A Whisper In Your Mind

An Eberron Salvage Mission

When you hear a faint whisper in your head of an urgent plea for help will you answer the call?

What if answering puts you all at risk? What rules and laws exist in the Mournland mists?

A Four hour Adventure for Tier 2 Characters. Optimized for APL 7.

Designed and edited by: Bruce Wood

Adventure Primer

This adventure is designed for **three to seven 5th-10th level characters** and is optimized for **five characters with an average party level (APL) of 7**. Characters outside this level range cannot participate in this adventure.

This adventure occurs in the Mournlands.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Background

Many salvage companies work out of Salvation. Those who are particularly lucky or skillful sometimes find hidden places that are suitable to use as their own base of operations in the Mournlands. The **RED SCORPIONS** are one such group. They found an old outpost dug into a hill and made it their own. Unfortunately they were attacked by a sizable goblinoid host and were overrun.

Using the *Dimension Door* spell, one of the Red Scorpions (a male Kalashtar called **DALAVASH**) escaped the attack, although he was gravely wounded. Dalavash wandered several miles until finally collapsing in a hollow behind a bush. With the last of his energy and willpower he opened his mind and set out a plea for help. A plea that was heard by the adventurers…

Overview

The adventure's story is spread over **three parts** and takes approximately **4 hours** to play. The adventure begins with a Call to Action scene.

- *Call to Action: Whispers* The characters are walking to Salvation when one of them gets a mental plea for help.
- *Part 1: Loud or Quiet?* The characters must gain access into, and then work their way through, the looted base to find and take the salvage for themselves.
- *Part 2: The Getaway!* The characters must escape with the salvage before anyone else shows up. Too bad someone is already waiting for them.

Hero Points

In the Oracle of War campaign, adventurers are supposed to be a cut above the rest. To reflect this, each character in the party gains one hero point at the start of this adventure. Players earn additional hero points by completing story goals. The DM may not award hero points except as specifically directed in the adventure. At the end of the adventure, the players lose any hero points they have accrued.

Hero Points

Hero Points A player can spend a hero point whenever they make an attack roll, an ability check, or a saving throw. The player can spend the hero point after the roll is made, but before they know whether they're successful or not. Spending the hero point allows the player to roll a d6 and add it to the d20, possibly turning a failure into a success. A player can spend only one hero point per roll. In addition, whenever a character fails a death saving throw, the player can spend one hero point to turn the failure into a success.

Call to Action: Whispers

Estimated Duration: 30 minutes

As the characters are walking to Salvation, around late morning/noon, one of their number gets an urgent mental plea.

Setting Information

The Mournlands are a weird and unnatural place. Some things are perfectly preserved while others are horribly twisted and mutated. Sunlight never pierces the veil of mist surrounding it yet somehow things still grow. Those creatures and beings that live in the Mournlands or venture into them are some of the strongest, most twisted, most desperate, or most cruel things out there. The Mournland is beyond any laws other than survival of the fittest.

Whispers

While the characters are walking to Salvation one of them gets the following message in their head. Ideally it will be the Kalashtar in the group. If there is no Kalashtar, whoever has the highest Intelligence or Wisdom score gets it instead. The "…" are Dalavash struggling to breath and remain alive. Read or paraphrase:

> Anyone?…HELP!…We have been overrun. I think they are all dead…I am not going to make it…Kill the vermin…Avenge us and the loot is yours!…Red like blood, East to the rising sun, 7 like the number we were. For the loot…Kill them all………

The character who got the message feels a strong pull towards Dalavash's body but they realize that pull is fading quickly with his death.

If the characters follow the mental pull they can find Dalavash's body in about an hour. If they stop for any length of time, such as to ritual cast a spell, then the mental pull fades before they find the body. In this case they will need to make

a **DC 15 Survival (Wisdom)** check in order to locate his body.

A **DC 10 Medicine (Wisdom)** check will let the characters know that he died from his wounds including:

- dog bites to the leg,
- blunt force to his left arm breaking it,
- arrow wound to his back left shoulder,
- large claw marks gouging his chest.

