

Raiders of Oakhurst - Reloaded

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An expanded 4E fan adventure for 5-6 first level characters

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Find play test PCs at: <http://www.wizards.com/dnd/files/ExperienceCharacters.zip>

Quick Play rules primer at http://www.wizards.com/dnd/files/news_20080228.zip

Synopsis: Answering a call for help from the town of Oakhurst, the PCs track a band of kobold raiders to their lair and find more than they bargained for.

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Author's note: This adventure is designed to showcase some 4E combat features, and the final encounters can be very deadly. Players beware!

Background: The young black dragon Nightscale has been looking for a way to expand her influence and her hoard for some years. When Varkaze, the leader of a hobgoblin band, approached her with tribute, she jumped at the chance to use the hobgoblins to grab territory. Nightscale, some hobgoblins, and a band of kobolds that the hobgoblins bullied into servitude set up an advance operating base near the thorp of Oakhurst. Varkaze immediately ordered the kobolds to begin exploring the territory to locate opportunities for plunder. True to their nature, the kobolds have been stealing chickens, killing livestock, and vandalizing property around Oakhurst. The villagers, simple farmers who have little experience in warfare, request help from a passing band of PCs.

Adventure Hook: As the party is passing through the small thorp of Oakhurst en route to another destination, Teren, the villager elder, beseeches them for help. Small monstrous creatures have been harassing Oakhurst by night, stealing chickens, killing sheep, breaking windows and fence posts, defacing the town's small shrine of Amanuator, and otherwise making nuisances of themselves. The villagers have only seen red eyes glowing in the darkness, but the creatures left behind three-toed clawed track marks with lines indicating tails.

Campaign Setting Notes. This adventure is designed to fit any standard fantasy campaign setting, but it is easily adapted to existing settings. In the *Forgotten Realms* setting, for example, the town of Mistedale in the Dalelands provides a perfect substitute for Oakhurst. In the *Greyhawk* setting, the city of Tol Maren is the great city of Greyhawk itself, and Oakhurst lies along the road from Greyhawk away to the south.

Scaling the Adventure:

If there are 4 or fewer PCs, make the following changes:

Area C:

- Remove one skeleton warrior from area C2.

Area D:

- Subtract two kobold minions from D6, and one hobgoblin guard from D7.
- The raiding party will have only one hobgoblin soldier.

Area E:

- Reduce the number of kobold minions in area E2 by two;
- Eliminate the kobold skirmisher from area E2d;
- Replace the guards in E6b with kobold minions
- Eliminate the hobgoblin archers from area E9;
- Reduce Nightscale's hit points to 200 (she was wounded when out hunting).

If there are 7 or more PCs, or if the PCs are higher than 1st level, make the following changes:

Area A:

- Add two more kobold minions to A10b.

Area C:

- Add one skeleton warrior to area C2.

Area D:

- Add two kobold minions to area D6.
- Add a third hobgoblin guard to area D7

Area E:

- Add two kobold minions to areas E2b
- Add a second kobold skirmisher to E2d and E6b
- Have the hobgoblin who arrives at E2e in round 4 be Varkaze, who fights with his Force Pulse for a round before falling back.
- If Morro is hard pressed in E6a, Meepo and Ix join the fight there.
- Add another hobgoblin archer to E9b.
- Nightscale waits to retreat until brought to 75 hit points or lower.

Beginning the Adventure. This is an adventure designed for 5-6 level 1 4E PCs. PCs who complete the majority of the encounters in this adventure should rise to level 2 by the end. This adventure may be approached in two ways: as a traditional adventure that involves role playing, a bit of investigation, wilderness exploration, and eventually a series of dungeon explorations, or as a play test adventure. If playing as a standard adventure, the DM should begin as the party arrives at area A1 in Oakhurst, and allow the party to follow their own leads from there. If playing as a play test adventure, the DM need become familiar only with section E of the adventure, beginning the adventure by having the party role play the initial encounter at area A1 in Oakhurst, and then immediately have them follow a single clearly marked trail back to the Stone Table at area E1.

A. Oakhurst

A welcome break from long days of dusty travel approaches as you crest a rise, and in the distance ahead you see a cluster of buildings built around a ford where the River Rawling crosses the Great North Road.

The Vale of Oakhurst lies where the River Rawling crosses the Great North Road, roughly halfway between Chronos Keep and the great city of Tol Maren on the Lake of Unknown Depths. A fertile area that lies between the Mistmarsh in the south, Lake Tiberia in the north, the Feywood in the west, and the foothills of the Craggs in the east, Oakhurst Vale is known for its fine cattle and large grain harvests. The thorp of Oakhurst itself sits astride the Rawling Ford, and is usually a stop for caravans traveling the Great North Road. It provides the minimal services needed to see to passing caravans as well as support the dozen or so outlying farms in the vale. In recent years the vale has been a peaceful and pastoral place; it is visited once a fortnight or so by patrols from Chronos Keep, and has had little to fear from outsiders. Weapons are rare and knowledge of how to use them is even rarer.

A1. Statue of Amanuator

A cluster of people are standing about the large statue of the sun god Amanuator that stands in the middle of the road. The statue has been splashed with what looks like red paint, and a tired, wrinkled old man in robes is struggling to scrub the statue clean while simultaneously arguing with a stoop-shouldered, hook-nosed old woman. A hale man of middle years with a thick brown beard is attempting to stay between them. Shouts of "Hag!" and "Fuss budget!" come from the old man and woman respectively.

As you come closer, the stooped woman suddenly spins on her heel and stalks off, glaring daggers at you as she passes. The bearded man turns to face you, smiled widening on his face. "Ah!" he says, "Just the sort of help we were looking for!"

The old man cleaning the statue is Olvar, lay priest of Amanuator. He is arguing with Sybil, known locally as the "Mist Witch". The bearded man is Teren, mayor of Oakhurst and proprietor of Teren's Provisions (see **Residents of Oakhurst** in Appendix A for more about the locals and their relations). The statue has been splashed with a red liquid that turns out to be chicken blood.

Teren quickly explains that last night a bunch of small creatures with red glowing eyes raided the village, breaking windows, slaughtering chickens, and defacing the statue and shrine of Amanuator. The villagers haven't had time to take full stock of their losses – the miller's sons are getting ready to ride out to outlying farms to check on neighbors – but they desperately need someone to look for and stop the raiders. He offers the PCs 50 silver pieces, a week's free stay at the inn, and all the grain they can carry as a reward for dealing with the raiders. It isn't much, but it's all they can pull together quickly, and there is no telling when the next patrol from Chronos Keep may arrive to help. If asked about Olvar and Sybil's argument, he just sighs and says "Those two have been at each other's throats for as long as anyone can remember – pay it no mind."

There are clear tracks of small three-toed clawed creatures with tails all about the statue. There are three clear trails that can be made out after a bit of searching (DC10) – one large group (of 12 or so, DC15)

arrived from the east, split up at the ford, with half the group of raiders departing to the north (DC15, 8 raiders) and a smaller group heading south (DC15, 4 raiders).

Following the northern trail leads to the gnome village of Waymoot (area B), the southern trail leads to the Ubler Farm (area A10), and the eastern trail leads across the vale to the Lost Tomb in the foothills (area C) and thence to the ruins of Crag Keep (area D). Remember, if you are running this adventure in play test mode, simply have all of the trails lead back to the Stone Table at area E.

A2. The Sleeping Dragon Inn

A sprawling three storey structure of wood and stone construction sits along the eastern edge of the Great North Road just south of the ford. The sign out front depicts a large sleeping green dragon. The large double doors at the front are thrown open revealing a warm, spacious, welcoming common room beyond. Two large outbuildings – a stable and a storehouse – stand behind the great building.

The Sleeping Dragon inn is the only inn and taproom between Chronos Keep and Tol Maren. Owned and operated by proprietress Mathwyn, who serves double duty as the town busybody and gossip, the Sleeping Dragon is a usual stop for caravans on the Great North Road. The ground floor is the common room, kitchen, and bar, with private rooms on the second floor, and the family and employee lodgings on the third floor. Rates are reasonable at 2 cp per night for the common room or 1 sp per night for a private room, meals extra, and Mathwyn is widely regarded as a fine cook. Her brew is average, though she will break out Dorn's stronger ale for special occasions.

As there isn't a caravan in at the moment, the Sleeping Dragon is almost deserted. The two barmaids, Lassie and Laurel, are mooning over one of the only two guests, a flashy young man named Korvald, who claims to be a nobleman out to see the countryside. In reality, he's a gambler and thief for whom things got too hot in Tol Maren. He'll happily invite the PCs to join him for a drink, and encourage them to join him for a friendly game of cards (at which he cheats). To simulate gambling, have each player put up a stake, then highest Intelligence or Bluff roll (d20 + Int or Bluff modifier) wins that hand. Korvald will initially play fair, but then will begin to cheat – substitute his Thievery Modifier (+11) for his Int modifier.

The other guest, an eladrin dressed in weathered clothing, sits quietly at a table sipping mead. Picard is a hunter just in for a couple of days to buy supplies and sell a few odds and ends, and then he will head back out. He is quite secretive about what he really does, but he is happy to advise the PCs if treated well (either another eladrin in the party, or Diplomacy DC14). He can identify that the tracks outside are kobold tracks, the direction and number of their comings and goings, and if shown a kobold spear, can identify that the obsidian heads probably came from the Stone Table. He will give the PCs the general lay of the land, but will only act as a guide if convinced (Diplomacy DC20), it being nearly impossible to get him to actually join the party to pursue the raiders (Diplomacy DC28).

A3. Shrine of Amanuator

This moderately sized stone building is clearly a shrine, with its impressive columns fronting a large nave and altar all decorated with the trappings of the church of the sun god, Amanuator.

The doors of the shrine are always open in daylight, and all are welcome of any faith. Most local folk worship Amanuator for the sunshine he brings their fields. Olvar, the priest, is well regarded, if old and a bit set in his ways. He will minister to anyone, but as a lay priest has access to few miracles. He can heal an individual once per day (for 8 hp), but only if that person worships Amanuator, and twice each year at the winter and summer solstice he is able to cure disease.

The shrine's trappings are well made but simple. There are no gems, jewelry, or precious metals to be found in this pastoral community shrine.

A4. Geral's Stables

A large wooden building has an enormous fenced area and stable yard behind. An enormous horseshoe is carved on the sign hanging out front.

Geral runs the local stableyard, and also acts as the Oakhurst veterinarian, tending to animals in need. He sees his busiest times when a caravan is in town and he must see to the stabling and care of all of the various pack and draft horses. At the moment things are quite slow. Geral is seeing to Korvald's horse, and has his own pack and riding animals to tend to, but little else. He can be persuaded to sell a horse (at 150% of PHB prices), and is willing to rent out riding or pack horses at 5 sp per day per animal. He is also capable of training mundane animals, if hired and provided the appropriate amount of time to do so.

A5. Dorn's Smithy

The ringing sound of steel on steel comes from this large stone building. The open porch reveals a large forge, several anvils, and stacks of raw iron and other metals. An aged yet sturdy dwarf works the fires and raps iron into shape at one of the anvils.

The dwarf Dorn Ironarm is the Oakhurst smith. Taciturn, he says little but always delivers a quality product. Most of his work is horse shoes, wagon wheels, farm tools, and other implements of the farm trade, but he is capable of mending weapons and armor, as well as making mundane adventuring tools, weapons, and armor – given sufficient lead time and at 150% of PHB costs. He keeps no armor or weapons in stock – there just isn't need.

On the side, Dorn brews a fine dwarven ale whose recipe is a secret of the Ironarm clan. He won't sell the brew, but will break it out for special customers or special occasions. A keg of this ale would fetch a fine price (50 gp) in a larger town if Dorn could be persuaded to part with one (Diplomacy DC 25, or accomplishing a great favor for Dorn or his clan).

A6. Teren's Provisions

This large, finely appointed two-storey wooden structure is obviously owned by a family of means. The large sign out front reads: "Teren's Provisions".

This is the home of the town mayor and merchant, Teren Oakhurst (after whose great-great-great grandfather the town and vale are named). Teren trades in just about anything, as there is always a merchant passing up or down the Great North Road with whom he can do business. He keeps only mundane items in stock (at normal PHB prices, no weapons, armor, magical items, or similar gear, though), but he can occasionally get special items in six to eight weeks (at 200% of cost).

He heard the raiders investigating the back of his house last night – they broke two windows and killed four chickens – but didn't get a good look at them.

A7. Reynor's Mill

Were it not for the large waterwheel turning at the southern end of the main building, this imposing structure could be confused for a keep. A large stone wall surrounds a three-storey stone structure that is clearly a grain mill.

The mill itself is a large structure whose entire first floor is given over to the water wheel and grinding machinery needed to provide the mill's primary functions. The second floor serves as a home for the miller's family, and the third serves as storage. The rear building stores grain, supplies, and stores horses and wagons, as well as the various tools needed to keep the mill functioning.

Reynor, the miller, is a broad-shouldered old man who walks with a severe limp, so his sons do most of the heavy work leaving him to negotiate with customers. He is outside with his sons as the PCs pass – they are saddling up two horses to go check on some of the outlying farms.

If spoken to politely (Diplomacy DC12), Reynor reveals that he's quite concerned about some of his customers in the gnome village of Waymoot, two day's north. A shipment of grain for the mill was due in from Waymoot yesterday, and now it is overdue. His sons will make it there in a week or so, as they need to check on the nearer farm families first.

Unbeknownst to everyone in town, Reynor is a retired adventurer, who earned his fortune in the faraway city of Sasserine before a severe wound caused him to decide to settle down, move someplace safe, and raise a family. He doesn't talk about adventuring, but in a locked (Thievery DC20) closet on the third floor of the mill he still keeps some mementoes of his adventuring days: a suit of +1 full plate, a +2 large steel shield, a +1 flaming longsword, a section of ship's hull with the name "Sea Wyvern" carved on it, a picture of a raven haired woman with the words "With Love, Lavinia" written on it, and a painting of four adventurers – a large man who is obviously a younger Reynor, an elf woman, a halfling man, and another human male.

