooden crates neatly line the rough stonewalls of this room. A fine layer of sand covers the floor. Three empty crates lie to one side, the tops crudely torn off. A round wooden table and a metal stove sit in the center of the room. Small cut logs are piled off to the side of the stove. A cast iron pot sits bubbling on the stove. Small chairs surround the oak table with brown clay plates and dirty utensils are littered across its surface. Pieces of dried, black bread are scattered on the floor underneath the table. An old piece of meat sits on one side of the table. It is obviously not fit fare for regular folk. A tiny black rat scurries off behind the ten crates. A male goblin dressed in worn garments takes one look towards you and drops his metal ladle. He jumps underneath the table and whimpers, his face buried in the sand.

Have the PCs roll Initiative.

Creatures: Okkra male goblin cook, AL: N, hp: 2.

Okkra is a coward and is unarmed. He offers no resistance. If the PCs draw weapons he whines louder. He speaks only Goblin. He has no possessions other than a metal ladle. He was cooking a rabbit stew for the warriors when the party entered.

In Goblin he cries:

“Don’t hurt Okkra, Please don’t hurt Okkra!”

He is the cook and doesn’t like to bear arms. Gurtak forced him to serve in the base as the cook and janitor for the warriors. His tribe came in greater numbers after their scouting party was killed four years ago. (This refers to events in *Old Honor*).

The wooden crates contain old foodstuffs and medium sized clothing. The clothing is moldy and moth eaten. Neither the clothing nor the foodstuffs have any value. The empty crates

have “Bet Seder Armorsmiths” in Low Kalamaran stamped on their sides.

A DC 12 Knowledge (Local: Kalamar) or DC 20 Knowledge (Local: Tellene) identifies Bet Seder as the capital city of Tokis. (Many player characters have this as in-character knowledge, due to having been there or having fought the Tokite legions often enough to know the relevance of the city. If they react in character, no rolls are necessary.)

If the PCs search for the rat, the rat is a normal rat and is gone. There is nothing else in the room.

Development:

If the PCs kill Okkra mark this down as an evil act on their log sheet.

If the PCs exit this area proceed to the Conclusion. If the PCs successfully rescue the prisoners and wish to leave the cavern continue to Conclusion A. If at least one of the prisoners dies or the PCs flee the goblins lair proceed to Conclusion B.

If the PCs have concluded their investigation about Donessa, move ahead to the conclusion. If not, allow them to return to Encounter 5.

CONCLUSION

Note: If the PCs took care of the goblin issue first and handled Donessa later, the box text should be changed to reflect this.

CONCLUSION A

Walking out from the goblins' lair you catch a glimpse of the game trail in the forest. When you return to the village, the townsfolk are overjoyed at the ending of the goblin threat. The dark presence in the woods has been lifted. At the Elder Wayhouse, Coldarran gives you a round of drinks and dinner on him. Returning to the crowded streets of Bet Rogala, you are hailed as heroes and heroines by the Temple of Taladari; the high priestess invites you inside the Temple into a waiting room. “Ah welcome, welcome back,” she remarks with a bright look on her face. “Tell me what news do you have of Donessa?”

Let the PCs explain what has happened. If Donessa is present, the high priestess acknowledges her presence and is overjoyed.

Having returned with news of the missing cleric, the high priestess of Taladari is glad, and gives you many thanks for your hard work and offers a reward for your help. As the war drags on perhaps adventure and gold victories will find their way to you again.

The PCs receive the following rewards:
Favor of the Temple of the Holy Mother – See awards.

CONCLUSION B

Walking out from the goblins' lair you catch a glimpse of the game trail in the forest. When

you return to the village with news of several deaths, the townsfolk are sober, yet they understand the nature of the threat. Coldarran and Trimel offer their thanks for your attempts. The next morning seven Warriors of the Emerald Wave enter the village. Trimel explains what has happened and the Warriors offer to deal with the goblins. Returning to the crowded streets of Bet Rogala you are taken back by the difference in size with the small village of Har'gadu. Returning to the Temple the high priestess mourns the loss of Donessa at the hand of the goblins but still offers a small reward for your troubles. As the war drags on perhaps adventure and gold victories will find their way to you again.

The End

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PC has played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 75 adventures. Tier 3 is for PCs who have played 75+ adventures.

The campaign staff recommends that Discretionary Experience for Role Playing be awarded in full to all players who engage in appropriate and game enhancing role-play over the course of the module.

EXPERIENCE

| EXPERIENCE | Tier 1 | Tier 2 | Tier 3 |
|---|---------------|---------------|---------------|
| Encounter 5: | | | |
| a: Uncovering the doppelganger | 100 xp | 200 xp | 300 xp |
| b: Solving the cipher | 25-xp | 100 xp | 150 xp |
| Encounter 6: | | | |
| a. Defeating the Goblin guards | 50 xp | 100 xp | 150 xp |
| b. Defeating the wolves | 75 xp | 100 xp | 150 xp |
| c. Defeating the Goblin warriors | 75 xp | 100 p | 150 xp |
| d. Overcoming the trap | 25 xp | 100 p | 150 xp |
| e. Defeating Gurtak | 100 xp | 200 xp | 300 xp |
| Discretionary Experience for Role Playing | 50 xp | 100 xp | 150 xp |
| Total Possible Experience Award: | 500 xp | 1000xp | 1500xp |

Judge Rewards

A judge who 'eats' this adventure (judges the adventure without first playing it) receives the Total Possible Experience Award according to their character's tier, as well as one third of the Looting Award appropriate to their character level (rather than the average one sixth received by the players).

TREASURE

Adventure Awards – Each PC, regardless of ATL receives either 25 Victories, or 50 Victories if they managed to barter well.

Looting Awards – If all of the enemies are defeated and their bodies are stripped of valuables, and then sold, this is the maximum that each ATL can receive. The total amount of booty is lessened based upon the market as well as the condition of the booty when it is removed from a cold, dead, probably quite messy corpse. This amount is encouraged to be divided equally among those at the table.