Due to his numerous wounds it is fairly simple for the characters to follow his trail back to where he appeared after casting *Dimension Door.* In order to follow the trail one of the characters needs to make a **DC 12 Survival (Wisdom)** check.

When the players find the end of the blood trail they see a desturbed area on the ground with a small pool of blood. Anyone who makes a **DC 15 Investigation (Intelligence)** check can figure out that someone probably appeared here in the air slightly above the ground and fell prone when landing. A **DC 12 Arcana (Intelligence)** check will let them know that *Dimension Door* is the most likely spell for this.

If the characters start looking around the area anyone with a Passive Perception of 14 or higher hears a loud crash followed by unflattering words spoken in Goblin. Looking over a small rise the characters see a large wagon being pulled by two oxen. Loading the wagon are ten **Hobgoblin Captains**. Another four **Hobgoblin Captains** stand guard nearby. The wagon is being loaded with crates, barrels, and sacks of salvage from the looted base. The wagon is almost full and it looks like it is getting ready to depart.

Part 1: Loud or Quiet?

Estimated Duration: 2 hours 40 minutes

The characters must gain access into, and then work their way through, the looted base to find and take the salvage for themselves.

Setting Information

The base is an old Cyre outpost. It is carved into the bedrock cliff face. The only door into the base was 5 foot thick stone but it now lies broken. The ceilings in the rooms are 10 feet tall but the hallways are only 5 feet tall. All other doors have been damaged to some degree so that they no longer close and latch.

The base is lit by embedded continual flame gems in the wall every 10 feet. If a gem is pried out of the walls it loses its magic and crumbles to dust.

1. Entry Hall

After the wagon of supplies leaves, which happens after only a few minutes after the characters notice it, the four **Hobgoblin Captains** stand guard outside the main door.

During combat they will stand and fight anyone. If only two remain then one will attempt to run and summon help from the basement while the other holds off the attackers in the door as long as they can.

The rest of the entry hall shows signs of battle but has been stripped of all useful salvage.

Adjusting the Scene
Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **Hobgoblin Captains.**
- **Weak:** Remove one **Hobgoblin Captain.**
- **Strong:** Add one **Hobgoblin Captain.**
- **Very Strong:** Add two **Hobgoblin Captains.**

2. Guard Post

This guardpost also shows signs of battle damage and has been stripped of all salvage.

There is a dead female Wood Elf in the far corner of the room. She is impaled with 3 crossbow bolts. Laying next to her is one **Hobgoblin** and two **Bugbears**. All the goblinoids appear to have been slain by longbow arrows.

3. Storage Room

The storage room has been heavily looted and there are broken crates, barrels, etc scattered throughout the room. All things considered salvage have already been looted.

4. Library

This room was once a library but all that remains are charred piles of ash as the raiders took what they wanted and burned the rest.

5. Training room

This room has the broken remains of archery targets, training dummies, etc. A male mountain dwarf lays dead in the middle of the room. The crushed remains of five **Goblins** and two **Hobgoblin Captains** are a testament to the fact that he did not go quietly.

Everything of note has already been looted from this room and the corpses.

6. Staircase

The thick reinforced doors to this room have been bashed open. In the middle of the room is a staircase carved out of the stone leading down. Along the wall are the dead bodies of three **Bugbears** and three **Goblins.** None of these bodies have wounds on them. A **DC 13 Medicine (Wisdom)** check will reveal that they died from inhaling a poison.

7. Guard Post

This guardpost also shows signs of battle damage and has been stripped of all salvage.

8. Staircase

The staircase descends 40 feet and empties into this room. Surprisingly there are no signs of battle here. A few crates full of salvaged items are being stacked here before being moved upstairs.

9. Bathroom

This room contains 2 large copper tubs for bathing as well as a fireplace to heat the water. Next to the fireplace is a pump that draws clean fresh water from an underground spring.