A8. Marwin Farm

This modest farmhouse has obviously seen some excitement lately. The windows on one wall are broken out, there are scorch marks below the windows, and the yard is full of white feathers.

Hight Marwin owns the farmstead closes to town, and it was here the raiders struck first, slaughtering a sheep, a dozen chickens (half of which were left butchered in the yard) and attempting to burn down the house – something defeated as much by both the raiders' own fear of fire as the damp wood from sprig rains. The Marwin family is currently trying to make repairs to their home, shivering in fear of a return of more monsters in the night.

Just outside the house in the grass, a broken kobold spear with an obsidian spearhead can be found (Perception DC 13). If Teren or Olvar are asked about it, they'll point the PCs to Dorn. Dorn (or Picard) can identify the most likely source of obsidian as the Stone Table, a large massif in the foothills of the Craggs and the only known source of obsidian for a hundred miles.

A9. Marchan's Haberdashery

This modest home has a sign out front depicting a needle and thread. One front window is cracked, and the home appears unoccupied.

Able Marchan, the tailor, is currently away on a buying trip to Tol Maren, and so his family way away when the raiders struck. Teren is watching the home, which was luckily spared serious damage.

The Marchans will return in ten days, and if the violence isn't settled by then, they'll decide it is safer to remain in the city, selling their house to Teren and packing their belongings to return to Tol Maren.

A10. Ubler Farm [175 XP]

This cluster of farm buildings seems strangely quiet. No animals are moving about, the gates to the barnyard swing in the breeze, and the doors to both the main home and the barn are wide open. The only sound comes from the creak of the crank handle at the well.

The raider's trail leads right into the farm yard, where the ground is disturbed.

The Ubler Farm is the second closest to town after the Marwin's, just a mile south of the ford. Here, a patrol of the raiders took refuge in the night, driving off or killing all of the animals and slaughtering the family. The four kobolds in this raiding party still remain, waiting until nightfall to return to the east.

- a. Barn. The barn door swings open, and the blood from a slaughtered cow pools in the doorway. A movement to the right of the door may catch the eye (Perception 13) ... it's the three-legged black-and-white barn cat (wearing a brass name tag labeled "Peasea"), the sole survivor of attack. One raider (a minion) hunches in the back stall, munching on slaughtered cow.
- b. House. Two kobolds are at the house. Rok, the archer and leader of the band, keeps watch from the thatch on the roof (Perception DC 15 to locate Rok, who is actively hiding and observing), and will call an alarm if intruders enter the farm yard. The second (a minion) is in the house itself, ransacking the place.
- c. Sheep Yard. The sheep yard has been reduced to charnel – the kobolds peppered the flock of 10 sheep with arrows, and the carcasses are already beginning to bloat and attract flies.
- d. Well. The bodies of the farm family – father, mother, teenaged son, and toddler daughter -- have been stuffed down the well. All had their throats cut in their sleep.
- e. Chicken Coop. The fourth raider (a minion) is in the chicken coop, eating freshly killed chicken and eggs.

When Rok, the archer on the roof of the farmhouse, sounds the alarm, read:

A small creature with brown scaled skin, clawed hands, tails, and red glowing eyes and carrying a bow suddenly pokes his head from the thatched roof of the farmhouse, gives a shrill cry, and attacks!

Rok, Kobold Archer Level 2 Artillery

Small Natural Humanoid XP 100

Initiative +9 **Senses** Perception +2

HP 23; **Bloodied** 11

AC 16; **Fortitude** 11, **Reflex** 15, **Will** 13

Speed 6

Dagger (Standard; at-will) • Weapon

+8 vs. AC; 1d3

Shortbow (Standard; at-will) • Weapon

Range 10/20; +9 vs. AC; 1d4+4, see also *fragile confidence*

Easily Frightened

Fear effects get +2 attack against this creature

Fragile Confidence

Shortbow +5 attack until attacked

Shifty (Minor; at-will)

Shift 1 square

Skills: Initiative +9

Str +0 **Dex** +4 **Wis** +2

Con +1 **Int** -1 **Cha** +0

3 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 **Senses** Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 15; **Fortitude** 11, **Reflex** 13, **Will** 11; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+5 vs. AC; 2 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +5 vs. AC; 2 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1).

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0).

Equipment hide armor, light shield, 3 spears

The thatched roof gives Rok a +2 cover bonus to AC and Reflex defenses.

If somehow captured, the kobolds can easily be intimidated (DC10) into revealing the location of their staging area (Crag Keep, area D) and with a bit more effort (DC15) their home (Stone Table, area E). Rok carries an obsidian dagger, and one of the minions a spear with an obsidian head, which either Dorn or Picard can tell the PCs probably comes from the Stone Table.

B. Waymoot

As you descend into a lightly wooded dell, you see smoke up ahead, rising from the smoldering wreckage of what looks like a small hamlet of very short houses.

This is the gnome village of Waymoot, a settlement of 20 gnomes who farmed and traded on the banks of Wilywithle Creek which flows from Lake Tiberia. It was raided two nights before by the raiding party returning from Oakhurst. The kobolds hit the hamlet in a vicious attack, driving those able to defend themselves into one home which they set ablaze, then gathered up the remaining women and children (12 total) to take them to Crag Keep for future sacrifice or meals.

B1. Raided Home

This small home has been broken open and ransacked, anything of value either removed or shredded and destroyed.

Near some of the homes, broken spears with obsidian tips may be found (Perception DC 14). As with other such weapons, local experts can identify as likely coming from the Stone Table.

B2. Last Stand

This long low house has been burned to the foundation. Thin tendrils of smoke still rise from the ruin, indicating that the fire only recently burned out, and the air smells of wood smoke and burned pork. Just inside the remains of the walls, a number of skeletons of small, slight humanoids can be seen. Some of their bones are still clutching the remains of what look to be farm implements turned in to weapons -- scythes, picks, and the like.

The raiders herded the able gnome defenders into this home, and then burned it to the ground around them. The remains of obsidian and steel spear heads can be found in the remains of some of the burnt bodies. A trail of footprints (DC10 to follow) of both kobolds and gnomes leads east from here to Crag Keep (area D). Studying the trail carefully (DC15) reveals that the traveling party included 8 kobolds, 4 gnome adults, and 8 gnome children.

C. The Lost Tomb

Like a shining white beacon, a marble-sided plinth rises from the lush green of the hills. The stone monument stands perhaps sixty feet high and is perhaps a hundred feet long by sixty feet wide at the base. Steps lead up to a pair of stone doors in the western face of the monument. The structure is old – wind and water have taken their toll, the base of the plinth is buried in dirt and moss, and ivy covers the southern side of the structure to a height of thirty feet. What were once carvings in the western face of the monument have weathered away to nothing.

The back trail from Oakhurst leads to this tomb, which the raiders used as a checkpoint en route to Oakhurst. The trail continues, fainter (DC15 to follow), northward to Crag Keep (area D).

The structure is the tomb of an ancient human hero, Belazemon, who lived two thousand years ago when this entire area was under the sway of a human-eladrin alliance whose greatest structures are now ruins in the Lost Vale. Belazemon was noble and just, a uniter of the two peoples, but was murdered by a jealous eladrin blackguard named Vrix who could not stand to see peace between what had been two warring races. Due to the precautions put on the tomb, it has remained relatively undisturbed -- clever tomb raiders may have bypassed the trap on the main door to gain entry, but none as yet have found the key to gain entry to the tomb proper, where Belazemon waits in restless fury.

C1. Entry [50 XP]

A ten-foot radius of stone in front of the double stone doors is scorched black.

Opening these doors without possessing *Belazemon's gem* or disabling the trap causes a blast of fire to radiate out 10 feet from the center of the doors (Fiery Blast, Burst 2, DC20 to Detect, DC20 thievery to Disable, +10 Reflex, 3d6 fire damage, resets one hour after initiated or disabled, 50 XP). The door is unlocked.

C2. Vault [450 XP]

The high-ceilinged vault beyond the doors is a dusty marble-floored chamber 50 feet wide and forty high, supported by large columns every ten feet. Steps beyond the columns lead up onto an elevated platform where a large humanoid figure stands in the shadows.

Three skeleton warriors lurk in the darkness, concealed behind the columns, waiting for mortals to enter the chamber before attacking.

3 Skeleton Warriors Level 3 Soldier

Medium natural animate (undead) XP 150

Initiative +6 **Senses** Perception +3; darkvision

HP 45; **Bloodied** 22

AC 18; **Fortitude** 15, **Reflex** 16; **Will** 15

Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant

Speed 5

Longsword (standard; at-will) • **Weapon**

+10 vs. AC; 1d8+2, and the target is marked until the end of the skeleton warrior's next turn, see also *speed of the dead*.

Speed of the Dead

When making an opportunity attack, the skeleton warrior gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

Alignment Unaligned **Languages** –

Str 15 (+3) **Dex** 17 (+4) **Wis** 14 (+3)

Con 13 (+2) **Int** 3 (-3) **Cha** 3 (-3)

Equipment chainmail, light shield, longsword

The skeleton warriors reform an hour after they are defeated so long as Belazemon rests uneasy.

C3. Statue [200 XP]

A thirty-foot high statue of a man carved from purest white marble stands feet apart and head erect on the top of this raised platform. The man wears ornate plate armor of an ancient style, and holds two scimitars, one in each hand, pointed blade downward. An amulet in the center of the man's chest has a fist-sized hole in the center where one would expect to find the representation of a gem.

Around the man's feet are carved runes in an ancient tongue long lost. The skeleton of a human in tattered leathers lies at the statue's feet, both legs and an arm shattered.

The statue is of the ancient hero Belazemon. The runes at his feet – in a dead language long forgotten and now readable only through magical means -- read: "Belazemon the Great Uniter, Laid Low by the Sword of Vrix. Look on His Legacy with Pride, and Know Ye All That Remains is His Gift." The hole in the amulet on the statue's chest is the key to the tomb. It is the proper receptacle for *Belazemon's gem*, stolen by Belazemon's murderer before the tomb was sealed. If the gem is located and replaced in the amulet on the statue, it fuses into place and turns to stone. As it does so, the statue trembles and comes to life, lifting both arms skyward, and a portal in the ceiling sphincters open to reveal a passage to area C4.

The skeleton on the floor is that of Talwin Terrasim, who once broke into this tomb as a way to prove his courage, and was killed by the skeleton warriors. His other equipment has moldered, but his fine steel dagger is still intact, as is a gold chain around his neck bearing a locket containing the picture of a young woman and engraved with the name "Sybil". Talwin was Olvar's brother and Sybil's lover, who long ago disappeared to seek his fortune. Sybil long blamed Talwin's disappearance on Olvar, whom she knew was jealous of Talwin and secretly loved her. With the return of the locket to either Olvar or Sybil, the story of Talwin's disappearance will finally be solved, and the two will finally know peace.

If the locket is returned to Olvar or Sybil, grant the party a 200 XP story award.

C4. Upper Entry

Clambering through the opening in the marble floor, you look upon doors of shining gold.

The doors are locked (Thievery DC 25) and open inward. Were anyone able to lift the thousand-pound doors from their hinges, they could be worth up to 5,000 gp each to the right party.

C5. Tomb [1000 XP]

The chamber beyond the golden doors is lit from within by a soft golden-white glow. Beyond a large entry chamber painted in colors so real as to rival the vivid hues of life itself is a wide alcove in which stands a gold-and-porcelain inlaid bier on a marble slab.

Standing before the slab, back to you, is a man in armor, a sheathed blade on each hip. He turns, revealing a horrid visage that is devoid of flesh and is only bone beneath, and a voice grates from the grave, calling out words you do not understand.

The man is the undead Belazemon, unable to rest these two thousand years until the wrong done to him has been righted. He says, in the ancient tongue: “Who are you who have wronged me and prevented my eternal rest? Who are you who defiles my legacy? Answer quickly, or pay the price!”

If the party is somehow able to translate his words and find a way to speak with him, they may (Diplomacy or Bluff DC30) be able to convince him that his time has passed, at which time his body crumbles to dust, leaving behind his two scimitars (+1 frost scimitar, +1 flaming scimitar). Alternately, if presented with the *Sword of Vrix* as proof of the death of his enemy (this artifact still exists, lost in a ruin in the Lost Vale), Belazemon goes to his final rest. In either case, award XP as if the party had defeated him in combat.

Otherwise, he draws his weapons and attacks.

Belazemon, Skeletal Tomb Guardian Level 10 Elite Brute

Medium Natural Animate (Undead) 1000 XP

Initiative +9 **Senses** Perception +12; darkvision

HP 112; **Bloodied** 56

AC 23; **Fortitude** 22, **Reflex** 23, **Will** 20 **Speed** 8

Scimitar (standard; at-will) • **Weapon**

+16 vs. AC; 1d8+6 (+critical, see below)

Twin Scimitars (standard; at-will) • **Weapon**

Make two Scimitar attacks

Bloodletting (immediate reaction, when an enemy becomes bloodied by a melee attack; at-will) • **Weapon**

A scimitar attack against that enemy

Cascade of Steel (standard; at-will) • **Weapon**

+16 vs. AC; 1d8+6 AND repeat. Maximum 4 attacks

Looming Threat (immediate reaction, when an adjacent enemy shifts; at-will) • **Weapon**

A Scimitar attack against that enemy

Sudden Riposte (immediate reaction, when an adjacent enemy misses with a melee attack; at-will) • **Weapon**

A scimitar attack against that enemy

Multiple Threats

Adjacent enemies are flanked

Power (Encounter): Free Action. Activate when hit with frost scimitar. The target takes +1d10 cold damage and is slowed until the end of the next turn. (Cold)

Power (Encounter): Free Action. Activate when hit with flaming scimitar. The target takes +1d10 fire damage and is slowed until the end of the next turn. (Fire)

Str +6 **Dex** +11 **Wis** +7

Con +8 **Int** +2 **Cha** +5

Equipment: +1 frost scimitar, +1 flaming scimitar

+1 Frost Scimitar (Level 3) Enhancement: Attack rolls and damage rolls with the weapon. **Critical:** +1d6 cold damage. **Power (Encounter):** Free Action. Activate when you hit with this weapon. The target takes +1d10 cold damage and is slowed until the end of your next turn. (Cold)

+1 Flaming Scimitar (Level 3) Enhancement: Attack rolls and damage rolls with the weapon. **Critical:** +1d6 fire damage. **Power (Encounter):** Free Action. Activate when you hit with this weapon. The target takes +1d10 fire damage and is slowed until the end of your next turn. (Fire)

Even if defeated in combat, Belazemon reforms within 24 hours unless he is laid to rest – as described above.