ATL 1 – 500 Victories
ATL 3 – 700 Victories
ATL 5 – 900 Victories
ATL 7 – 1100 Victories
ATL 9 – 1300 Victories
ATL 11 – 1500 Victories
ATL 13 – 2000 Victories

In addition, each player may also keep one small masterwork Morningstar retrieved from the goblins, or add an additional 150 gp to their rewards.

OTHER AWARDS

Favor of the Temple of the Holy Mother (Six certificates) – Conclusion A Only

You have returned the lost priestess to the temple in Bet Rogala. After one nonadventuring activity working for the Home Foundation, this favor may be redeemed for one Oil of Bless Weapon (DMG). Members of the Home Foundation Metaorg may instead redeem this favor to reduce the cost of advancement to the next level in the Home Foundation Metaorg by 4 NAAs. Members still must meet all other requirements for advancement.

Small Morningstar +1 (One Certificate)

Cloak of Resistance +1 (One Certificate)

Small Chain Shirt +1 (One Certificate)

Small Strength [+1] Composite Shortbow +1 (One Certificate)

ATLs 9-13 ONLY

Periapt of Wisdom +2 (One Certificate)

ATLs 11-13 ONLY

Ring of Mind Shielding (One Certificate)

Appendix I: NPCs and Monsters

Encounter Five – Uncovering the Rogue

ATL 3 (EL 4)

Donessa (doppelganger): CR 4, medium monstrous humanoid, Rog1; HD 4d8+4+1d6+1 (26 hp); Init +5; Spd 30 ft.; AC 20, touch 12, flat-footed 18; BAB/Grp +4/+5; Atk +6 melee (1d6+1, masterwork light mace); Full Atk +6 melee (1d6+1, masterwork light mace); SA Detect thoughts, sneak attack +1d6; SQ change shape, darkvision 60 ft., immunity to sleep and charm effects, trapfinding; AL N; SV Fort +4, Ref +8, Will +6; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 14.

Skills, Feats, Languages: Bluff +14, Diplomacy +3, Disguise +2, Intimidate +3, Listen +6, Sense Motive +8, Sleight of Hand +6, Spot +8, Use Magic Device +6; Dodge, Great Fortitude, Improved Initiative; Low Kalamaran, Merchant's Tongue, Goblin.

Possessions: chain shirt, masterwork light mace, 2 daggers, spell component pouch, holy symbol of the Holy Mother.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Skills

A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL 5 (EL 6)

Donessa (doppelganger): CR 6, medium monstrous humanoid, Rog3; HD 4d8+4+3d6+3 (34 hp); Init +5; Spd 30 ft.; AC 20, touch 12, flat-footed 18; BAB/Grp +6/+7; Atk +8 melee (1d6+1, masterwork light mace); Full Atk +8/+3 melee (1d6+1, masterwork light mace); SA Detect thoughts, sneak attack +2d6; SQ change shape, darkvision 60 ft., evasion, immunity to sleep and charm effects, trapfinding; AL N; SV Fort +5, Ref +9, Will +7; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 14.

Skills, Feats, Languages: Bluff +16, Diplomacy +3, Disguise +12, Intimidate +3, Listen +8, Sense Motive +10, Sleight of Hand +8, Spot +10, Use Magic Device +9; Dodge, Great Fortitude, Improved Initiative, Quick Draw; Low Kalamaran, Merchant's Tongue, Goblin.

Possessions: chain shirt, masterwork light mace, 2 daggers, spell component pouch, holy symbol of the Holy Mother.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Skills

A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL 7 (EL 8)

Donessa (doppelganger): CR 8, medium monstrous humanoid, Rog5; HD 4d8+4+5d6+5 (42 hp); Init +5; Spd 30 ft.; AC 20, touch 12, flat-footed 18; BAB/Grp +7/+8; Atk +9 melee (1d6+1, masterwork light mace); Full Atk +9/+4 melee (1d6+1, masterwork light mace); SA Detect thoughts, sneak attack +3d6; SQ change shape, darkvision 60 ft., evasion, immunity to sleep and charm effects, trapfinding, uncanny dodge; AL N; SV Fort +6, Ref +9, Will +7; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 15.

Skills, Feats, Languages: Bluff +18, Diplomacy +6, Disguise +12, Intimidate +6, Listen +10, Sense Motive +12, Sleight of Hand +10, Spot +12, Use Magic Device +11; Dodge, Eyes of Fury, Flick of the Wrist (See **Appendix II**), Great Fortitude, Improved Initiative, Quick Draw; Low Kalamaran, Merchant's Tongue, Goblin.

Possessions: masterwork chain shirt, masterwork light mace, 2 daggers, spell component pouch, holy symbol of the Holy Mother.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Skills

A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL 9 (EL 10)

Donessa (doppelganger): CR 10, medium monstrous humanoid, Rog7; HD 4d8+4+7d6+7 (50 hp); Init +5; Spd 30 ft.; AC 20, touch 12, flat-footed 18; BAB/Grp +9/+10; Atk +11 melee (1d6+1, masterwork light mace); Full Atk +11/+6 melee (1d6+1, masterwork light mace); SA Detect thoughts, sneak attack +4d6; SQ change shape, darkvision 60 ft., evasion, immunity to sleep and charm effects, trapfinding, uncanny dodge; AL N; SV Fort +6, Ref +12, Will +8; Str 12, Dex 14, Con 12, Int 13, Wis 14, Cha 15.

Skills, Feats, Languages: Bluff +20, Diplomacy +8, Disguise +14, Hide +6, Intimidate +8, Listen +12, Sense Motive +14, Sleight of Hand +12, Spot +14, Use Magic Device +13; Dodge, Eyes of Fury, Great Fortitude, Improved Initiative, Flick of the Wrist (See **Appendix II**), Quick Draw; Low Kalamaran, Merchant's Tongue, Goblin.

Possessions: chain shirt, masterwork light mace, 2 daggers, spell component pouch, holy symbol of the Holy Mother.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Skills

A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL11 (EL 12)

Donessa (doppelganger): CR 12, medium monstrous humanoid, Rog8/ShD1; HD 5d8+5+8d6+8 (60 hp); Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; BAB/Grp +10/+11; Atk +12 melee (1d6+1, masterwork light mace); Full Atk +12/+7 melee (1d6+1, masterwork light mace); SA Detect thoughts, sneak attack +4d6; SQ change shape, darkvision 60 ft., evasion, hide in plain sight, immunity to sleep and charm effects, trapfinding, improved uncanny dodge; AL N; SV Fort +6, Ref +15, Will +8; Str 12, Dex 17, Con 12, Int 13, Wis 14, Cha 15.