10. Bedrooms

These 6 rooms are identical in size. Each was a bedroom for one of the previous owners. The first 4 rooms along the hallway have already been looted. Roughly piled in the middle of each room is an assortment of boxes and sacks full of a variety of salvageable things. The **Goblins** in the final room are given the menial task of looting the bedrooms. When they are done they will go and get the **Bugbears** from area 14 to move the heavy boxes for them.

Hidden behind the pile of stuff in the outer middle room is an **Iron Defender**. It has been told to wait there until summoned by the whistle that the **Goblin Boss** carries.

The final outer bedroom is being looted still. Players can hear curses, grunts, banging etc coming from it when they get within 50 feet of it. Inside the room are six **Goblins**, one **Goblin Boss**, and two **Iron Defenders**. When attacked they try to focus their damage all on one character at a time in an attempt to bring them down. The **Goblin Boss** will blow his whistle on the first round of combat to summon the **Iron Defender** in the other room to come up and

attack the party from the rear. This whistle is inaudible to humanoids.

11. Kitchen

The kitchen has been well looted by the hungry goblinoids. Nothing of interest or value remains.

12. Pantry

The pantry has been well looted by the hungry goblinoids. Nothing of interest or value remains. Anyone with a passive perception of 12 or higher will notice a child size cot and belongings strewn about the room. The halfling member of this base was also a cook and liked to sleep close to what he loved in life.

13. Dining Hall

This large room was used for a dining hall for the base. It is clear to everyone that the tables, benches, and chairs were thrown together into a makeshift barricade at the far end of the room leading to room #14. Everything in this room is heavily damaged by battle. There are at least twelve dead bodies of **Hobgoblins, Goblins,** and **Bugbears** in the room. All the bodies have been pulled off to the sides.

As the characters are taking in the room, from the far entrance walks in one **Bugbear Chief** and five **Bugbears**. Upon seeing the characters the **Bugbear Chief** yells about intruders and charges them. The one **Bugbear Chief** and five **Bugbears** in room #14 come charging in after 2 full rounds have passed.

IF the alert has been raised by the **Hobgoblin Captain** from area #1, or the characters have

used overly loud spells such as, but not limited to, *Toll the Dead* or *Shatter*, then things will be much worse for the characters. The **Bugbears** have had time to excellently hide half their number behind the broken furniture and with the dead bodies. These **Bugbears** surprise attack the characters. Any character with a passive perception of 21 or higher is not surprised as they are able to spot the excellently hidden attackers.

In case your players are upset at the high stealth DC the formula used is 10+ the **Bugbear** stealth modifier of +6 + another 5 from them having advantage on the check due to the other **Bugbears** helping them hide. DC 10+6+5=21.

Adjusting the Scene
Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **Bugbear Chief** and five **Bugbears.**
- **Weak:** Remove five **Bugbears.**
- **Strong:** Add one **Bugbear Chief.**
- **Very Strong:** Add three **Burbear Chiefs**.

14. Vault Door

This room contains a massive vault door that has a 3 dial combination lock. The goblinoids have not been able to open the door yet so whatever is beyond has not been looted. The room also contains the final 4 dead bodies of the base's previous occupants. There is a male halfling, a female shifter, and two male humans.

The first dial contains 8 equal sized colour segments around the outside. White, Green, Yellow, Orange, Red, Purple, Blue, Black.

The second dial contains 8 equal sized segments, each with a direction on them. North, North-East, East, South-East, South, South-West, West, North-West.

The third dial contains 8 equal sized segments, each with a number on them. 1, 2, 3, 4, 5, 6, 7, 8.

When the dials are turned so that Red, East, and 7 are at the tops and those segments are then pushed in the vault door will unlock and open.

Once the door opens all the dials spin and reset with White, North, and 1 at their tops.

15. The Vault

Inside the vault the characters will find treasures worth more than gold or gems for their base in the Mournlands. There are windows and doors that have been salvaged intact. There are shelves containing glass vials, beakers and other alchemist supplies. There are chests that have small stacks of different metal ingots. Barrels containing construction materials. Feel free to add any specific Salvage your party might be looking for.