D. Ruins of Crag Keep

Atop a rugged peak in the distance stands the ruin of a once strong keep, now but a pale remnant of its former self. The two western guard towers still stand strong, arrow-slitted windows looking out on the valley below, with crenellated battlements guarding two walls. But the gate is burst asunder, two walls and the two eastern towers rubble, and a corner of the central holdfast has crumbled under some long-forgotten assault.

This ancient keep has been taken over by the kobold raiders and their hobgoblin masters to serve as a forward base. The raiding party trails from Oakhurst lead here. A fainter trail (Perception DC18) leads northward from the base of the hill (D1) to the main fortress at the Stone Table, some 15 miles distant.

D1. Winding Path

A narrow, winding path leads up the hillside, ascending thirty feet to the gates of the ruined keep.

The entire path is in arrow range of both remaining keep towers, but the kobolds there have orders to hold fire until enemies reach the gate area. The kobolds may, however, spot the party climbing the path (Passive Perception 11, though they are actively observing) and alert the fortress.

D2. Gates of Crag Keep

The ancient gates of this fortress no longer stand; only rubble remains leaving a gaping wound leading straight to the heart of the keep.

If they have detected the PCs, the kobolds in the southern tower will begin harassing the PCs with arrow fire (see D5).

D3. Entry Yard [100XP]

The broad, flat expanse of the keep yard is covered in rubble. The holdfast directly ahead has arrow slits for windows at both ground and upper level. Doors to the remaining towers still remain, shut fast, at ground level, and stairs up to the ramparts are still intact along the southern, western, and northern walls.

The raiders have prepared this area as best they can for battle. The squares marked as rubble on the map are difficult terrain (double movement cost to cross). The covered pits (Perception DC 15 to identify, Thievery DC10 to jam, +6 vs. Reflex attack, 1d6 falling damage) are 10 feet deep, and the tops fall back into place once triggered. It requires one character two rounds to get a trapped character out, or two characters one round.

If the PCs have been detected, the raiders in areas D5 and D6 will engage through the arrow slits (+2 AC and Reflex).

D4. Guard Tower Lower Level

The dusty floor of this guard tower shows its long disuse. A trail of tracks in the dust leads to a ladder in one corner.

The ladders lead up to the second floor of the guard tower, where the trap door is barred from above, albeit with rusted bars (Strength DC 14 to break open). Firing or attacking through the arrow slits grants cover (+2 to AC and Reflex)

D5. Guard Tower Upper Level [50 XP each]

The upper floor of the guard tower is dimly lit by the arrow slits around the perimeter. A trap door in one corner leads downward.

Note that the floor of the northern guard tower is obstructed at one point by rubble; the southern one has a large hole in the floor (10' down -- 1d6 damage). Two kobold minions with bows guard each tower. Note that firing through the arrow slits grants cover (+2 AC and Reflex).

2 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 Senses Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 14; Fortitude 11, Reflex 13, Will 11; see also trap sense

Speed 6

r **Shortbow (Standard; at-will) • Weapon**

Range 10/20; +5 vs. AC; 4 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1).

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0).

Equipment hide armor, short bow, 20 arrows

D6. Holdfast Ground Level [300 XP]

The ground floor of the keep's holdfast is lit by arrow slits around the perimeter as well as a massive hole where the northeastern corner of the building has been crushed. A narrow staircase on the northern side leads upward to the next level. Against the north wall, a bawling gnome child is tied spread-eagled to a slowly rotating disk of wood that has several arrows stuck in it.

As you enter, kobolds turn from the arrow slits to attack!

Six kobolds (two skirmishers and four minions) defend this floor, using the arrow slits (+2 AC and Reflex) as best they can to engage enemies crossing the entry yard. If combat reaches the interior of the building itself, the hobgoblins from the upper floor may attack through the holes in the ceiling with ranged weapons after three rounds.

Gye and Gaxx, Kobold Skirmisher Level 1 Skirmisher

Small Natural Humanoid XP 100

Initiative +5 Senses Perception +0, darkvision

HP 27 **Bloodied** 13.

AC 15; Fortitude 11, Reflex 14, Will 13; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+6 vs. AC; 1d8 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +6 vs. AC; 1d8 damage.

Combat Advantage

The Kobold Skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common

Skills Acrobatics +8 Stealth +10, Thievery +10.

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0).

Con 11 (+0) **Int** 6 (-2) **Cha** 15 (+2).

Equipment hide armor, light shield, 3 spears, 2 sp.

4 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 Senses Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 14; Fortitude 11, Reflex 13, Will 11; see also trap sense

Speed 6

r **Shortbow (Standard; at-will) • Weapon**

Range 10/20; +5 vs. AC; 4 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1).

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0).

Equipment hide armor, short bow, 20 arrows

The minions have arrows with obsidian tips.

Gnawed bones of some small humanoid creature are piled around the trap door in the floor in the southeast corner. The gnome child tied to the wheel of fortune on the north wall is there for sport – the kobolds spin the wheel and shoot at it with arrows.

D7. Holdfast Upper Level [350 XP]

The upper level of the holdfast is badly damaged, with the entire northeast corner smashed away, and multiple holes in the floor. Arrow slits line the remaining perimeter walls. A table and chairs stand against the southwest wall.

Three orange-skinned feral humanoids wearing armor and bearing axes or halberds growl and advance on you.

The three hobgoblins commanding this outpost reside here, and will attack intruders on sight.

Krusk, Hobgoblin Berserker Level 3 Brute

Medium natural humanoid XP 150

Initiative +2 **Senses** Perception +1

HP 56; **Bloodied** 28; see also *battle fury*

AC 14; **Fortitude** 14, **Reflex** 13, **Will** 13

Speed 7

Greataxe (standard; at-will) • **Weapon**

+6 vs. AC; 1d12+4 damage (crit 1d12+16).

Battle Fury (immediate reaction, when first bloodied; encounter)

The berserker makes a melee basic attack with a +4 bonus to the attack and deals an extra 1d6 damage on a hit.

Handaxe (standard; at-will) • **Weapon**

Range 5/10; +4 vs. AC; 1d6+3 damage.

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)

The hobgoblin soldier makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin

Skills: Athletics +9, Endurance +9

Str 17 (+4) **Dex** 12 (+2) **Wis** 11 (+0)

Con 16 (+4) **Int** 10 (+1) **Cha** 12 (+1)

Equipment leather armor, greataxe, 2 handaxes, 25gp, *potion of healing (8 hp)*

2 Hobgoblin Guard Level 1 Soldier

Medium natural humanoid XP 100

Initiative + 4 **Senses** Perception +5

HP 31; **Bloodied** 15

AC 16; **Fortitude** 14, **Reflex** 13, **Will** 12

Speed 5

Halberd (standard; at-will) • **Weapon**

Reach 2; +8 vs. AC; 1d10+2 damage, and the target is marked until the end of the guard's next turn.

Powerful Strike (standard, recharge 5,6) • **Weapon**

Requires Halberd; Reach 2; +8 vs. AC; 1d10+6 damage, and the target is knocked prone.

Crossbow (standard; at-will) • **Weapon**

Range 15/30; +7 vs. AC 1d8+1 damage

Hobgoblin Resilience (immediate reaction, when the hobgoblin suffers an effect that a save can end; encounter)

The hobgoblin soldier makes a saving throw against the triggering effect.

Alignment Any **Languages** Goblin

Skills: Streetwise +5

Str 15 (+2) **Dex** 14 (+2) **Wis** 11 (+0)

Con 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)

Equipment chainmail, crossbow, halberd, 20 bolts

On a table in the corner lies the remains of the hobgoblins' last meal – the meat and bones of a gnome child.

D8. Holdfast Cellar [300 XP]

Peering through the trapdoor reveals a darkened chamber beyond, from which emanates the smell of dung and the sound of weeping.

When light is provided:

Two tiny gnome women huddle over two small gnome children, a boy and a girl. All four shriek in fear as the light falls on them.

The remaining gnomes are held captive here – two adult gnome women and two gnome children. One child has been eaten while another is being used for sport upstairs; the other two women and four children were sent on to the Stone Table. The prisoners know nothing except that the kobolds traveled fast, abusing them the entire way (kobolds have a deep-seated racial hatred of gnomes), and that they were quickly thrown into this dark cell with minimal food and water and no sanitation. Periodically, kobolds would come and take some of the captives away – to what fate they do not know.

There are two secret doors in the cellar. The one on the west wall is relatively easy to find (Perception DC 15) and leads several hundred yards to a hidden exit at the base of the hill (Perception DC 20 to locate the tunnel from the outside). The second, in the south wall, is more difficult (Perception DC 22) and leads to the catacombs below the keep, which are left as an opportunity for the DM to further expand the adventure.

Grant the party 300 XP as a story award if the gnomes are rescued.

Development. If the PCs deal with the encampment at Crag Keep but do not realize that the raiders have not been stopped and thus do not continue on to the Stone Table, instead returning to Oakhurst, the citizens greet them as heroes and grant them their reward. Four nights later a counterattack strikes Oakhurst in the night (see **Raiding Party**, below). In the aftermath, Dorn the smith (assuming he survives) locates the PCs. Pointing to evidence that he has located – broken obsidian spears – he tells the PCs he thinks the main raider base is at the Stone Table, and provides them a sketch map of the way there.

Raiding Party [700 XP]

A raiding party of hobgoblins and kobolds strikes in the night, approaching from the northeast in the night and splitting into three groups. One group of four kobold minions heads for the stables to stampede the horses and set the barn alight. A second group of four kobold minions heads for Teren's house to attempt to set it aflame. A third group – two hobgoblin soldiers and two kobold skirmishers – will head for the Inn, attempting to kill the PCs in their beds.

If no guard has been set, all the strike groups will reach their destinations, but the noise of the group breaking in to the inn will alert the inhabitants and the alarm will go up – it will be up to the PCs to stop the three groups. From the time the alarm is raised, it will take Group 1 5 rounds to set the stables aflame; group 2 6 rounds to set the house on fire, and ten more rounds for both buildings to be so consumed in flame that they are no longer salvageable. Once the fires are lit, the kobold minions will harass any inhabitants attempting to put out fires for up to 3 additional rounds before retreating.

Groups 1 & 2 – (4 Kobold Minions each):

4 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 Senses Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+5 vs. AC; 2 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +5 vs. AC; 2 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1).

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0).

Equipment hide armor, light shield, 3 spears, torch

Group 3:

Vrak and Gnarl, Hobgoblin Soldier Level 3 Soldier

Medium natural humanoid (goblin) xp 150

Initiative +7 **Senses** Perception +3; low-light vision

HP 47 **Bloodied** 23

AC 20 (22 with phalanx soldier) **Fortitude** 18 **Reflex** 16 **Will** 16

Speed 5

m **Flail**(standard; at-will) * **Weapon**

+7 vs AC; 1d10+4 damage; the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.

M **Formation Strike** (standard; at-will) * **Weapon**

Requires flail; +7 vs AC; 1d10+4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.

Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)

The hobgoblin soldier makes a saving throw against the triggering effect.

Phalanx Soldier

The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.

Alignment Evil **Languages** Common, Goblin

Skills Athletics +12, Stealth +10

Str 19(+5) **Dex** 14(+3) **Wis** 14(+3)

Con 15(+3) **Int** 11(+1) **Cha** 10(+1)

Equipment scale armor, heavy shield, flail, 10 gp.

Simba and Pik, Kobold Skirmisher Level 1 Skirmisher

Small Natural Humanoid XP 100

Initiative +5 **Senses** Perception +0, darkvision

HP 27 **Bloodied** 13.

AC 15; **Fortitude** 11, **Reflex** 14, **Will** 13; see also trap sense

Speed 6

m Spear (standard; at-will) • **Weapon** .

+6 vs. AC; 1d8 damage.

r Spear (standard; at-will) • **Weapon** .

Range 10/20; +6 vs. AC; 1d8 damage.

Combat Advantage

The Kobold Skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common

Skills Acrobatics +8 Stealth +10, Thievery +10.

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0).

Con 11 (+0) **Int** 6 (-2) **Cha** 15 (+2).

Equipment hide armor, light shield, 3 spears, 2 sp.

If this strike is defeated, at the DM's option either an equal number of creatures can be removed from the fortress at the Stone Table, or you may assume that reinforcements have arrived, leaving the garrison at Stone Table at full strength.

E. The Stone Table

After following faint trails through the forests and hills, you arrive at the base of an enormous stone massif that looks like a table for giants, rising three hundred feet or more into the sky above the badlands. The trail you have been following ends in a narrow cave opening at the base of the rock.

E1. Tunnel

A dark, twisting passage that smells of dampness and fetid animal smells descends into the rock. The walls at points are pierced with veins of dark obsidian which shine with a reddish-purple glow when exposed to light.