Skills, Feats, Languages: Bluff +22, Diplomacy +8, Disguise +14, Hide +12, Intimidate +8, Listen +14, Sense Motive +14, Sleight of Hand +12, Spot +14, Tumble +12, Use Magic Device +14; Dodge, Eyes of Fury, Flick of the Wrist (See **Appendix II**), Great Fortitude, Improved Initiative, Mobility, Quick Draw; Low Kalamaran, Merchant's Tongue, Goblin.

Possessions: chain shirt, Gloves of Dexterity +2, masterwork light mace, Ring of Mind Shielding, 2 daggers, spell component pouch, holy symbol of the Holy Mother.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Skills

A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

ATL13 (EL 14)

Donessa (doppelganger): CR 14, medium monstrous humanoid, Rog9/ShD1/Ftr 1; HD 5d8+5+9d6+8+1d10+1 (71 hp); Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18; BAB/Grp +11/+12; Atk +14 melee (1d6+1, masterwork light mace); Full Atk +14/+9/+4 melee (1d6+1, masterwork light mace); SA Detect thoughts, sneak attack +5d6; SQ change shape, darkvision 60 ft., evasion, hide in plain sight, immunity to sleep and charm effects, trapfinding, improved uncanny dodge; AL N; SV Fort +9, Ref +15, Will +9; Str 12, Dex 17, Con 12, Int 13, Wis 14, Cha 15.

Skills, Feats, Languages: Bluff +23, Diplomacy +10, Disguise +16, Hide, +17, Intimidate +8, Listen +15, Sense Motive +15, Sleight of Hand +12, Spot +15, Tumble +14, Use Magic Device +15; Combat Reflexes, Dodge, Eyes of Fury, Flick of the Wrist (See **Appendix II**), Great Fortitude, Improved Initiative, Mobility, Quick Draw, Weapon Focus (mace); Low Kalamaran, Merchant's Tongue, Goblin.

Possessions: chain shirt, Gloves of Dexterity +2, masterwork light mace, Ring of Mind Shielding, 2 daggers, spell component pouch, holy symbol of the Holy Mother.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Skills

A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Encounter Six – Goblin Cave

Area 1

ATL 1

Goblin warrior: Male goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10+1 (hp 6); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +1/-2; Atk +4 melee (1d6+1, masterwork morningstar) or +4 ranged (1d4+1, javelin); Full Atk +4 melee (1d6+1, masterwork morningstar) or +4 ranged (1d4+1, javelin); SQ darkvision 60 ft., AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +6, Spot +4; Alertness, Dodge; Goblin
Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 3

Goblin warrior: Male goblin Ftr2; CR 2; Small humanoid (goblinoid); HD 2d10+2 (hp 12); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +2/-1; Atk +6 melee (1d6+1, masterwork morningstar) or +5 ranged (1d4+1, javelin); Full Atk +6 melee (1d6+1, masterwork morningstar) or +5 ranged (1d4+1, javelin); SQ darkvision 60 ft., AL NE; SV Fort +4, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +7, Spot +4; Alertness, Dodge, Weapon Focus (morningstar); Goblin

Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 5

Goblin warrior: Male goblin Ftr4; CR 4; Small humanoid (goblinoid); HD 4d10+4 (hp 26); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +3/+1; Atk +9 melee (1d6+2, masterwork morningstar) or +8 ranged (1d4+2, javelin); Full Atk +9 melee (1d6+2, masterwork morningstar) or +8 ranged (1d4+2, javelin); SQ darkvision 60 ft., AL NE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +9, Spot +4; Alertness, Blind-Fight, Dodge, Weapon Focus (morningstar); Goblin

Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 7

Goblin warrior: Male goblin Ftr6; CR 6; Small humanoid (goblinoid); HD 6d10+5 (hp 39); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +6/+4; Atk +11 melee (1d6+4, masterwork morningstar) or +10 ranged (1d4+2, javelin); Full Atk +11/+6 melee (1d6+4, masterwork morningstar) or +10/+5 ranged (1d4+2, javelin); SQ darkvision 60 ft., AL NE; SV Fort +6, Ref +4, Will +3; Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +10, Spot +4; Alertness, Blind-Fight, Dodge, Mobility, Power Attack, Quick Draw, Weapon Focus (morningstar), Weapon Specialization (morningstar); Goblin Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 9

Goblin warrior: Male goblin Ftr8; CR 8; Small humanoid (goblinoid); HD 8d10+8 (hp 51); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +9/+6; Atk +13 melee (1d6+5, +1 morningstar) or +12 ranged (1d4+2, javelin); Full Atk +13/+8 melee (1d6+5, +1 morningstar) or +12/+7 ranged (1d4+2, javelin); SQ darkvision 60 ft., AL NE; SV Fort +7, Ref +4, Will +4; Str 15, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +3, Ride +12, Spot +5; Alertness, Blind-Fight, Cleave, Dodge, Mobility, Power Attack, Quick Draw, Weapon Focus (morningstar), Weapon Specialization (morningstar); Goblin

Possessions: chain shirt, light wooden shield, +1 morningstar, 2 javelins

ATL 11

Goblin warrior: Male goblin Ftr10; CR 10; Small humanoid (goblinoid); HD 10d10+10 (hp 65); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +11/+7; Atk +16 melee (1d6+5/19-20, +1 morningstar) or +14 ranged (1d4+2, javelin); Full Atk +16/+11 melee (1d6+5/19-20, +1 morningstar) or +14/+9 ranged (1d4+2, javelin); SQ darkvision 60 ft., AL NE; SV Fort +8, Ref +4, Will +4; Str 15, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +4, Ride +12, Spot +6; Alertness, Blind-Fight, Cleave, Dodge, Improved Critical (morningstar), Mobility, Power Attack, Quick Draw, Weapon Focus (morningstar), Greater Weapon Focus (morningstar), Weapon Specialization (morningstar); Goblin