Part 2: The Getaway!

Estimated Duration: 50 minutes

The characters go to leave with their hard earned Salvage when they are set upon by the puppet master of the goblinoids.

Setting Information

It is early evening as the characters are just finishing loading up whatever means of transport they have with all the Salvage that they have acquired.

The current light level is dim unless any of the characters are using torches. Confirm if they are or not since dim light and darkness will play a large role for some of the NPC's.

Confrontation

As the characters load the last containers onto their transportation five figures step out of the shadows.

In the middle is a **Dusk Hag** disguised using their *Disguise Self* spell to look like a stunningly beautiful male **Hobgoblin Captain**.

Flanking the **Dusk Hag** are two **Hobgoblin Devastators** standing 10 feet to either side and 5 feet back.

Standing 10 feet farther out are two **Hobgoblin Iron Shadows**.

They stop 40 feet from the characters. The **Dusk Hag** speaks the following, feel free to read or paraphrase:

> Ah! I see you have finished loading our supplies for us. Excellent! A pity about all the violence but the troops can be replaced. Now let it not be said we are not generous employers, please take any one chest, crate, barrel or item of your choice as payment for your hard work. Then leave!

The **Dusk Hag** has no qualms about killing the characters but their prowess has impressed it enough she is willing to let them live so that it may attempt to corrupt them in the future.

The **Dusk Hag** is not interested in talking and if asked questions will politely tell them twice more to take one, and only one, item and leave. If they have to be told a third time there will be trouble.

Trouble in this case involves the **Dusk Hag** casting *Hypnotic Pattern* to get the most characters possible. Then the **Hobgoblin Devastators** will each cast *Fireball* to soften up the characters. Finally, the **Hobgoblin Iron Shadows** will move up to noticeably stunned or very injured characters to attack before using their *Shadow Jaunt* ability to move away.

Important: The **Hobgoblin Iron Shadows** will not enter bright light unless they absolutely have to. They prefer to attack and then teleport away.

The **Dusk Hag** will flee if the battle turns against it. A **Hobgoblin Devastator** will aid in this by casting *Fly* on the **Dusk Hag** if it is able to.

The **Dusk Hag** does not want to kill the characters if possibly, merely knock them unconscious. It has informed its allies of its intentions but also will not be upset if someone happens to die due to area of effect attacks.

If the characters are all knocked unconscious they wake up 1d4 hours later with 1 hitpoint. Each has a kiss in pink lipstick on their forehead. There is also one chest full of Salvage left with a note that says "Payment for your hard work. Until next time!" The note is also signed with a pink kiss.

Rewards

At the **end of the session**, the characters receive rewards based upon their accomplishments.

Character Rewards

The characters earn the following rewards:

Salvage - Tier 2

A character earns 100 pieces of salvage per hour spent playing if they were successful, 400 salvage per character total.

If the character was forced to flee and were therefore unsuccessful they earn 50 pieces of salvage per hour, 200 salvage per character total.

Advancement
Upon successfully **completing** this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Players in the Oracle of war campaign are advised to forgo character advancement through salvage missions unless they are trying to catch up with the rest of their regular play group, as advancing prevents them from participating in and gaining the rewards from the core storyline adventures in the campaign.

Dungeon Master Rewards

For running this adventure, one of your character gains may choose to gain a level. They also gain Salvage equal to what the characters gained during the session.

Creature Statistics

Bugbear

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (Hide armor, shield)
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (+1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive perception 10
Languages Common, Goblin
Challenge 1 (200 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morning Star. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6+2) piercing damage in melee or 5 (1d6+2) piercing damage at range.

Bugbear Chief

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (Chain shirt, shield)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+1)	12 (+1)	11 (+0)

Skills Intimidation +2, Stealth +6, Survival +3
Senses darkvision 60 ft., passive perception 11
Languages Common, Goblin
Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two melee attacks.