The PCs arrive at point E1 on the map. The entire massif is of ancient volcanic origin, and chunks of obsidian large enough to be made into spear- or arrow-heads can easily be found in the cracks and crevices of most of the chambers.

E2. Kobold Warren [500 XP]

E2a. Common Room

You enter a large dank cave lit by a fire pit in the center, over which the carcasses of two chickens are slowly roasting. A narrow stream enters the cave from a descending passage directly opposite, forming a large pool against the northwest wall. To the left, a series of steps lead up to an ascending passage, while a narrower passage exist the cave to the far right.

Terrain: The fire pit provides sufficient light for this chamber at to see the exits at points c and e. The fire pit is 5' wide and a hazard to any creature that steps or falls in it (+5 vs. Reflex, 1d6 fire damage per

round). The stream is shallow, but counts as difficult terrain to cross. The steps up to the passage at c count as difficult terrain, and provide a combat advantage for any creature fighting an opponent on the floor below.

If the party has not been discovered (see **Development**, below), they see:

A group of four small creatures with brown scaled skin, clawed hands, tails, and red glowing eyes lounge about the fire, cackling softly.

The party may act until detected by the kobolds if they enter undiscovered. Once the party is detected, the kobolds take action as per **Development**, below.

4 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 Senses Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+5 vs. AC; 2 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +5 vs. AC; 2 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1).

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0).

Equipment hide armor, light shield, 3 spears

Development: A kobold sentry, Ichi-Ichi, keeps watch from an alcove to the right. If he detects the PCs entering, he rings an alarm gong and pulls a rope dropping clusters of caltrops from the ceiling to the points marked "X" on the map (+3 vs. Reflex, 1d4 damage and slowed for one round unless care is taken to cross – crossing to avoid damage reduces movement to half speed for one round). He then springs to attack as the other kobolds grab their weapons. If the PCs enter undetected, Ichi-Ichi activates the alarm and caltrops in the first round he can act. If the PCs happen to know the word of safe passage ("Calcryx") and can get it out quickly, Ichi-Ichi will call off the attack, and escort them to his king at E7 for negotiations.

Ichi-Ichi, Kobold Skirmisher Level 1 Skirmisher

Small Natural Humanoid XP 100

Initiative +5 Senses Perception +0, darkvision

HP 27 **Bloodied** 13.

AC 15; Fortitude 11, Reflex 14, Will 13; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+6 vs. AC; 1d8 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +6 vs. AC; 1d8 damage.

Combat Advantage

The Kobold Skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Acrobatics +8 Stealth +10, Thievery +10.

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0).

Con 11 (+0) **Int** 6 (-2) **Cha** 15 (+2).
Equipment hide armor, light shield, 3 spears, 3 sp.

Tactics:

Once the alarm has been sounded, the kobolds take the following actions:

Round 1: The four kobold minions attempt to mob the party to aid Ichi-Ichi in his attacks.

Round 2: Four more kobold minions enter the fight from area E2b.

Round 3: Pik and Otto-wombo from area E2d join the fight, arriving at E2c and using the higher ground to fight from a position of advantage.

Round 4: A hobgoblin from area E8 arrives at E2e, observes from the shadows for one round, and then returns to alert the other hobgoblins. The kobolds fight on.

If more than one skirmisher falls, the remaining one directs a minion (in Draconic) to “Warn the King!”, and the minion will attempt to flee back to area E7. The kobolds fight to the death, falling slowly back on their temple, unless they see a hobgoblin fall, at which point they surrender en-masse, begging for their lives and explaining that “their King will tell all.” (See area E7).

E2b. Sleeping quarters

Piles of rags and debris litter the floor. Clearly a number of creatures bed down here.

Four kobold warriors rest here between raids. They have nothing of value besides their sleeping rags, loose chicken feathers, and some gnawed chicken bones.

4 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 Senses Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+5 vs. AC; 2 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +5 vs. AC; 2 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) **Dex** 16 (+3) **Wis** 12 (+1).

Con 12 (+1) **Int** 9 (-1) **Cha** 10 (+0).

Equipment hide armor, light shield, 3 spears

E2c. Passage

This passage is 3 feet above the floor with several steps down, and provides combat advantage against opponents below. Crossing the steps counts as difficult terrain, or the steps can be leaped with a DC 13 Acrobatics check.

E2d. Guard Post

Piles of rags and debris litter the floor. Clearly some sort of creature beds down here.

Some of the more senior kobolds, the guards of the king, bed down here and guard the passage beyond. Two are currently present:

**Pik, Kobold Skirmisher Level 1 Skirmisher
Small Natural Humanoid XP 100**

Initiative +5 Senses Perception +0, darkvision

HP 27 Bloodied 13.

AC 15; Fortitude 11, Reflex 14, Will 13; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+6 vs. AC; 1d8 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +6 vs. AC; 1d8 damage.

Combat Advantage

The Kobold Skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common

Skills Acrobatics +8 Stealth +10, Thievery +10.

Str 8 (-1) Dex 16 (+3) Wis 10 (+0).

Con 11 (+0) Int 6 (-2) Cha 15 (+2).

Equipment hide armor, light shield, 3 spears, 2 sp.

**Otto-wombo, Kobold Slinger; Level 1 Artillery
Small Natural Humanoid; XP 100**

Initiative: +3; **Senses:** Perception+1, darkvision

HP 24; Bloodied 12

AC 13; Fortitude 12, Reflex 14, Will 12; see also trap sense

Speed 6

m Dagger (standard; at-will) • Weapon

+5 vs. AC; 1d4+3 damage.

r Sling (standard; at-will) • Weapon

Range 10/20; +6 vs. AC; 1d6 +3 damage; see also special shot.

Special Shot

The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds special shot chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type.

· Stinkpot the target takes a -2 penalty to attack rolls (save ends)

· Firepot (Fire) The target takes ongoing 2 fire damage (save ends)

· Gluepot The target is immobilized (save ends)

Shifty (minor, at will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment: Evil; **Languages:** Draconic

Skills: Acrobatics +8, stealth +10, Thievery +10

Str 9 (-1) Dex 17 (+3) Wis 12 (+1)

Con 11 (+1) Int 9 (-1) Cha 10 (+0)

Equipment: leather armor, dagger, sling with 20 bullets, 3 rounds of special shot (see above).

E2e. Stream Crossing

Across the narrow, cold stream that flows down from further up the cavern is a small level beach. The passage beyond it that ascends is unlit. The small pool serves the kobolds for drinking water, and from there the water seeps back underground to join an underground aquifer.

E3. Family Quarters. [100 XP]

This area is a mess of piled furs, trash, gnawed bones, and other litter. A large pile of rocks is stacked against the northern wall. A number of small scaly creatures huddle against the eastern wall, glancing at you in fear but otherwise remaining motionless.

Half of the females and young of the kobold tribe dwell here. There are four females and seven young. They will take no action except to flee unless they are cornered or it appears that intruders are threatening the young kobolds, at which time the female kobolds will fight (treat each as a kobold minion, but without weapons they only do 1 damage with their claws). Award parties who allow the kobolds to flee XP as if they had defeated four minions.

The pile of rocks against the north wall was placed to block access to area E4. The rocks can be tumbled aside enough to allow passage by one character at a time with 20 minutes' work.

E4. Blocked Cavern. [XP 350]

This bare stone cavern is cooler and damper than those caves inhabited by the kobolds. The air lacks the fetid animal smell, but has a more alien scent to it.

This small cavern is the home of two cavern chokers, who have become extremely hungry since the kobolds walled them up here. Each lurks behind a crevice in the rock, hoping to ambush a creature that comes near.

2 Cavern Chokers Level 4 Lurker

Small natural humanoid XP 175

Initiative +9 **Senses** Perception +3, darkvision

HP 42; **Bloodied** 21

AC 17 (see also *chameleon hide*);

Fortitude 15, **Reflex** 15, **Will** 13

Speed 6, **climb** 6 (spider climb)

Tentacle Claw (standard; at-will)

Reach 2; +9 vs. AC; 1d8+3 damage and the target is grabbed (until escape). A target trying to escape the grab takes a -4 penalty to the check.

Choke (standard; at-will)

Grabbed target only. +9 vs. Fortitude; 1d8+3 damage.

Chameleon Hide (minor; at-will)

The cavern choker gains concealment until the start of its next turn. It can't use this power while grabbing or creature or while grabbed.

Body Shield (immediate interrupt, when targeted by a melee or a ranged attack against Reflex or AC; recharge when the choker makes a successful tentacle claw or choke attack)

The cavern choker makes its grabbed victim the target instead. The choker cannot use this power to redirect attacks made by a creature it is currently grabbing.

Alignment Unaligned

Languages Common

Skills Stealth +10

Str 17 (+5) **Dex** 17 (+5) **Wis** 13 (+3)

Con 12 (+3) **Int** 6 (+0) **Cha** 6 (+0)

In the small tunnel where the chokers make their nest lies the bones of their victims – a number of kobolds, and the remains of a dwarf clad in leather armor, wearing a *+1 cloak of resistance* and still carrying a sheathed dagger, a purse containing 50 gold pieces, and a set of high quality lock picks. The rock blockage at the northern end of the cavern takes about 20 minutes to clear.

+1 Cloak of Resistance (Level 2) This cloak is suitable for a character of any class **Body Slot:** Neck **Enhancement:** Fortitude, Reflex, Will defenses **Power (Daily):** Minor Action. Gain Resist All 5 until the start of your next turn.

E5. Family Quarters. [150 XP]

This area is a mess of piled furs, trash, gnawed bones, and other litter. A number of small scaly creatures huddle against the eastern wall, glancing at you in fear but otherwise remaining motionless.

The other half of the females and young of the kobold tribe dwell here. There are six females and nine young. They will take no action except to flee unless they are cornered or it appears that intruders are threatening the young kobolds, at which time the female kobolds will fight (treat each as a kobold minion, but without weapons they only do 1 damage with their clawed hands).

One runty kobold pup – Tucker by name -- does not flee in panic, and will in fact follow the party, watching their every move with awe and admiration. Tucker does not speak, but waddles and stares with big red eyes, dragging a small stuffed kobold warrior toy by the tail. If he sees another kobold harmed, or the PCs tell him to beat it, his big eyes will tear up, and he will flee in terror (but see Appendix C).

Award parties who allow the kobolds to flee unharmed XP as if they had defeated six minions.

E6. Kobold Shrine. [625 XP]

The passage forks here. Faint light can be seen to the left, and chanting in an alien tongue can be heard from the left-hand passage.

The covered pit trap at the intersection is 10' deep and pivots open if more than 30 lbs of pressure crosses it (Perception DC15 to spot, Thievery DC10 to jam, +6 vs. Reflex, 1d6 falling damage, 25 XP),

closing again once the creature falls in. It takes at least two characters to hold the heavy stone lid open far enough to have a trapped creature climb out. The kobolds know the secret to this pit trap, and are able to cross it without risking falling in.

E6a. The Temple

This narrow cave is well lit by a large brazier on the east wall. The walls are carved and painted with crude reliefs depicting winged lizard creatures and smaller wingless minions. An altar in the form of a large black-winged lizard stands in the center of the western portion of the chamber. In front of it stands a small lizard-like creature wearing scaled hides, chanting in an alien tongue.

This room serves as the kobolds' temple, and is the home of the kobold king's chief advisor, the Wyrmpriest Morro. If intruders appear, Morro shouts "Protect the King!" in Draconic, falling back as his two elite guards move to attack. This alert also brings the additional guards from area E6b into the fight.

Morro, Kobold Wyrmpriest Level 3 Artillery (Leader)

Small Natural Humanoid XP 150

Initiative +4 **Senses** Perception+4, darkvision

HP 36; **Bloodied** 18

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 15; see also *trap sense*

Speed 6

Spear (standard; at-will) • **Weapon**

+7 vs. AC; 1d8 damage

Energy Orb (standard; at-will) • **See Text**

Range 10; +16 vs. Reflex; 1d10 +3 damage of a chosen type (based on the dragon served).

Incite Faith (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.

Dragon Breath (standard; encounter) • **See Text**

Close blast 3; +6 vs. Fortitude; 1d10 +3 damage of a chosen type (based on the dragon served). Miss: Half Damage.

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common, Goblin

Skills Stealth +11, Thievery +11

Str 9 (+0) **Dex** 16 (+3) **Wis** 17 (+4)

Con 12 (+2) **Int** 9 (+0) **Cha** 12 (+2)

Equipment hide armor, spear, bone mask, 2 rubies worth 20 gp each, *potion of healing* (8 hp)

Klik and Ubu, Kobold Dragon Shield Level 2 Soldier

Small Natural Humanoid XP 125

Initiative +4 **Senses** Perception+2, darkvision

HP 36; **Bloodied** 18

AC 18; **Fortitude** 14, **Reflex** 13, **Will** 13; see also *trap sense*

Speed 6

Short Sword (standard; at-will) • **Weapon**

+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the Kobold dragonshield's next turn.

DragonShield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will).

The kobold dragonshield shifts 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic

Skills Acrobatics +8, stealth +10, Thievery +10

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0)

Con 11 (+0) **Int** 6 (-2) **Cha** 15 (+2)

Equipment scale armor, heavy shield, short sword, 5 sp each

If the two Dragon Shields fall before him, Morro retreats to Area E7 where he will make a final stand with his king.

The altar is an obsidian carving of a black dragon rendered in very fine detail. It would be worth 1,000 gp to a collector, if its 300 lb bulk could be recovered from this room intact.

E6b. Guardroom

Piles of rags and debris litter the floor. Clearly a number of small creatures live here.

Additional guards call this room home. Two are currently present, and will respond to any disturbance in the temple next door. If the complex is alerted, they will attempt to ambush intruders as the intruders are negotiating the pit trap in the corridor, hopefully catching the party in the rear as they attempt to deal with the temple guards. If intruders enter this area first, shouting brings the three kobolds from area E6a up behind the intruders' rear.