Possessions: chain shirt, light wooden shield, +1 morningstar, 2 javelins

ATL 13

Goblin warrior: Male goblin Ftr12; CR 12; Small humanoid (goblinoid); HD 10d12+12 (hp 76); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; BAB/Grp +13/+9; Atk +19 melee (1d6+8/19-20, +1 morningstar) or +16 ranged (1d4+3, javelin); Full Atk +19/+14/+9 melee (1d6+8/19-20, +1 morningstar) or +16/+11/+6 ranged (1d4+3, javelin); SQ darkvision 60 ft., AL NE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +5, Ride +12, Spot +7; Alertness, Blind-Fight, Cleave, Dodge, Improved Critical (morningstar), Mobility, Power Attack, Quick Draw, Weapon Focus (morningstar), Greater Weapon Focus (morningstar), Weapon Specialization (morningstar), Greater Weapon Specialization (morningstar); Goblin

Possessions: chain shirt, light wooden shield, +1 morningstar, 2 javelins

Area 3 – Wolf Lair

Gurmulk is the leader of the goblin wolf riders. His love for the animals is outweighed only by his loyalty to Gurtak. Sometimes the Dark One clouds his mind too much, but the humans must pay for intruding on the goblins woods.

ATL 7

Gurmulk: Male goblin Rgr5; CR 5; Small humanoid (goblinoid); HD 5d8+5 (27 hp); Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 15; BAB/Grp +5/+2; Atk +8 melee (1d6+1, masterwork morningstar) or +9 ranged (1d4, masterwork shortbow); Full Atk +8 melee (1d6+1, masterwork morningstar) or +9 ranged (1d4+1, masterwork shortbow javelin); SA spells; SQ animal companion, darkvision 60 ft., favored enemy (humans +4, elves +2), wild empathy; AL N; SV Fort +5, Ref +6, Will +2; Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 10.

Skills, Feats, Languages: Handle Animal +8, Hide +14, Move Silently +14, Ride +14, Listen +9, Ride +14, Spot +9, Survival +9; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track; Merchant's Tongue, Goblin.

Spells Prepared (1; base DC = 11 + spell level): 1st– *arrow mind* (See **Appendix II**)

Possessions: chain shirt, morningstar, masterwork shortbow.

ATL 9

Gurmulk: Male goblin Rgr9; CR 9; Small humanoid (goblinoid); HD 9d8+9 (49 hp); Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 15; BAB/Grp +9/+6; Atk +11 melee (1d6+1, masterwork morningstar) or +14 ranged (1d4+2, +1 mighty composite shortbow); Full Atk +11/+6 melee (1d6+1, masterwork morningstar) or +14/+9 ranged (1d4+2, +1 mighty composite shortbow); SA spells; SQ animal companion, darkvision 60 ft., evasion, favored enemy (humans +4, elves +2), swift tracker, wild empathy, woodland stride; AL N; SV Fort +7, Ref +8, Will +4; Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 10.

Skills, Feats, Languages: Handle Animal +12, Hide +18, Move Silently +18, Ride +20, Listen +12, Ride +18, Spot +12, Survival +12; Endurance, Manyshot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Track, Weapon Focus (composite shortbow); Merchant's Tongue, Goblin.

Spells Prepared (1; base DC = 11 + spell level): 1st— *arrow mind* (See **Appendix II**), *resist energy (fire)*

Possessions: chain shirt, masterwork morningstar, +1 mighty composite shortbow (+1).

Wolf (animal companion): CR 1; Medium animal; HD 4d8+4; hp 22; Init +3; Spd 50ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d8+2, bite); Full Atk +6 melee (1d8+2, bite); SA: Trip; SQ: low light vision, scent; AL N; Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Search +2, Spot +4, Survival +2; Improved Natural Attack, Track*, Weapon Focus (bite).

ATL 11

Gurmulk: Male goblin Rgr12; CR12; Small humanoid (goblinoid); HD 12d8+12 (65 hp); Init +3; Spd 30 ft.; AC 18, touch 15, flat-footed 15; BAB/Grp +12/+9; Atk +15 melee (1d6+1, masterwork morningstar) or +16 ranged (1d4+2, +1 mighty composite shortbow); Full Atk +15/+10/+5 melee (1d6+1, masterwork morningstar) or +16/+11/+6 ranged (1d4+2, +1 mighty composite shortbow); SA spells; SQ animal companion, darkvision 60 ft., evasion, favored enemy (humans +6, elves +4, halflings +2), swift tracker, wild empathy, woodland stride; AL N; SV Fort +9, Ref +11, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills, Feats, Languages: Handle Animal +12, Hide +20, Move Silently +20, Ride +20, Listen +15, Ride +20, Spot +15, Survival +15; Combat Reflexes, Endurance, Manyshot, Improved Precise Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Track, Weapon Focus (composite shortbow); Merchant's Tongue, Goblin.

Spells Prepared (1; base DC = 11 + spell level): 1st— *arrow mind* (See **Appendix II**), *resist energy (fire)*, 2nd - *cure light wounds*

Possessions: +1 chain shirt, masterwork morningstar, +1 mighty composite shortbow (+1), +1 Ring of Protection.

Wolf (animal companion): CR 1; Medium-sized animal; HD 4d8+4; hp 22; Init +3; Spd 50ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d8+2, bite); Full Atk +6 melee (1d8+2, bite); SA: Trip; SQ: low light vision, scent; AL N; Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Search +2, Spot +4, Survival +2; Improved Natural Attack, Track*, Weapon Focus (bite).

Barghest, Greater (advanced): CR 11; Large outsider (evil, extraplanar, lawful, shapechanger); HD 15d8+45; hp 112; Init +6; Spd 40 ft.; AC 21, touch 11, flat-footed 18; Base Atk +15; Grp +24; Atk +19 melee (1d10+5, bite); Full Atk +19 melee (1d10+5, bite) and +14 melee (1d6+2, 2 claws); SA: Spell-like abilities, feed; SQ: Change shape, damage reduction 10/magic, darkvision 60 ft., Scent; AL LE; SV Fort +12, Ref +12, Will +13; Str 21, Dex 15, Con 16, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff+24, Climb +17, Diplomacy +8, Disguise +4(acting +6), Hide +10, Intimate +24, Jump +27, Listen +22, Move Silently +22, Sense Motive +22, Spot +22, Tumble +22; Combat Casting, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Improved Natural Armor, Track.