Morning Star. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6+2) piercing damage in melee or 5 (1d6+2) piercing damage at range.

Dusk Hag

Medium fey, neutral evil

Armor Class 17 (natural armor)
Hit Points 82 (15d8+15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Int +6, Wis +6
Skills Deception +7, Insight +6, Perception +6
Condition Immunities blinded, charmed, frightened
Senses blindsight 60 ft., passive perception 16
Languages Common, Giant, Infernal
Challenge 6 (2,300 XP)

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self*
3/day each: *dream, hypnotic pattern, sleep* (9d8)
1/day each: *legend lore, scrying*

Magic Resistance. The hag has advantage on saving throws against spells and other magic effects.

Actions

Multiattack. The hag makes two Nightmare Touch attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 5 (1d6+2) slashing damage.

Nightmare Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6+4) psychic damage. If the target is unconscious, it takes an extra 10 (3d6) psychic damage and is cursed until the hag dies or the curse is removed. The cursed creature's hit point maximum is decreased by 5 (1d10) whenever it finishes a long rest.

Reactions

Dream Eater. When an unconscious creature the hag can see within 30 feet of her regains consciousness, the hag can force the creature to make a DC 15 Wisdom saving throw. Unless the save succeeds, the creature takes 11 (2d10) psychic damage, and the hag regains hit points equal to the amount of damage taken.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action on each of its turns.

Actions

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Goblin Boss

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)
Hit Points 21 (6d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6
Senses darkvision 60 ft., passive perception 9
Languages Common, Goblin
Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Hobgoblin Captain

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)
Hit Points 39 (6d8+12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses darkvision 60 ft., passive perception 9
Languages Common, Goblin
Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two attacks with its greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Hobgoblin Devastator

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)
Hit Points 45 (7d8+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	16 (+3)	13 (+1)	11 (+0)

Skills Arcana +5
Senses darkvision 60 ft., passive perception 11
Languages Common, Goblin
Challenge 4 (1,100 XP)

Arcane Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that target is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Army Arcana. When the hobgoblin casts a spell that causes damage or that forces another creature to make a saving throw, it can choose itself and any number of allies to be immune to the damage caused by the spell and to succeed on the required saving throw.

Spellcasting. The Hobgoblin is a 7th-level spellcaster. Its spellcasting ability is Intelligence (Spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, ray of frost, shocking grasp*
1st level (4 slots): *fog cloud, magic missile, thunderwave*
2nd level (3 slots): *gust of wind, Melf's acid arrow, scorching ray*
3rd level (3 slots): *fireball, fly, lightning bolt*
4th level (1 slot): *ice storm*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage, or 5 (1d8+1) bludgeoning damage if used with two hands.

Hobgoblin Iron Shadow

Medium humanoid (goblinoid), lawful evil

Armor Class 15
Hit Points 32 (5d8+10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Skills Acrobatics +5, Athletics +4, Stealth +5
Senses darkvision 60 ft., passive perception 12
Languages Common, Goblin
Challenge 2 (450 XP)

Spellcasting. The Hobgoblin is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (Spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, true strike*
1st level (3 slots): *charm person, disguise self, expeditious retreat, silent image*