**Simba, Kobold Skirmisher Level 1 Skirmisher
Small Natural Humanoid XP 100**

Initiative +5 Senses Perception +0, darkvision

HP 27 Bloodied 13.

AC 15; Fortitude 11, Reflex 14, Will 13; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+6 vs. AC; 1d8 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +6 vs. AC; 1d8 damage.

Combat Advantage

The Kobold Skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common

Skills Acrobatics +8 Stealth +10, Thievery +10.

Str 8 (-1) Dex 16 (+3) Wis 10 (+0).

Con 11 (+0) Int 6 (-2) Cha 15 (+2).

Equipment hide armor, light shield, 3 spears, 2 sp.

**Thonk, Kobold Slinger; Level 1 Artillery
Small Natural Humanoid; XP 100**

Initiative: +3; **Senses:** Perception+1, darkvision

HP 24; Bloodied 12

AC 13; Fortitude 12, Reflex 14, Will 12; see also trap sense

Speed 6

m Dagger (standard; at-will) • Weapon

+5 vs. AC; 1d4+3 damage.

r Sling (standard; at-will) • Weapon

Range 10/20; +6 vs. AC; 1d6 +3 damage; see also special shot.

Special Shot

The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds special shot chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type.

• Stinkpot the target takes a -2 penalty to attack rolls (save ends)

• Firepot (Fire) The target takes ongoing 2 fire damage (save ends)

• Gluepot The target is immobilized (save ends)

Shifty (minor, at will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment: Evil; **Languages:** Draconic

Skills: Acrobatics +8, stealth +10, Thievery +10

Str 9 (-1) Dex 17 (+3) Wis 12 (+1)

Con 11 (+1) Int 9 (-1) Cha 10 (+0)

Equipment: leather armor, dagger, sling with 20 bullets, 3 rounds of special shot (see above).

E7. The Kobold King [400 XP]

This chamber is, if anything, grander yet filthier than the others. Piles of dirty furs cover the floor, a plate of rancid meat festers in one corner, and the walls are covered in crude graffiti in a foreign tongue. A makeshift throne of rocks is piled against the far wall. Behind the throne hangs a scarlet banner with a device depicting a white dragon rampant above crossed obsidian spears. A brazier of charcoal placed in front of the throne warms and lights the room, but does nothing to relieve the fetid animal stink.

If for some reason the alarm did not sound, add:

A scrawny kobold wearing a tarnished brass crown sits on the throne petting an enormous hairy black spider. The kobold looks up at you, eyes wide, and gulps in surprise.

If the alarm has sounded, but no other kobold reached the room with a warning, and one of the PCs has Perception 15 or greater, read instead:

One pile of furs appears to be moving slightly, as if something were shivering under it.

If a minion reached the room with a warning, instead read:

A giant spider suddenly leaps down from the ceiling at you!

This is the lair of Meepo, great king of this tribe of kobolds. He plays with his pet spider Ix to pass the time. If the alarm has sounded but he did not receive a warning, Meepo will have hidden under a pile of furs in the room, while Ix has climbed to the ceiling over the entryway. If a warning reached him, Meepo instead has concealed himself in the shadows (Perception 22 to detect), leaving Ix to guard his back, and is preparing to fight to the death.

Development: If present, Meepo pauses slightly while he tries to figure out what to do. If Intimidated (DC 15), or presented with evidence that his minions – especially Morro -- have been defeated, he breaks down, offering his crown and telling a sob story about how he had just left his former home to found his own kobold empire when he encountered the hobgoblin wizard Varkaze, who enslaved his people and forced him to raid the human settlement. Meepo will ask to be set free, offering information on Varkaze's location and guards, as well as his treasure (the worthless brass crown, a ruby worth 50 gp, and a rat pie) in return. Meepo will attempt to conceal the existence of Nightscale, revealing it only under extreme duress (Intimidate or Diplomacy DC 23). If the PCs arrive peacefully, having given the word of safe passage ("Calcryx") to the guards, Meepo will instead bargain shrewdly, attempting to rid himself of the hobgoblins while continuing to keep Nightscale's existence a secret.

If the PCs attack, Meepo orders Ix to defend him, and then fights as best he can, attempting to escape to area E10 if bloodied. Ix fights only at Meepo's orders, or to defend himself.

The graffiti on the walls is scrawled in Draconic using chicken's blood, and says things like: "Bow Before Meepo!", "Meepo the Great!", "Meepo No Longer Dragon Tender!", "Hobbos Suck Eggs!", "Meepo Wise AND Good-looking" and similar nonsense.

Buried under the furs is also a leather tube containing a parchment scrawled in crude Draconic runes. Careful study indicates it is a map leading to a deep ravine some distance away on the edge of the Lost Vale, which hides a sunken ruin; the runes state: "Meepo Great Tribe Home. Return One Day for Revenge!".

Meepo, Kobold King

**Small Natural Humanoid,
Level 5 Skirmisher XP 200**

AC 21, **Fort** 13, **Ref** 17, **Will** 16,
HP 45, **Bloodied** 22, **Init** +7, **Spd** 6

Senses: Perception +2

Attacks: Melee: Rapier +11 vs AC; 1d8+5

Ranged: Hand Crossbow Rg 10/20; +11 vs AC; 1d6+5

Sneak Attack +2d6 dmg with cbt adv

Action Points: 1

Limited Powers: Snap Shot Minor; hand crossbow atk.
Rchg 6

Wicked Dodge Reaction, when target of melee atk; +9 vs Will; atk automatically misses OR instead targets any other creature within attacker's reach (your choice). Rchg 5-6.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common

Skills: Bluff +9, Stealth +12, Thievery +12

Str +2 (10), **Con** +3 (12), **Dex** +7 (20), **Int** +3 (12), **Wis** +2 (10), **Cha** +4 (16)

Equipment: Leather armor, rapier, hand crossbow, brass crown, ruby (50gp), rat pie, *belt of vigor*

Belt of Vigor (Level 2) This belt is suitable for a character of any class. **Body Slot:** Waist **Property:** You gain a +1 item bonus to the healing provided by your healing surges.

If the party succeeds in gaining Meepo's help or information without killing him, award them XP as if they had defeated Meepo and Ix in combat.

E8. Waterfall Climb [425 XP]

You enter a large cavern whose ceiling is lost in the darkness 30 feet overhead. The sound of splashing water is suddenly magnified, and you see it comes from a tremendous waterfall that thunders down from a wide ledge twenty feet overhead. A steep trail switchbacks up the wall of the cavern, crossing beneath the waterfall twice before arriving at the ledge overhead.

Two hobgoblin archers stand watch here for intruders. If the complex has not been alerted, they lounge lazily, not keeping an active watch (Passive Perception +13). If alerted, they keep an active watch and will notice any light sources entering the cavern. Once intruders are identified, they wait until the majority of the intruders are on the climbing trail before triggering the Crushing Rock trap, which sends a boulder rolling down the path, and then begin peppering their opponents with arrows.

The trail climbing up the cavern wall is 5 feet (1 square) wide and steep, counting as difficult terrain to cross. The archers can reach any point on the path with their bows when firing from the ledge, except for the two five-foot (1-square) wide sections where the waterfall crosses the path. These two areas are safe from arrow fire, but also do not provide line of sight to the ledge above. The two switchbacks are 10' above each other, so a character knocked from the upper switchback to the lower takes 1d6 points of falling damage.

It takes a total of three rounds for the boulder to roll the length of the winding path and exit the chamber, where it slams into the wall and stops.

Varu and Varg, Hobgoblin Archer Level 3 Artillery
Medium natural humanoid (goblin) XP 150
Initiative +7 **Senses** Perception +3; low-light vision
HP 39 **Bloodied** 19
AC 17 **Fortitude** 13 **Reflex** 15 **Will** 13
Speed 6
m **Longsword** (standard; at-will) * **Weapon**
+6 vs AC; 1d8 + 2 damage
r **Longbow** (standard; at-will) * **Weapon**
Range 20/40; +9 vs AC; 1d10+4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against same target.
Hobgoblin Archer (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)
The hobgoblin archer makes a saving throw against the triggering effect.
Alignment Evil **Languages** Common, Goblin
Skills Athletics +5
Str 14(+3) **Dex** 19(+5) **Wis** 14(+3)
Con 15(+3) **Int** 11(+1) **Cha** 10(+1)
Equipment leather armor, longsword, longbow, quiver of 30 arrows, 10 sp.

Crushing Rock Level 2 Blaster Trap XP 125
A giant boulder that follows the route indicated on the map.
Perception No check is necessary to notice the crushing rock.
Trigger Initiative +5 The trap acts on the hobgoblins' initiative. It has a speed 6.
Attack Standard Action • Melee Target:
All creatures in the same space as the rock.
Attack +7 vs. Reflex **Hit:** 2d6 damage, knock prone, and move that creature to the nearest open space of its choice.
Countermeasures
• A character who makes a successful Athletics check DC 10, or DC 20 without a running start, can jump over the rock's square.
• An adjacent character to the rock can make a successful Strength check DC 19 to reduce the rock's speed

E9. Bandit Leaders [750 XP]

E9a. Planning Room

Across a narrow swiftly running stream, a moderate sized chamber is lit by a fire pit in the northeast corner. Odd banners of a red flag bearing a black fist of iron hand from the walls, and four bedrolls are placed about the periphery. At the north end of the chamber, a narrow stone bridge arches across a large crevasse to another lighted and furnished chamber beyond.

If the alarm did not sound, add:

Three orange-skinned humanoid creatures in armor sit around a large table set with maps, muttering in a foreign tongue, while in the far chamber another creature dozes on a fine bed.

If the alarm did sound, add:

A table is turned on its side facing you, an orange-skinned humanoid behind it drawing a bow. Two more in scale armor advances toward you swinging a flail, as another across the bridge makes arcane motions with his staff.

These hobgoblins have sworn service to Nightscale, and are the muscle behind the kobold raids. Three are present in the outer room: the lieutenant Vrak, the archer Dormo, and soldier Gnarl. A third soldier is out of the area leading another kobold raid. The hobgoblins defend themselves immediately, fighting to the death. Varkaze and the archer Snarg join the fight from Varkazes's chamber across the bridge, relying on range to protect them.

Dormo, Hobgoblin Archer Level 3 Artillery
Medium natural humanoid (goblin) xp 150
Initiative +7 **Senses** Perception +3; low-light vision
HP 39 **Bloodied** 19
AC 17 **Fortitude** 13 **Reflex** 15 **Will** 13
Speed 6
m **Longsword** (standard; at-will) * **Weapon**
+6 vs AC; 1d8 + 2 damage
r **Longbow** (standard; at-will) * **Weapon**
Range 20/40; +9 vs AC; 1d10+4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against same target.
Hobgoblin Archer (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)
The hobgoblin archer makes a saving throw against the triggering effect.
Alignment Evil **Languages** Goblin
Skills Athletics +5
Str 14(+3) **Dex** 19(+5) **Wis** 14(+3)
Con 15(+3) **Int** 11(+1) **Cha** 10(+1)
Equipment leather armor, longsword, longbow, quiver of 30 arrows, 10 sp.

Vrak and Gnarl, Hobgoblin Soldier Level 3 Soldier
Medium natural humanoid (goblin) xp 150
Initiative +7 **Senses** Perception +3; low-light vision
HP 47 **Bloodied** 23
AC 20 (22 with phalanx soldier) **Fortitude** 18 **Reflex** 16 **Will** 16
Speed 5
m **Flail**(standard; at-will) * **Weapon**
+7 vs AC; 1d10+4 damage; the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.
M **Formation Strike** (standard; at-will) * **Weapon**
Requires flail; +7 vs AC; 1d10+4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.
Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter)
The hobgoblin soldier makes a saving throw against the triggering effect.
Phalanx Soldier
The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.
Alignment Evil **Languages** Common, Goblin
Skills Athletics +12, Stealth +10
Str 19(+5) **Dex** 14(+3) **Wis** 14(+3)
Con 15(+3) **Int** 11(+1) **Cha** 10(+1)
Equipment scale armor, heavy shield, flail, 10 gp.

Vrak, the hobgoblin lieutenant, carries a very finely crafted flail bearing the ancestral mark of the dwarven smith Duergeddin, an item that will fetch double normal price if sold to Dorn the smith in Oakhurst. Dorn will consider the return of this weapon to be a great favor.

E6b. Varkaze's Quarters

The chamber across the crevasse is opulently appointed, with a straw mattress, stand mirror, table and chairs, and a desk littered with papers and alchemical implements. An iron-bound chest is pushed back under the desk.

The bridge is 5' (1 square) wide and has no railings or handholds. The crevasse below is 30' deep (3d6 points of falling damage), but the rough walls are fairly easy to climb for in individual who falls from the bridge or either ledge (+5 to Athletics checks to climb out).

Varkaze, Hobgoblin Warcaster Level 3 Controller (Leader)

Medium natural humanoid (goblin) xp 150

Initiative +5 **Senses** Perception +4; low-light vision

HP 46 **Bloodied** 23

AC 17 **Fortitude** 13 **Reflex** 15 **Will** 14

Speed 6

Action Points: 1

m **Staff**(standard; at-will) * **Weapon**

+8 vs AC; 1d8+1 damage.

M **Shock Staff** (standard; recharge 4,5,6) * **Lightning, Weapon**

+8 vs AC; 2d10+4 lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.

R **Force Lance** (standard; recharge 5,6) * **Force**

Range 5; +7 vs Fortitude; 2d6 +4 force damage, and the target slides 3 squares.

C **Force Pulse**(standard; recharge 6) * **Force**

Close blast 5; +7 vs Reflex; 2d8 +4 force damage; and the target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.