Languages: Goblin, Worg, Infernal

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD. The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su) A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

ATL 13

Gurmulk: Male goblin Rgr14; CR14; Small humanoid (goblinoid); HD 14d8+14 (76 hp); Init +1; Spd 30 ft.; AC 18, touch 15, flat-footed 15; BAB/Grp +15/+11; Atk +17 melee (1d6+1, masterwork morningstar) or +18 ranged (1d4+2, +1 mighty composite shortbow); Full Atk +17/+12/+7 melee (1d6+1, masterwork morningstar) or +18/+13/+8 ranged (1d4+2, +1 mighty composite shortbow); SA spells; SQ animal companion, darkvision 60 ft., evasion, favored enemy (humans +6, elves +4, Halflings +2), swift tracker, wild empathy, woodland stride; AL N; SV Fort +9, Ref +11, Will +5; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 10.

Skills, Feats, Languages: Handle Animal +14, Hide +22, Move Silently +22, Ride +20, Listen +17, Ride +20, Spot +17, Survival +17; Combat Reflexes, Endurance, Manyshot, Improved Precise Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Track, Weapon Focus (composite shortbow); Merchant's Tongue, Goblin.

Spells Prepared (1; base DC = 11 + spell level): 1st— *arrow mind* (See **Appendix II**), *longstrider*, *resist energy (fire)*, 2nd - *cure light wounds*

Possessions: +1 chain shirt, masterwork morningstar, +1 mighty composite shortbow (+1), +1 Ring of Protection.

Wolf (animal companion): CR 1; Medium animal; HD 4d8+4; hp 22; Init +3; Spd 50ft.; AC 17; touch 13, flat-footed 14; Base Atk/Grp +3/+5; Atk +6 melee (1d8+2, bite); Full Atk +6 melee (1d8+2, bite); SA: Trip; SQ: low light vision, scent; AL N; Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +4, Move Silently +3, Search +2, Spot +4, Survival +2; Improved Natural Attack, Track*, Weapon Focus (bite).

Barghest, Greater (advanced): CR 11; Large outsider (evil, extraplanar, lawful, shapechanger); HD 15d8+45; hp 112; Init +6; Spd 40 ft.; AC 21, touch 11, flat-footed 18; Base Atk +15; Grp +24; Atk +19 melee (1d10+5, bite); Full Atk +19 melee (1d10+5, bite) and +14 melee (1d6+2, 2 claws); SA: Spell-like abilities, feed; SQ: Change shape, damage reduction 10/magic, darkvision 60 ft., Scent; AL LE; SV Fort +12, Ref +12, Will +13; Str 21, Dex 15, Con 16, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff+24, Climb +17, Diplomacy +8, Disguise +4(acting +6), Hide +10, Intimate +24, Jump +27, Listen +22, Move Silently +22, Sense Motive +22, Spot +22, Tumble +22; Combat Casting, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite), Improved Natural Armor, Track.

Languages: Goblin, Worg, Infernal

Spell-Like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level equals the barghest's HD.

The save DCs are Charisma-based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a wish, miracle, or true resurrection spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

Change Shape (Su) A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Area 5 – Goblin Barracks

ATL 3

Goblin warrior: Male goblin Ftr1; CR 1; Small humanoid (goblinoid); HD 1d10+1 (hp 6); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15;BAB/Grp +1/-2; Atk +4 melee (1d6+1, masterwork morningstar) or +4 ranged (1d4+1, javelin); Full Atk +4 melee (1d6+1, masterwork morningstar) or +4 ranged (1d4+1, javelin); SQ darkvision 60 ft., AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +6, Spot +4; Alertness, Dodge; Goblin
Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 5

ft.; AC 16, touch 11, flat-footed 15;BAB/Grp +1/-2; Atk +4 melee (1d6+1, masterwork morningstar) or +4 ranged (1d4+1, javelin); Full Atk +4 melee (1d6+1, masterwork morningstar) or +4 ranged (1d4+1, javelin); SQ darkvision 60 ft., AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +6, Spot +4; Alertness, Dodge; Goblin
Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 7

Goblin warrior: Male goblin Ftr3; CR 3; Small humanoid (goblinoid); HD 3d10+3 (hp 18); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15;BAB/Grp +3/+0; Atk +7 melee (1d6+1, masterwork morningstar) or +6 ranged (1d4+1, javelin); Full Atk +7 melee (1d6+1, masterwork morningstar) or +6 ranged (1d4+1, javelin); SQ darkvision 60 ft., AL NE; SV Fort +5, Ref +2, Will +1; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +8, Spot +4; Alertness, Dodge, Power Attack, Weapon Focus (morningstar); Goblin

Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 9

Goblin warrior: Male goblin Ftr5; CR 5; Small humanoid (goblinoid); HD 5d10+5 (hp 33); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15;BAB/Grp +5/+2; Atk +10 melee (1d6+4, masterwork morningstar) or +9 ranged (1d4+2, javelin); Full Atk +10 melee (1d6+4, masterwork morningstar) or +9 ranged (1d4+2, javelin); SQ darkvision 60 ft., AL NE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +9, Spot +4; Alertness, Blind-Fight, Dodge, Mobility, Weapon Focus (morningstar), Weapon Specialization (morningstar); Goblin

Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL11

Goblin warrior: Male goblin Ftr7; CR 7; Small humanoid (goblinoid); HD 7d10+7 (hp 46); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15;BAB/Grp +7/+4; Atk +10 melee (1d6+4, masterwork morningstar) or +9 ranged (1d4+2, javelin); Full Atk +10 melee (1d6+4, masterwork morningstar) or +9 ranged (1d4+2, javelin); SQ darkvision 60 ft., AL NE; SV Fort +6, Ref +3, Will +2; Str 18, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +9, Spot +4; Alertness, Blind-Fight, Dodge, Mobility, Quick Draw, Spring Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar); Goblin Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