Unarmored Defense. While the hobgoblin is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The hobgoblin makes four attacks, each of which can be unarmed strike or a dart attack. It can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.
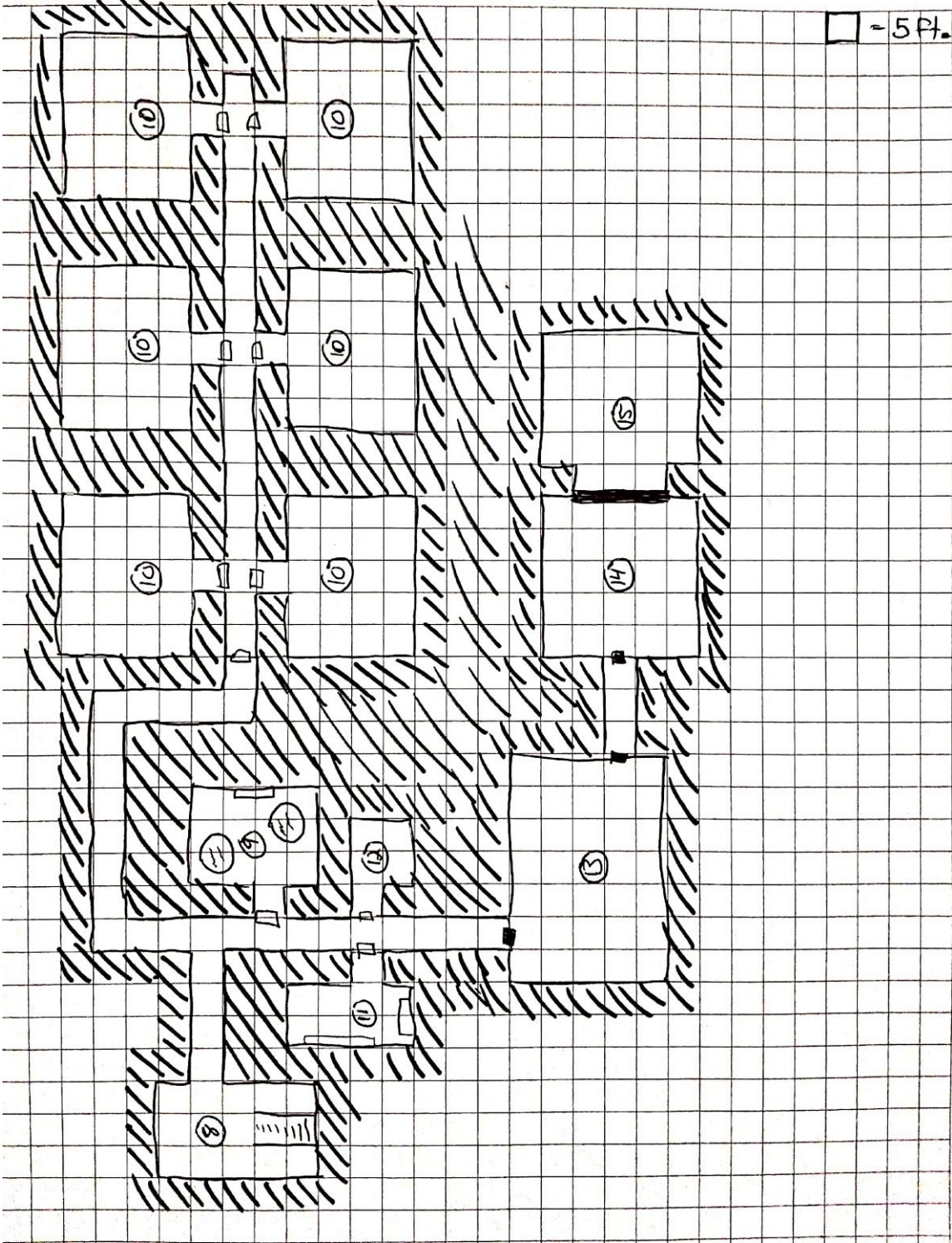
Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Shadow Jaunt. The hobgoblin magically teleports, along with any equipment it is wearing or carrying, up to 30 feet to an unoccupied space it can see. Both the space it is leaving and its destination must be in dim light or darkness.