Hobgoblin Resilience (immediate reaction, when the hobgoblin warcaster suffers an effect that a save can end; encounter)

The hobgoblin warcaster makes a saving throw against the triggering effect.

Alignment Evil **Languages** Common, Goblin, Draconic

Skills Arcana +10, Athletics +4, Stealth +10

Str 13(+2) **Dex** 14(+3) **Wis** 16(+4)

Con 14(+3) **Int** 19(+5) **Cha** 13(+2)

Equipment robes, staff, 30 gp, garnet worth 15 gp, *potion of healing* (8 hp)

Snarg, Hobgoblin Archer Level 3 Artillery

Medium natural humanoid (goblin) xp 150

Initiative +7 **Senses** Perception +3; low-light vision

HP 39 **Bloodied** 19

AC 17 **Fortitude** 13 **Reflex** 15 **Will** 13

Speed 6

m **Longsword** (standard; at-will) * **Weapon**

+6 vs AC; 1d8 + 2 damage

r **Longbow** (standard; at-will) * **Weapon**

Range 20/40; +9 vs AC; 1d10+4 damage, and the hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against same target.

Hobgoblin Archer (immediate reaction, when the hobgoblin archer suffers an effect that a save can end; encounter)

The hobgoblin archer makes a saving throw against the triggering effect.

Alignment Evil **Languages** Goblin

Skills Athletics +5

Str 14(+3) **Dex** 19(+5) **Wis** 14(+3)

Con 15(+3) **Int** 11(+1) **Cha** 10(+1)

Equipment leather armor, longsword, longbow, quiver of 30 arrows, 10 sp.

The alchemical implements on the desk are of average quality but could be sold for 25 gp in the right market. The iron-bound box under the desk is locked (Thievery DC 15 to open), and contains 200 sp, 150 gp, an emerald worth 50 gp, and a map showing the environs around Oakhurst – with runes marking the Stone Tooth in the Western Wall mountains as well as a ruin labeled “Giant’s Chair” southeast of the Stone Table in the Eastern Crags.

E10. Nightscale’s Lair [875 XP]

You enter an enormous chamber lit from above and below by the green and purple glow of phosphorescent lichen that line the walls, floor and ceiling. The sound of a splashing water draws your attention to the northwest corner of the chamber, where a waterfall plunges from an opening twenty feet up the wall into a large black lake that fills the majority of the chamber. A small stream drains the lake to a passage in the southeast corner. In the center of the lake is a small island. Behind the island, a ledge twenty feet up the north wall overlooks the entire chamber. The walls are covered in drawings that glow with phosphorescence, depicting a large creature flying out from a mountain shaped like a large tooth, accompanied by many small lizard creatures who are overwhelming human villages.

If the PCs have somehow managed to make it this far without an alarm being sounded, add:

A long, black-scaled winged lizard lies snoring on the rocks of the island in the center of the lake.

This is where Nightscale rests between hunts while her minions begin her reign of terror. It isn’t her lair, exactly – that lies some distance away in a mountain called the Stone Tooth (which a PC making a DC 20 History or Nature check can identify and locate from the cave drawings).

Tactics: Nightscale dozes on the island until the alert is sounded, at which time she slips into the lake to attack from ambush. She opens the fight with her breath weapon, she initiates her cloud of darkness ability. She uses the lake surface to play hide and seek, popping up to attack a target then retreating. The lake is 10-20’ deep except within 5’ of the lake edge where it is 3’ deep – sufficient for Nightscale to

hide herself, and difficult terrain for humanoid PCs. She fights until the PCs retreat, pursuing them until she sustains her first wound. If brought to a Bloodied condition, she flies to the ledge at area E11 to retreat.

Nightscale

Young Black Dragon Level 4 Solo Lurker

Large natural magical beast (aquatic, dragon) XP 875

Initiative: +11 **Senses:** Perception +9; darkvision

HP 280; **Bloodied** 140 See also *bloodied breath*

AC 24; **Fort** 19, **Ref** 21, **Will** 18

Resist: 15 Acid

Saving Throws +5

Speed 7, fly 7 (clumsy), overland flight 10, swim 7

Action points 2

- **Bite (standard; at will) * Acid**
Reach 2: +10 vs. AC; 1d6 + 3 damage, and ongoing 5 acid damage (save ends)
- **Claw (standard; at will)**
Reach 2: +8 vs. AC; 1d4 +3 damage
- **Double attack (standard; at will)**
The dragon makes 2 claw attacks
- **Tail slash (immediate reaction, when a melee attack misses the dragon; at will)**
The dragon uses its tail to attack the enemy that missed it; reach 2: +8 vs AC; 1d6 + 4 damage and the target is pushed 1 square
- **Breath Weapon (standard; recharge 5 6) * Acid**
Close blast 5; +7 vs Reflex; 1d12 + 3 acid damage and the target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).
- **Bloodied Breath (immediate reaction, when first bloodied; encounter) * Acid**
The dragon's breath weapon recharges automatically, and the dragon uses it immediately.
- **Cloud of Darkness (standard; sustain minor; recharge 3 4 5 6) * Zone**
Close burst 2; this power creates a zone of darkness that remains in place until the end of the dragon's next turn. The zone blocks line of sight for all creatures except the dragon. Any creature entirely within the area (except the dragon) is blinded.
- **Frightful presence (standard, encounter) * Fear**
Close burst 5; targets enemies: +5 vs. Will; the target is stunned until the end of the dragon's next turn. Aftereffect: the target takes a -2 penalty to attack rolls (save ends).

Alignment: Evil **Languages:** Draconic

Skills: Nature +9, Stealth +17

Str 16 (+5) **Dex** 20 (+7) **Wis** 15 (+4) **Con** 16 (+5) **Int** 12 (+3) **Cha** 10 (+2)

If the PCs are able to force Nightscale to flee, award them 250XP. Most of Nightscale's hoard lies elsewhere, but she has concealed 350 sp, 200 gp, a +1 *symbol of life*, and a +1 *vicious longbow* in a crack in the rocks of the island. Scattered about the hoard are numerous bones of small humanoid creatures – all that remains of the gnomes of Waymoot.

+1 Symbol of Life (Level 2) Implement (Holy Symbol) Enhancement: Attack rolls and damage rolls with implement. **Critical:** +1d6 damage
Power (Milestone): Free Action. Activate when you use a power that heals damage. Add +1d6 to the healing provided. **Recharge:** Milestone

+1 Vicious Longbow (Level 2) Enhancement: Attack rolls and weapon rolls with weapon. **Critical:** +1d12 damage

The island itself, if carefully examined (DC18) reveals traces of carvings from an ancient civilization thousands of years old. At one time, this complex served as the headquarters for a great guild of paladins dedicated to protecting the surrounding human-eladrin empire. At the bottom of the lake, lying where Nightscale hid it (DC20) after finding it on the island, lies a great artifact: *Belazemon's gem*.

Belazemon's Gem (Level 8) This large green gem is the size of a fist, and radiates abjuration magic. **Body Slot:** Neck
Enhancement. When worn around the neck as part of an amulet, grants +4 to AC and +2 each to Fort, Reflex, and Will defenses.
Power (daily). Once per day, it may turn a critical hit into a normal hit. **Special:** Able to unlock the statue in area C3.

The stream behind the waterfall originates from a spring deep in the rock.

E11. Escape Route

The ledge above the lake leads to a smooth, water-worked ten-foot wide passage that leads upward.

The passage beyond the ledge climbs steeply for 200' until it opens to the sky on the north side of the stone massif. Nightscale uses this passage to go hunt or retreat from combat.

Other Adventure Areas. The DM can use the following areas to expand the adventure:

F. Mistmarsh.

Sybil the Mist Witch lives in a small hut on an island in the Mistmarsh, where she lives the life of a hermit. She has been instrumental in keeping Oakhurst blissfully unaware of the Mistmarsh's other more dangerous inhabitants, including a tribe of lizardfolk.

G. Dark Road / Lost Vale.

The trail known as the Dark Road leads down into a lost valley on the edge of the Craggs. This entire area was once an ancient city of the eladrin, but fell long ago to flights of dragons and armies of evil humanoids. The entire area is now considered haunted; the locals prefer to pretend that it doesn't exist. Ruins dot the fringes of both the Dark Road and the Lost Vale, some empty, but many inhabited by various foul beasts, and some still hiding ancient treasures.

H. Mountain Home.

This ancient ruin is lost in the peaks of the Craggs and is the ancestral home of the Ironarm dwarves. Great treasures of the dwarven people are said to be lost here, but no expedition has ever returned.

I. Tower Perilous.

This tall dark tower several miles off the Great North Road on the edge of the Feywood is rumored to be the home of a great wizard. Few have visited him; the rumors of his countenance range from a mild sage to a mad sorcerer to a vile necromancer.

J. Feywood.

The great western forest is home to at least one nomadic band of elves, as well as numerous animals, fey creatures, and more dangerous creatures. Hunting and gathering at the edges of the woods is reasonably safe, and the elves will occasionally find and assist lost travelers.

K. Trappers Trail.

This narrow trail leads up the River Rawling into the Western Wall, and has been used by both trappers and miners exploring the mountains. Rumors abound about a fortune in gold and precious metals to be mined in the mountains, though the only reliable wealth seems to be pelts – and that only if the trapper can evade the elven patrols on return.

L. Stone Tooth.

Somewhere in the Western Wall, below a great peak known as the Stone Tooth, lies the lost dwarven fortress of Khundrakkar, which is now the home of the great dragon Nightscale. Mountains of wealth in the form of dwarf-forged weapons and armor are rumored to remain in this lost fortress.

Concluding the Adventure. With luck, the PCs have defeated the hobgoblins and kobolds and put a stop to Nightscale's raids without falling to Nightscale herself – in which case Nightscale can become a recurring villain for a new 4E campaign. The residents of Oakhurst happily pay the indicated reward, and

offer the party free room and board for a week at the inn. If the party defeated Nightscale herself, so much the better, but they were poorly rewarded for it. Other follow-on adventure possibilities then offer themselves:

- Where did the hobgoblins come from, and what are they planning?
- Where is Nightscale's hoard, and her lair?
- What lies below the Stone Tooth?
- Where did Meepo's tribe come from?
- What will the kobold tribe do, now that it has been driven from its home?

Disclaimer: This adventure is based on preview material made available at the D&D Experience and published openly on the internet by Wizards of the Coast or scooped by fans. It is accurate to expected new edition rules only to the extent that the previews are accurate. The author is not an official 4E playtester, so he can't tell you how the rules work beyond application of the rules information released to date. This adventure is not intended for paid distribution. Permission is granted for fans to translate, share, or distribute this adventure freely.

Appendix A. Residents of Oakhurst

This section provides an outline of some of the major NPCs, comments they would make about others if asked, as well as some hints they might drop about the local area. Where a skill check DC is indicated, use the appropriate skill (Diplomacy, Bluff, Intimidate, Streetwise, etc) depending on how the player describes the PC's approach to getting information.

A. Teren Oakhurst, mayor and proprietor of Teren's Provisions [A6]

Ho, Neighbor? Anything you need today?

Teren is a tall, hale, middle-aged man with a bushy brown beard and slight pot belly. A wealthy and jovial man, he is the mayor of Oakhurst, its leading merchant, and unofficial welcoming party. He is easy to talk to and quite open, though he regularly drops hints of things his potential customers might need that he just happens to have in stock. A widower, Teren would like to marry Mathwyn, though more because he loves the idea of merging her inn with his store than because he loves her.

Comments about others:

Dorn: *Good to have around that Dorn. Knows quite a bit of history. Makes the finest ale for leagues. [DC12] Wish he'd sell me some of that ale – I can't get him to part with any!*

Olvar: *Not a bad one as priests go. Been here for longer than anyone can remember.*

Sybil: *That witch. Can't trust her, but I can't say I've ever seen her do much more than give anyone the evil eye.*

Reynor: *Tough bugger. Showed up twenty years back with a bunch of dwarves and built that mill, he did. Good thing, too – whole town has prospered since. Doesn't talk about his past though.*

Mathwyn: *A fine woman, fine woman. Shame she's spending so much time alone. Woman like that needs a man to look out after her.*

[DC12] *Yes, I admit to a bit of a crush on her.*

[DC15] *To be truthful, I've proposed marriage, but she turned me down. I don't know why.*

[DC25] *Well, it's more the inn than her, but still, she's a decent woman.*

Geral: *Bit of an odd duck, Geral. Likes animals more than people. But we couldn't get by without him.*

Able Marchan: *A bit above himself, but he does good work. I'm watching his place while he is out of town.*

Marwin: *A man that suspicious has to be hiding something, don't you think? And that wife of his!*

Other Oakhurst folk: *Ah, good stout farm folk, that [name]!*

Local knowledge:

[DC10] *I hear there's gold and jewels to be found in the mountains to the west, but the elves of the Feywood keep the secret to themselves.*

[DC12] *And no one has ever found the home of the dwarves in the mountains to the east!*

B. Dorn Ironarm, smith (dwarf) [A5]

Naught that's strong that doesn't get stronger under the hammer.

Dorn is a sturdy, bald-headed, black bearded taciturn dwarf smith who has made Oakhurst his home for forty years. He's been a smith all his life, though he longs for greater recognition. He counts among his ancestors the great dwarven smith Duergeddin, of whom he is quite proud, though it takes quite a bit to get him to talk about it. His ale is fine, though it takes some smooth talking (Diplomacy DC 28) or a great favor (a Duergeddin weapon, information about the location of Khundrakkar, or information about the whereabouts of Mountain Home) to get him to part with more than a mug.

Comments about others:

Teren: *That blowhard. Talk yer ear off while he's filching yer coppers. But he puts a good enough face on, and he's honorable.*

Olvar: *He's a priest. Need I say more? Hasn't got the sense to worship Moradin, but then, what human does?*

Sybil: *More to that one than meets the eye, methinks.*

Reynor: *Now there's the only human here I wouldn't underestimate.*

Mathwyn: *If that woman'd pound a hammer the way she flaps her gums, I'd be out of work!*

Other folk: **shrug* They bring me enough work, though they seldom appreciate the value of good dwarf-made steel.*

Local knowledge:

It is what you see. Stick to the roads and you'll be safe.

[DC12] *Duergeddin was the finest dwarf smith ever to live. Makes me best work look like child's play.*

[DC14] *Somewhere away to the east lies the home of my forefathers, the Ironarm clan, called Mountain Home. I've never seen it meself, lost these many years it is.*

[DC15] *They say Duergeddin built himself a forge in the mountains, in a fortress called Khundrakkar, but no dwarf alive has seen it.*

[DC18] *The key to Khundrakkar, they say, is a single strong tooth. Now that's a riddle if I've heard one.*

[DC20] *There are clues, they say to the location of Mountain Home.*

[DC22] *Legend says the route to Mountain Home starts from the Stone Table.*

[DC25] *Head southeast from Stone Table until you reach the Giant's Chair, then east to the Giant's Hammer. No, of course I don't know what it means, or I'd have found it myself!*

C. Olvar Terrasim, lay priest of Amanuator [A3]

May the sun shine upon you this day!

Olvar is an old man, white haired with teeth failing, though still spry enough to minister to his flock. He came to the priestly profession late, having been a farmer in his youth, and took over at the death of the old pastor.

Comments about others:

Dorn: *Great wisdom hides behind that furry face. He keeps a secret or two about the past.*

Teren: *A good friend, if a better friend of gold.*

Sybil: *That hag? Pay her no mind. She is harmless.*

[DC12] *Well, yes, we do have a history. But that is dead and buried – best let it lie.*

[DC15] *Ah, well, I loved her once. Beautiful she was, but it wasn't to be.*

[DC18] *Truth be told, she loved my brother more than me.*

[DC 20] *When we were young, Sybil was a true beauty. I loved her, but she was in love with my brother Talwin. Talwin, of course, wanted to be an adventurer, and told Sybil that he would return for her when he'd found his fortune and they could afford to be married. Talwin left home at seventeen, and never returned. It killed our parents. Sybil never warmed to me, and grew cold and distant over the years. I think she still pines for him.*

[DC25] *I'd put the idea in Talwin's head – I wanted him to leave so that I could have Sybil for myself. I'm still paying penance for that – I'm sure that's why Amanuator doesn't bless me with his miracles.*

Reynor: *A strong soul. I can sense he's done Amanuator's work in his time.*

Mathwyn: *A fine woman, if a bit of a blather. Spends more time watching the neighbors than watching the store. Though I'd only believe half of her tales.*

[DC14] *I do wish she would find a good man to take her attention.*

[DC15] *She's trying to marry off her daughter, Jezebel.*

Marwin: *'Twould be nicer if he'd attend a few more services.*

Geral: *A quiet man, but harmless. He serves Amanuator well by bringing succor to the beasts.*

Others: *Good gentlefolk all.*

Local knowledge:

[DC10] *Wise folk avoid the Dark Road to the east.*

[DC15] *Many a youth has run off to explore the monument called the Lost Tomb, up the valley to the east. Most return, having only looked at the outside.*

[DC18] Beware the Tower Perilous, north by west three days in the Feywood. 'Tis the home of a most vile necromancer!

D. Sybil, the Mist Witch [A1]

And what are you looking at? Adventurers, bah! Worthless layabouts!

Sybil is an old and haggard woman with a hooked nose and wild white hair. She lives in a hut on an island in the Mistmarsh, where she makes charms, fishes, and deals with the various inhabitants of the swamp, only venturing into Oakhurst when there is something she must trade for.

Comments about others:

Teren: *That busybody! Always with a smile and a "Good neighbor!" Bah. The best neighbor leaves well enough alone!*

Olvar: *He's the biggest fool of the lot, always looking on the bright side. Ain't no bright side to a poison fang.*

[DC15] His brother now, there was a man. Kind and gentle as can be, knew how to treat a lady right.

[DC18] The fun we had, Talwin and I, walks in the moonlight. 'Twas he who first taught me the ways of the Mistmarsh.

[DC20] And that brother, Olvar. So jealous – wanted me for himself. A great beauty I was, then. I could tell he wanted me.

[DC22] Talwin insisted that he earn his fortune before we married and settled down. I was willing to wait for him ... but he never returned! Oh, Talwin, what became of ye?

[DC25] I'm sure Olvar put that adventuring idea in his head – get Talwin out of the way so he could have me for himself.

Reynor: *That man frightens me. His eyes have seen far more than any of the others.*

Mathwyn: *Fool woman. Hasn't got a brain in her head, that one. Everything she spews from that foul mouth is vile gossip.*

Other: *Fools, all of them. If they knew what dwelt in the swamp it would freeze their blood cold – and they call me hag!*

Local knowledge:

Bah! Mind yer own business, and ye'll not get hurt! I may be tempted t' throw a curse on ye!

[DC14] Beware the mad wizard of the Tower Perilous! He'll turn you to stone.

[DC15] Aye, there's kobolds about, and worse. Stay close to the road!

[DC18] Dragonborn? No such thing. Just folk seeing lizardfolk in war paint, I tell you.

[DC20] The tribe of lizardfolk out in the marsh – they'd attack if I hadn't convinced 'em it would be safer not to.

[DC25] A week ago I was out collecting roots in the swamp, when an enormous black dragon settled into the water to hunt a croc. 'Twas all I could do to keep from wetting myself!

E. Reynor Thom, miller (retired Fighter 9) [A7]

- wife Mareth
- sons Ebert and Rothgar

Aye, tis all grist for the mill. You lot do any honest work? Not likely.

Reynor is an older man with two grown sons, who do most of the heavy lifting around the mill. He is broad shouldered, but walks with a severe limp, the result of a major injury in his youth. He hides a good heart behind a gruff exterior, having seen a great deal of pain and suffering in his youth.

Comments about others:

Dorn: *He's the only one of this bunch I'd trust to watch my back. Steel is strong, but dwarven honor is stronger!*

Olvar: *I don't hold much for praying. Man needs to take control of his own fate; gods and demons will be what they may.*

Teren: *That one's looking to land him a rich widow. Haw!*
Mathwyn: *Smarter than she looks, I'll grant you. Can't believe half what she says, though.*
Others: *Good folk, mostly pay on time & bring the grain in steady.*

Local knowledge:

You stay close to town and close to the road – it's safer.
[DC10] *The gnomes of Waymoot are a bit up the road and will take in strangers for the night if you need a safe place.*
[DC12] *There's danger to the west, and more to the east – but being adventurers, you'll get yourself hip-deep in it.*
[DC15] *You want trouble? Well, you might try the ruined keep up in the hills to the east.*
[DC20] *Yep, kobolds, goblins, hobgoblins, lizardfolk, and worse hereabouts. Luckily they keeps to themselves, but I've little enough to fear.*
[DC25] *Yes, I was an adventurer once. Got this bum leg fighting subterranean horrors on a far off place called the Isle of Dread. Lost everything I loved there. You learn this now: grab on to what you have; this adventurer's life is a will o' wisp and only brings misery!*

F. Mathwyn Freiland, proprietress of the Sleeping Dragon Inn [A2]

- daughter Jezebel (*Would you like potatoes with that? [DC15] A man? I wish.*)
- barmaid Lassie (*Like, fer shure! [DC15] I'm NOT that kind of girl!*)
- barmaid Laurel (*Really? You're so strong/smart/clever! I'm just a simple village girl! [DC15] Like a tumble? Meet me in the hayloft at midnight, and bring gold.*)
- handyman Jeb (halfling) (*YessirRightawaysir!*)

Ah, well, make yourselves comfortable. I'll pour you a glass. Now, have you heard ...

Mathwyn is a large-hipped widow who is the town busybody as well as being the proprietress of the inn, which she runs effectively if not entirely efficiently – being the only game in town, so to speak, it pays for itself. She keeps a close eye on all about the area, and has a weather eye out for a likely match for her daughter (a shy mousy brunette named Jezebel), while trying to keep unwelcome hands off of her two barmaids (tall, blonde, buxom but brainless Lassie, and petite, flirty, dark-haired Laurel).

Comments about others:

Dorn: *Ah, the only true gentleman in town. Good with a hammer, but better with a brew. You know what they say about dwarven men with hammers, right?*
Olvar: *What a sweet old man. Though just the other night I heard him crying. What do you suppose that's about?*
[DC12] *And don't tell anyone I told you ... but he keeps a bottle behind the altar.*
[DC15] *I see him get in rights with Sybil regular like. There's some history there, I know it.*
Sybil: *Oh, she's a fright, she is. Cursed poor Lassie when she was young for making fun of her, and now the poor girl is a few courses short of a meal if you know what I mean.*
[DC12] *And don't tell anyone I told you, but she can't but put a burr under Olvar's saddle every chance she gets.*
Reynor: *That one I'd trust with my life, though I don't know why. He keeps many secrets.*
[DC18] *There's a room on the top floor of the mill he never lets anyone see.*
Teren: *Now that man, have to keep an eye one him.*
[DC12] *He's sweet on me, if you must know.*
[DC15] *And he's not a bad catch himself, mind. The money we could make by combining his business with mine! He's decent looking enough, and has a head for business.*
[DC18] *I'd marry him soon enough, but I have to see to poor Jezebel first. She's just so shy ...*
Marwin: *Now that man's a pill, and no mistake. How his wife puts up with him.*
[DC18] *Though I did see him sneaking out to a grove one night ... meeting Able Marchan's wife!*
[DC20] *Course, Kristen is cuckolding him with Able Marchan, so turnabout's fair play! Ha ha!*
Able: *Bit pinched, and obsessed with his station. But then every tailor seeks to rise!*
[DC20] *And he's stepping out on his wife, with Hight Marwin's Kristen no less.*

Geral: *An odd duck, that one. Wonder if he's funny. He's pretty, but don't show no interest in girls, just animals.*

[DC15] *Don't tell anyone I told you, but I once saw him going through the packs of caravan animals!*

Korvald: *So nice to have a young nobleman in town! He'd be perfect for Jezebel.*

[DC12] *Though he steals kisses from Laurel.*

[DC15] *He spends far too often playing with his cards. A few have nicked edges.*

[DC20] *He cheats outrageously, but then if someone is stupid enough not to notice, they deserve what they get!*

Picard: *Oh, he drops in now and again. Doesn't say much, but pays his bills prompt like.*

[DC15] *I know he travels the Dark Road, and visits the ruins in the Lost Vale.*

Others: *Well, they don't come to town much, but [make up an outrageous rumor].*

Local knowledge:

Oh, it's quite safe I assure you. All those big strapping men from Chronos Keep, come through regular-like with their swords and shiny armor. We just need to sit tight until they return, and they'll set everything right.

G. Picard, hunter (eladrin ranger 4) [A2]

[The eladrin stares back unblinking, head slightly cocked, as if you were some sort of novel bug.]

Picard is a huntsman who drops in to Oakhurst from time to time for supplies. Most of his time is spent wandering the Feywood, the Dark Road, and the ruins of the Lost Vale. It's his personal mission to keep some of the terrors from those areas bottled up – both to protect the farm folk, and to prevent retaliation that would expose what he knows about the ruins of his eladrin ancestors in the Lost Vale, which he wants to remain undisturbed.

Local knowledge:

[DC12] *Short sighted, short lived humans. How can anyone treat with such mayflies?*

[DC14] *There are kobolds about – I saw their tracks this morning.*

[DC16] *There's a ruin in the hills to the east called Crag Keep. Kobolds have been coming and going from there. From the mountain known as Stone Table to the north of there too, where the dragon glass is found.*

[DC18] *Down the Dark Road, in a deep ravine, is a ruined citadel sunk into the earth – home of large tribes of kobolds and goblins.*

[DC20] *I hear the kobold tribe split in two, and a new clan has formed. The name "Calcryx" means something special to this new tribe, for some reason.*

[DC25] *And the ruins of my ancestors lie further down the road. But many are infested by unspeakable horrors – it's certain death to go there.*

H. Korvald Tensch, gambler (human rogue 2) [A2]

Ah, my good friends. Care to join me for a bit of baccarat?

Korvald is a good looking, well-dressed, well-spoken young man who claims to be a nobleman from Tol Maren out for a bit of sightseeing. He is from Tol Maren, but is actually a thief on the run from the law, and is hiding out in Oakhurst while he plots his next move, using the time to build up a stake by gambling with (and cheating) travelers passing through. If the PCs express interest in learning of adventuring sites or clues to treasure, he'll make a show of secrecy, and offer to sell them a map to a hidden treasure for 10 gold pieces (a treasure he claims needs "experienced operators" to retrieve, so he can't get it himself). The map shows the way to the Lost Tomb ... Korvald hopes to make some easy money, expecting the PCs won't return from the tomb. He won't go adventuring under any circumstances.

I. Geral Hubelsmacher, Stablemaster [A4]

A fine animal, milord. Mind if I give him a bit of a brushing?

Geral is the shy, slight young man who runs the local stable. He makes a reasonable wage taking care of caravan horses when a caravan stops in town, and buying, selling, or renting riding and pack animals. He is a lonely man, unmarried, and his shyness and way with animals haven't garnered him much attention from the few young women in town. Geral also has a second, more profitable, line of work – he's a courier and smuggler for the thieves' guild in Tol Maren. When certain horses arrive with a caravan, Geral takes items or messages from their packs and transfers them to other horses in later caravans, ensuring stolen goods or important messages are never linked to their original sources.

Comments about others:

Sybil: *She frightens me. Luckily she doesn't come around much.*

Teren: *Ah, a very nice man, always helpful. He does good trade when the caravans come through.*

[DC12] *He seems very interested in the widow Mathwyn.*

Mathwyn: *Oh, she's nice enough. But she talks too much.*

[DC15] *Her daughter Jezebel really is quite lovely.*

[DC18] *I'd love to walk out with her, but I can't work up the courage to ask her. I never know what to say to women.*

Others: *Well, it isn't nice to carry tales.*

Local knowledge:

[DC18] *If there's something extra special you need, I may be able to get it, at less than Teren's high prices – but only if you keep this between us.*

[DC20] *How? Oh, I know the right people in Chronos Keep and Tol Maren, and can pass word along quiet like.*

J. Able Marchan, tailor [A9]

- wife Sephia
- son Kurt, daughter Sorreia

Very fine stitching, but it would flatter milord more if I could take it in here and there.

Able Marchan is a prissy man with a thin nose. He thinks very highly of himself, and puts on airs. He is married to the most beautiful mature woman in town – unhappily as it turns out, as she is much more down to earth than Able, and is in fact having an affair with Hight Marwin. The Marchans are out of town when the PCs arrive in Oakhurst, having taken their wagon to the city to buy fabric and other supplies.

K. Hight Marwin, farmer [A8]

- wife Kristen
- son Matthew, daughters Jesse and Auren

What are you looking at? Be about your business, you!

Hight Marwin is a nasty, pinch-faced man who is rude to most and suspicious of everyone. Part of that is due to his poor turn of luck of late, between an average harvest and the kobold raid he's lost more than he has gained. It's also due to being married to the biggest shrew in Oakhurst. Kristen browbeats Hight constantly for being too common, insisting that he should work more on moving up in the world so she can enjoy the finer things in life, like what Teren is able to buy from the city. As a result, he's having an affair with Able's wife Sephia, with whom he has much more in common – and unbeknownst to either, Kristen is in turn having an affair with Able.

Comments about others:

Dorn: *Can't trust them dwarves. Hide behind their beards, pretend to be drunk when they aren't.*

Olvar: *Priest, ha! Doesn't do a day of hard work, but everyone gives him tithes and donations, so he can live high on the hog.*

Sybil: *Cursed witch! (spits)*

Teren: *He cheats his customers. Has to. That's the only way he can profit that much.*

Mathwyn: *Fool of a woman. Help is stealing her blind, and she'd rather gossip about fashions in Tol Maren.*

Marchan: *Thinks he's better than me, eh? I'll show him, that lout.*

[DC12] *Doesn't even appreciate what he has!*

[DC15] *His wife, the fool! He's married to the most beautiful, best woman in town.*

M. Outlying farm families (size):

- a. Ubler (4) [A10],
- b. Veren (6),
- c. Peeble (8),
- d. Dustwood (6),
- e. Parwin (10),
- f. Thistle (halfling, 7),
- g. Felldorn (5),
- h. Dewdrop (elf, 2),
- i. Doral (8),
- j. Nebbisch (12),
- k. Evans (5),
- l. Formar (5)

Appendix C. Epilogue: Kobolds' Revenge

If your players really love fighting kobolds, or if Meepo or Tucker managed to escape (particularly if the PCs scared Tucker for life), here's an epilogue you can put on the adventure at some future point in the campaign.

Having narrowly escaped, the kobolds retreat to the Lost Vale to lick their wounds, and consider the lessons taught to them by the rogue band of adventurers. They decide get revenge and restore their honor. Recruiting a number of doughty kobold warriors, they train in secret, then set out in the night to locate the party on the road.

Tucker's Kobolds is a band of hardened kobold warriors who operate in kobold fire teams with carefully orchestrated tactics. Tucker's band consists of four types of units: swarm teams (4), missile teams (2), spell teams (2), and the command team. The band operates either as a full band (all teams, 3700 XP), a half-band (2 swarm teams, a missile team, and a spell team, 1550 XP), a demi-band (two swarm teams and a spell team, 1150 XP), or a mini-band (a swarm team and a missile team, 700 XP). Kobolds who survive battles gain experience and are promoted, and the band is constantly reinforcing, so it or its elements are almost always encountered at full strength.

The banner of Tucker's Kobolds shows a white dragon rampant on a field of red, clutching a rat in each claw, over a pair of crossed obsidian spears, bearing the motto (in Draconic): *Sic Semper Adventurers*.

Basic tactics:

- Swarm teams are sent out to reconnoiter and make contact with the enemy, then direct the band to close and attack
- They select close terrain (forest, swamps, caves) where their small size and shiftiness are an advantage
- Swarm teams close with PCs, attempting to surround and mob them
- Missile teams move to locations where they can soften up the PCs from afar, and inflict damage while the PCs are pinned down by the swarm teams.
- Spell teams help protect the other teams, and focus on eliminating PC controller and striker characters.
- The command team reinforces and directs, and goes after high-threat targets.

Kobold Swarm Team [300 XP] 4 total

2 Kobold Skirmishers, Level 1 Skirmisher

Small Natural Humanoid XP 100

Initiative +5 Senses Perception +0, darkvision

HP 27 Bloodied 13.

AC 15; Fortitude 11, Reflex 14, Will 13; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+6 vs. AC; 1d8 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +6 vs. AC; 1d8 damage.

Combat Advantage

The Kobold Skirmisher deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against

Mob Attack

The kobold skirmisher gains a +1 bonus to attack rolls per kobold ally adjacent to the target

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil Languages Draconic.

Skills Acrobatics +8 Stealth +10, Thievery +10.

Str 8 (-1) Dex 16 (+3) Wis 10 (+0).

Con 11 (+0) Int 6 (-2) Cha 15 (+2).

Equipment hide armor, light shield, 3 spears, 3 sp.

4 Kobold Minions (Level 1 Minion)

Small Natural Humanoid XP 25

Initiative +3 Senses Perception +1, darkvision

HP A minion dies when hit by an attack that deals damage.

AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense

Speed 6

m Spear (standard; at-will) • Weapon .

+5 vs. AC; 2 damage.

r Spear (standard; at-will) • Weapon .

Range 10/20; +5 vs. AC; 2 damage.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil Languages Draconic.

Skills Stealth +5, Thievery +5.

Str 8 (-1) Dex 16 (+3) Wis 12 (+1).

Con 12 (+1) Int 9 (-1) Cha 10 (+0).

Equipment hide armor, light shield, 3 spears

Kobold Missile Team [400 XP] 2 total

2 Kobold Archers, Level 2 Artillery

Small Natural Humanoid XP 100

Initiative +9 **Senses** Perception +2

HP 23; **Bloodied** 11

AC 16; **Fortitude** 11, **Reflex** 15, **Will** 13

Speed 6

Dagger (Standard; at-will) • Weapon

+8 vs. AC; 1d3

Shortbow (Standard; at-will) • Weapon

Range 10/20; +9 vs. AC; 1d4+4, see also *fragile confidence*

Easily Frightened

Fear effects get +2 attack against this creature

Fragile Confidence

Shortbow +5 attack until attacked

Shifty (Minor; at-will)

Shift 1 square

Skills: Initiative +9

Str +0 **Dex** +4 **Wis** +2

Con +1 **Int** -1 **Cha** +0

2 Kobold Slingers; Level 1 Artillery

Small Natural Humanoid; XP 100

Initiative: +3; **Senses:** Perception+1, darkvision

HP 24; **Bloodied** 12

AC 13; **Fortitude** 12, **Reflex** 14, **Will** 12; see also trap sense

Speed 6

m **Dagger (standard; at-will) • Weapon**

+5 vs. AC; 1d4+3 damage.

r **Sling (standard; at-will) • Weapon**

Range 10/20; +6 vs. AC; 1d6 +3 damage; see also special shot.

Special Shot

The kobold slinger can fire special ammunition from its sling. It typically carries 3 rounds special shot chosen from the types listed below. A special shot attack that hits deals normal damage and has an additional effect depending on its type.

• **Stinkpot** the target takes a -2 penalty to attack rolls (save ends)

• **Firepot (Fire)** The target takes ongoing 2 fire damage (save ends)

• **Gluepot** The target is immobilized (save ends)

Shifty (minor, at will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment: Evil; **Languages:** Draconic

Skills: Acrobatics +8, stealth +10, Thievery +10

Str 9 (-1) **Dex** 17 (+3) **Wis** 12 (+1)

Con 11 (+1) **Int** 9 (-1) **Cha** 10 (+0)

Equipment: leather armor, dagger, sling with 20 bullets, 3 rounds of special shot (see above).

Kobold Spell Team [550 XP] 2 total

2 Kobold Wyrmpriests Level 3 Artillery (Leader)

Small Natural Humanoid XP 150

Initiative +4 **Senses** Perception+4, darkvision

HP 36; **Bloodied** 18

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 15; see also *trap sense*

Speed 6

Spear (standard; at-will) • Weapon

+7 vs. AC; 1d8 damage

Energy Orb (standard; at-will) • See Text

Range 10; +16 vs. Reflex; 1d10 +3 damage of a chosen type (based on the dragon served).

Incite Faith (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.

Dragon Breath (standard; encounter) • See Text

Close blast 3; +6 vs. Fortitude; 1d10 +3 damage of a chosen type (based on the dragon served). Miss: Half Damage.

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common, Goblin

Skills Stealth +11, Thievery +11

Str 9 (+0) **Dex** 16 (+3) **Wis** 17 (+4)

Con 12 (+2) **Int** 9 (+0) **Cha** 12 (+2)

Equipment hide armor, spear, bone mask, 2 rubies worth 20 gp each, *potion of healing* (8 hp)

2 Kobold Dragon Shields, Level 2 Soldier

Small Natural Humanoid XP 125

Initiative +4 **Senses** Perception+2, darkvision

HP 36; **Bloodied** 18

AC 18; **Fortitude** 14, **Reflex** 13, **Will** 13; see also *trap sense*

Speed 6

Short Sword (standard; at-will) • Weapon

+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the Kobold dragonshield's next turn.

DragonShield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will) .

The kobold dragonshield shifts 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic

Skills Acrobatics +8, stealth +10, Thievery +10

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0)

Con 11 (+0) **Int** 6 (-2) **Cha** 15 (+2)

Equipment scale armor, heavy shield, short sword, 5 sp each

Tucker's Command Team [600 XP]

Tucker, Kobold Warband Leader Level 5 Skirmisher

Small Natural Humanoid, XP 225

AC 21, **Fort** 13, **Ref** 17, **Will** 16,

HP 45, **Bloodied** 22, **Init** +7, **Spd** 6

Senses: Perception +2

Attacks: Melee: Rapier +12 vs AC; 1d8+6

Ranged: Hand Crossbow Rg 10/20; +11 vs AC; 1d6+5

Sneak Attack +2d6 dmg with cbt adv

Limited Powers: **Snap Shot** Minor; hand crossbow atk. Rchg 6

Wicked Dodge Reaction, when target of melee atk; +9 vs Will; atk automatically misses OR instead targets any other creature within attacker's reach (your choice). Rchg 5-6.

Inspire Courage (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points, shift 1 square, and gain +1 to hit for 1 round.

Shifty (minor, at will).

The kobold shifts 1 square as a minor action.

Trap Sense.

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common

Skills: Bluff +9, Stealth +12, Thievery +12

Str +2 (10), **Con** +3 (12), **Dex** +7 (20), **Int** +3 (12), **Wis** +2 (10), **Cha** +4 (16)

Equipment: Leather armor, +1 rapier, hand crossbow, *rat pie of healing* (8 hp)

Kobold Wyrmpriest Level 3 Artillery (Leader)

Small Natural Humanoid XP 150

Initiative +4 **Senses** Perception+4, darkvision

HP 36; **Bloodied** 18

AC 17; **Fortitude** 13, **Reflex** 15, **Will** 15; see also *trap sense*

Speed 6

Spear (standard; at-will) • **Weapon**

+7 vs. AC; 1d8 damage

Energy Orb (standard; at-will) • **See Text**

Range 10; +16 vs. Reflex; 1d10 +3 damage of a chosen type (based on the dragon served).

Incite Faith (minor; encounter)

Close burst 10; kobold allies in the burst gain 5 temporary hit points and shift 1 square.

Dragon Breath (standard; encounter) • **See Text**

Close blast 3; +6 vs. Fortitude; 1d10 +3 damage of a chosen type (based on the dragon served). Miss: Half Damage.

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic, Common, Goblin

Skills Stealth +11, Thievery +11

Str 9 (+0) **Dex** 16 (+3) **Wis** 17 (+4)

Con 12 (+2) **Int** 9 (+0) **Cha** 12 (+2)

Equipment hide armor, spear, bone mask, *potion of healing* (8 hp)

2 Kobold Dragon Shields, Level 2 Soldier

Small Natural Humanoid XP 125

Initiative +4 **Senses** Perception+2, darkvision

HP 36; **Bloodied** 18

AC 18; **Fortitude** 14, **Reflex** 13, **Will** 13; see also *trap sense*

Speed 6

Short Sword (standard; at-will) • **Weapon**

+7 vs. AC; 1d6+3 damage, and the target is marked until the end of the Kobold dragonshield's next turn.

DragonShield Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will) .

The kobold dragonshield shifts 1 square.

Mob Attack

The kobold dragonshield gains a +1 bonus to attack rolls per kobold ally adjacent to the target.

Shifty (minor, at-will)

The kobold shifts 1 square as a minor action.

Trap Sense

The kobold gains a +2 bonus to all defenses against traps.

Alignment Evil **Languages** Draconic

Skills Acrobatics +8, stealth +10, Thievery +10

Str 8 (-1) **Dex** 16 (+3) **Wis** 10 (+0)

Con 11 (+0) **Int** 6 (-2) **Cha** 15 (+2)

Equipment scale armor, heavy shield, short sword

*In memory of E. Gary Gyga.
Life may be finite, but the adventures you gave us are infinite.*