ATL 13

Goblin warrior: Male goblin Ftr9; CR 9; Small humanoid (goblinoid); HD 9d10+9 (hp 59); Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15;BAB/Grp +9/+6; Atk +17 melee (1d6+6/19-20, masterwork morningstar) or +11 ranged (1d4+4, javelin); Full Atk +17/+12 melee (1d6+6/19-20, masterwork morningstar) or +10 ranged (1d4+4, javelin); SQ darkvision 60 ft., AL NE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills, Feats, Languages: Listen +2, Ride +9, Spot +4; Alertness, Blind-Fight, Dodge, Greater Weapon Focus (morningstar), Improved Critical (morningstar), Mobility, Spring Attack, Quick Draw, Weapon Focus (morningstar), Weapon Specialization (morningstar); Goblin

Possessions: chain shirt, light wooden shield, masterwork morningstar, 2 javelins

Area 6 – Shrine to the Dark One

Gurtak would listen to the stories of the shamans of his tribe and their tales of the great temple of Khielshor, when he was young. The shamans talked of their control of the Kizin'tori woods. Now several years after a group of adventurers killed their tribe's scouting party, Gurtak has reclaimed the hidden temple of Khielshor. He is a cunning and ambitious goblin. Any settlers or people trespassing in the woods are prizes to be claimed by Khielshor.

ATL 1

Gurtak: Male goblin Clr3; CR 3; Small humanoid (goblinoid); HD 3d8+3 (16 hp); Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17;BAB/Grp +2/-1; Atk +5 melee (1d6+1, masterwork morningstar) or +5 ranged (1d4+1, javelin); Full Atk +5 melee (1d6+1, masterwork morningstar) or +5 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +5, Ref +3, Will +6; Str 12, Dex 13, Con 12, Int 12, Wis 15, Cha 12.

Skills, Feats, Languages: Concentration +8, Knowledge (arcana) +2, Knowledge (religion) +2, Listen +2, Ride +4, Spellcraft +2, Spot +4; Blind-Fight, Dodge, Combat Casting; Merchant's Tongue, Goblin

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st— *cause fear, obscuring mist**, *protection from good, shield of faith*; 2nd— *blindness/deafness**, *bull's strength, hold person*.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: chain shirt, heavy wooden shield, masterwork morningstar, 2 javelins, Cloak of Resistance +1, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

ATL 3

Gurtak: Male goblin Clr5; CR 5, Small humanoid (goblinoid); HD 5d8+5 (27 hp); Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17;BAB/Grp +3/+0; Atk +6 melee (1d6+1, masterwork morningstar) or +6 ranged (1d4+1, javelin); Full Atk +6 melee (1d6+1, masterwork morningstar) or +6 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +6, Ref +3, Will +7; Str 12, Dex 13, Con 12, Int 12, Wis 16, Cha 12.

Skills, Feats, Languages: Concentration +10, Knowledge (arcana) +4, Knowledge (religion) +4, Listen +2, Ride +4, Spellcraft +4, Spot +4; Blind-Fight, Combat Casting, Dodge; Merchant's Tongue, Goblin.

Spells Prepared (4/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*cause fear, magic weapon, obscuring mist**, *protection from good, shield of faith*; 2nd—*blindness/deafness**, *bull's strength, hold person, sound burst*; 3rd — *blacklight** (See **Appendix II**), *contagion, dispel magic*.

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: chain shirt, masterwork heavy wooden shield, masterwork morningstar, 2 javelins, Cloak of Resistance +1, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

ATL 5

Gurtak: Male goblin Clr7; CR 7, Small humanoid (goblinoid); HD 7d8+5 (38 hp); Init +5; Spd 30 ft.; AC 18, touch 12, flat-footed 18; BAB/Grp +5/+2; Atk +8 melee (1d6+1, masterwork morningstar) or +7 ranged (1d4+1, javelin); Full Atk +8 melee (1d6+1, masterwork morningstar) or +7 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +7, Ref +4, Will +8; Str 12, Dex 13, Con 12, Int 12, Wis 16, Cha 12.

Skills, Feats, Languages: Concentration +12, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +2, Ride +4, Spellcraft +6, Spot +4; Blind-Fight, Combat Casting, Dodge, Improved Initiative; Merchant's Tongue, Goblin.

Spells Prepared (4/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*bless, magic weapon, obscuring mist**, *protection from good, shield of faith*; 2nd—*blindness/deafness**, *bull's strength, hold person, sound burst*; 3rd — *blacklight** (See **Appendix II**), *contagion, dispel magic*; 4th — *divine power, unholy blight**

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: chain shirt, masterwork heavy wooden shield, masterwork morningstar, 2 javelins, Cloak of Resistance +1, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

ATL 7

Gurtak: Male goblin Clr9; CR 9, Small humanoid (goblinoid); HD 9d8+9 (49 hp); Init +5; Spd 30 ft.; AC 20, touch 12, flat-footed 19; BAB/Grp +6/+3; Atk +9 melee (1d6+2, +1 morningstar) or +8 ranged (1d4+1, javelin); Full Atk +9/+4 melee (1d6+2, +1 morningstar) or +8 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +8, Ref +5, Will +10; Str 12, Dex 13, Con 12, Int 12, Wis 17, Cha 12.

Skills, Feats, Languages: Concentration +14, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +2, Ride +4, Spellcraft +8, Spot +4; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Silent Spell; Merchant's Tongue, Goblin.

Spells Prepared (4/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*bless, magic weapon, obscuring mist**, *protection from good, shield of faith*; 2nd—*blindness/deafness**, *bull's strength, hold person, spiritual weapon, sound burst*; 3rd — *blacklight** (See **Appendix II**), *contagion, dispel magic, searing light, summon monster III*; 4th — *divine power, freedom of movement, unholy blight**; 5th — *darkbolt** (See **Appendix II**), *flame strike*

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: +1 chain shirt, +1 heavy wooden shield, +1 morningstar, 2 javelins, Cloak of Resistance +1, Pearl of Power — 1st level spell, wand of inflict light wounds, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

ATL 9 (EL 11)

Gurtak: Male goblin Clr9; CR 9, Small humanoid (goblinoid); HD 9d8+9 (49 hp); Init +5; Spd 30 ft.; AC 20, touch 12, flat-footed 19; BAB/Grp +7/+3; Atk +9 melee (1d6+2, +1 morningstar) or +8 ranged (1d4+1, javelin); Full Atk +9/+4 melee (1d6+2, +1 morningstar) or +8 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +8, Ref +5, Will +10; Str 12, Dex 13, Con 12, Int 12, Wis 19, Cha 12.

Skills, Feats, Languages: Concentration +14, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +2, Ride +4, Spellcraft +8, Spot +4; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Silent Spell; Merchant's Tongue, Goblin.

Spells Prepared (4/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance*; 1st—*bless, magic weapon, obscuring mist**, *protection from good, shield of faith*; 2nd—*blindness/deafness**, *bull's strength, hold person, spiritual weapon, sound burst*; 3rd — *blacklight** (See **Appendix II**), *contagion, dispel magic, searing light, summon monster III*; 4th — *divine power, freedom of movement, summon monster IV, unholy blight**; 5th — *darkbolt** (See **Appendix II**), *flame strike*

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: +1 chain shirt, +1 heavy wooden shield, +1 morningstar, 2 javelins, Cloak of Resistance +1, Periapt of Wisdom +2, wand of inflict light wounds, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

Bone Devil: See *Monster Manual*

ATL 11 (EL 13)

Gurtak: Male goblin Clr11; CR 11, Small humanoid (goblinoid); HD 11d8+11 (60 hp); Init +5; Spd 20 ft.; AC 25, touch 13, flat-footed 24; BAB/Grp +9/+5; Atk +11 melee (1d6+2, +1 morningstar) or +8 ranged (1d4+1, javelin); Full Atk +11/+6 melee (1d6+2, +1 morningstar) or +9 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +9, Ref +6, Will +11; Str 12, Dex 13, Con 12, Int 12, Wis 19, Cha 12.

Skills, Feats, Languages: Concentration +16, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +2, Ride +4, Spellcraft +10, Spot +4; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Silent Spell; Merchant's Tongue, Goblin.

Spells Prepared (4/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, guidance, guidance, read magic, resistance*; 1st—*cause light wounds, bless, magic weapon, obscuring mist**, *protection from good, shield of faith*; 2nd—*blindness/deafness**, *bull's strength, hold person, spiritual weapon, sound burst*; 3rd — *blacklight** (See **Appendix II**), *blindness, contagion, dispel magic, searing light, summon monster III*; 4th — *air walk, divine power, freedom of movement, summon monster IV, unholy blight**; 5th — *darkbolt** (See **Appendix II**), *flame strike (2)*, 6th — *blade barrier, prying eyes**

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: +1 full plate, +1 heavy wooden shield, +1 morningstar, 2 javelins, Cloak of Resistance +1, Periapt of Wisdom +2, +1 Ring of Protection, wand of inflict light wounds, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

Barbed Devil: See *Monster Manual*

ATL 13 (EL 15)

Gurtak: Male goblin Clr13; CR 13, Small humanoid (goblinoid); HD 13d8+13 (71 hp); Init +5; Spd 20 ft.; AC 25, touch 13, flat-footed 24; BAB/Grp +10/+5; Atk +13 melee (1d6+2, +1 morningstar) or +11 ranged (1d4+1, javelin); Full Atk +13/+8 melee (1d6+2, +1 morningstar) or +11 ranged (1d4+1, javelin); SA spells; SQ darkvision 60 ft., rebuke undead, spontaneous cast *inflict* spells; AL NE; SV Fort +9, Ref +6, Will +11; Str 12, Dex 13, Con 12, Int 12, Wis 19, Cha 12.

Skills, Feats, Languages: Concentration +18, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +2, Ride +4, Spellcraft +12, Spot +4; Blind-Fight, Combat Casting, Dodge, Improved Initiative, Quicken Spell, Silent Spell; Merchant's Tongue, Goblin.

Spells Prepared (6/6+1/6+1/5+1/5+1/4+1/2+1/1+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, guidance, guidance, read magic, resistance*; 1st—*cause light wounds, bless, magic weapon, obscuring mist**, *protection from good, shield of faith*; 2nd—*blindness/deafness**, *bull's strength, hold person, spiritual weapon, sound burst*; 3rd — *blacklight** (See **Appendix II**), *blindness, contagion, dispel magic, searing light, summon monster III*; 4th — *air walk, divine power, freedom of movement, poison, summon monster IV, unholy blight**; 5th — *darkbolt** (See **Appendix II**), *flame strike (2)*, *true seeing*, 6th — *blade barrier, heal, prying eyes**, 7th — *blasphemy**, *summon monster VII*

*Domain spell. Domains: Evil (cast evil spells at +1 caster level), Darkness (free Blind-Fight feat).

Possessions: +1 full plate, +1 heavy wooden shield, +1 morningstar, 2 javelins, Cloak of Resistance +1, Periapt of Wisdom +2, +1 Ring of Protection, wand of inflict light wounds, 2 holy symbols of the Dark One, 2 spell component pouches, 2 daggers.

Barbed Devil: See *Monster Manual*

Appendix II: Additional Rules

New Feats

Flick of the Wrist

White a single motion, you can draw a light weapon and make a devastating attack.

Prerequisites: Dex 17, Sleight of Hand 5 ranks, Quick Draw

Benefits: If you draw a light weapon and make a melee attack with it in the same round, you catch your opponent flat-footed (for the purpose of this attack only). You may use this feat only once per round and once per opponent during any single combat encounter.

Complete Warrior, p.99

New Spells

Arrow Mind

Divination

Level: Rgr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell — as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Spell Compendium, p. 15

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Area: 20 ft – radius emanation centered on a creature, object or point in space

Duration: 1 round/level

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spells area even you, cannot see through it. You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object. You can cast the spell on a creature, and the effect radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefits from spell resistance. Blacklight counters or dispels any light spell of equal or lower level, such as daylight.

Material component: A piece of coal and the dried eyeball of any creature.

Spell Compendium, p. 30

Darkbolt

Evocation [Darkness]

Level: Darkness 5

Components: V, S,

Casting Time: 1 standard action
Range: Medium (100 ft. + 10ft./ levels)
Effect: One-ray/2 levels (maximum seven rays)
Duration: Instantaneous, see text
Saving Throw: Will partial
Spell Resistance: Yes

You unleash beams of darkness from your open palm. You must succeed on a ranged touch attack to strike our target. You can hurl one bolt for every two caster levels you have (maximum seven bolts). You can hurl all of the bolts at once, or you can hurl one bolt per round as a free action, starting in the round when you cast the spell. You do not have to hurl a bolt in every round, but if you don't hurl the bolt you were entitled to in a round, it is lost. If you hurl all of the bolts at once, all of your targets must be within 60 ft. of each other.

A *darkbolt* deals 2d8 points of damage to a living creature, and the creature is dazed for 1 round unless it makes a Will save (a creature struck by multiple bolts during the same round is dazed for a maximum of 1 round, no matter how many times it fails its save) An undead creature takes no damage but is dazed if it fails its save.

Spell Compendium, p. 58

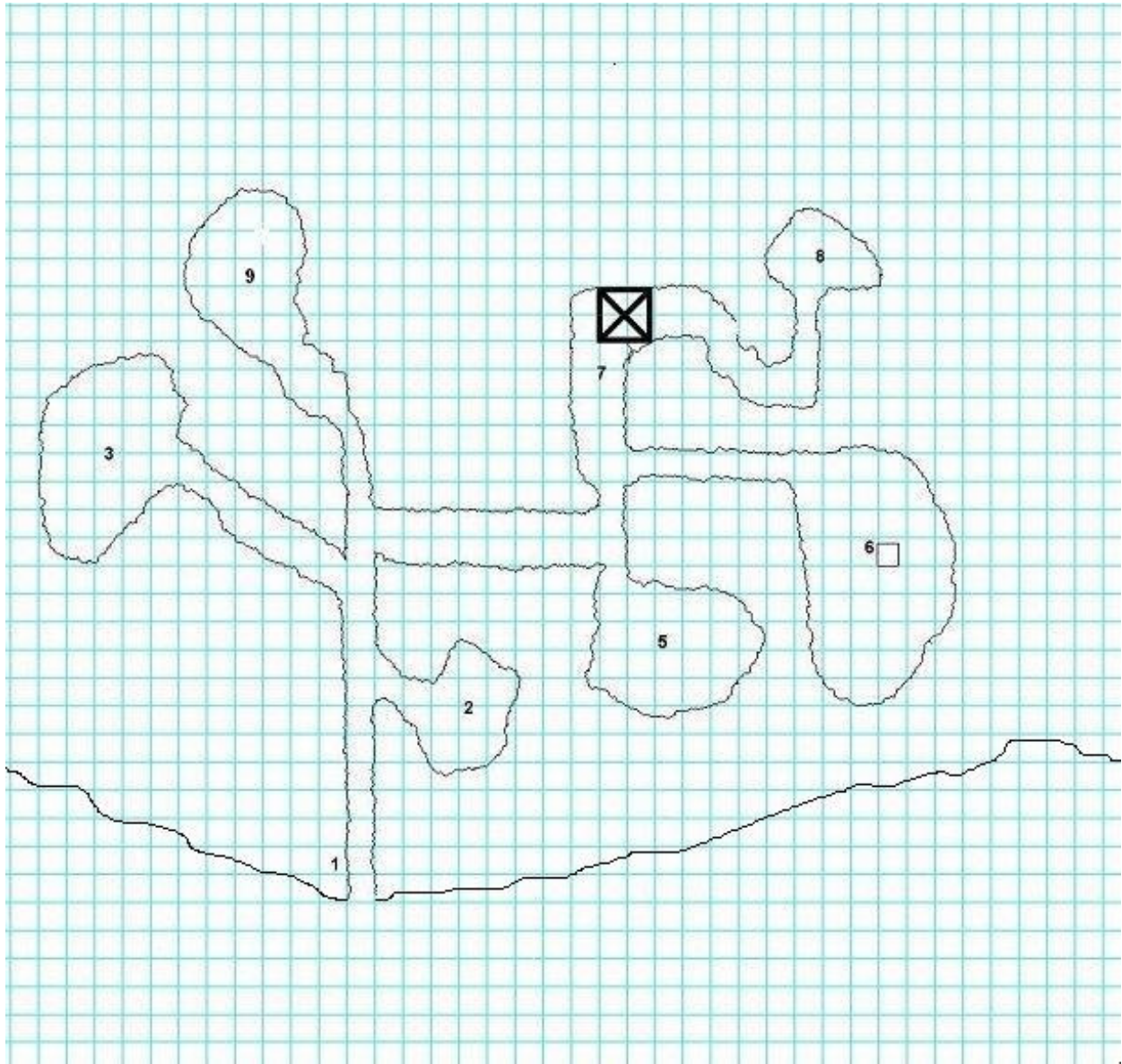
Map of the Thorp of Har'gadu



Map from the *Pekal Gazetteer* (Image copyright Kenzer and Company 2002)

DM's Map 1

Map of the Goblin's Lair



Each square equals 5 ft.

Appendix III: Player Handout 1

Most Noble adventurer,

I am in need of some assistance for my church. Word has reached me that you might be able to assist our church. Please inquire at the Temple of the Holy Mother off of Majestic Way at two bells today.

Sister Ameria Vitisnar

Appendix III: Player Handout 2

This note is found in a worn scroll case:

Reesrevo Pitar, I evah edam ym yaw morf atenab.
Eht loof flah fle namsdraug fo dlo si eht
elbaronoh. Eht seilppus evah edam rieht yaw ot
eht snilbog. I evah nekat eht ecalp fo a cirelc
morf teb alagor. Eht snilbog lliw evres su llew.

Appendix III: Player Handout 3

Overseer Pitar, I have made my way from Baneta. The fool half elf guardsman of old is the Honorable. The supplies have made their way to the goblins. I have taken the place of a cleric from Bet Rogala. The goblins will serve us well.