Appendix #1: Main Floor Map
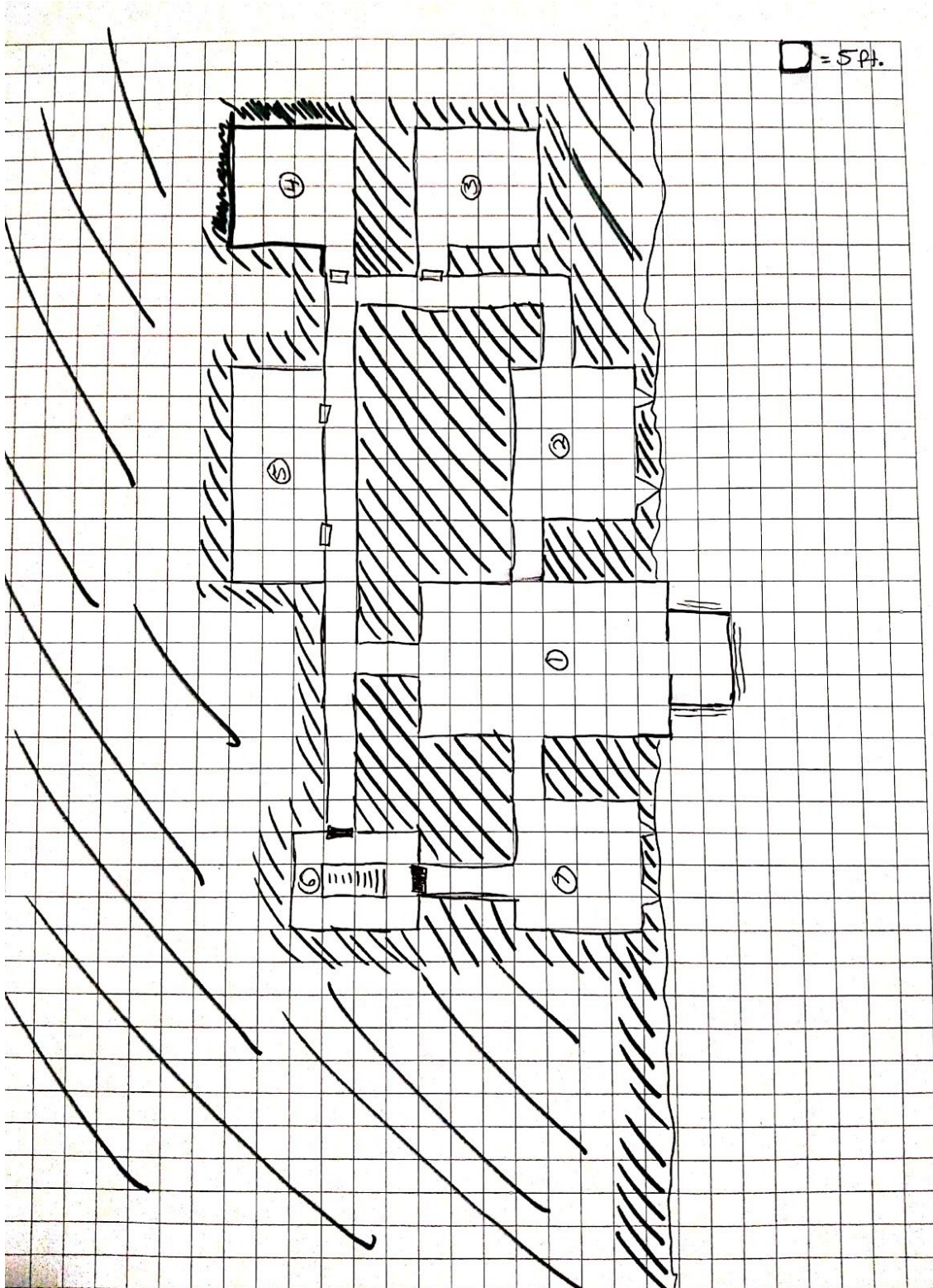
Appendix #2: Basement Map

Appendix #3: Dungeon Master Tips

Preparing the Adventure

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Perception score, and anything the adventures specifies as notable (such as backgrounds, traits, flaws, etc.)

Players can play an adventure they previously played as a Player or Dungeon Master but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether the completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the D&D Adventurers League Players Guide for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting This Adventure

To determine whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the result by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below.

Determining Party Strength

Party Composition Party	Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong