

Return of the Burning Plague

A Dungeons and Dragons 4th Edition adventure for 4-6 1st level characters.

By Chris Field (aka Chris_Nightwing, email me at chris.nightwing@gmail.com), based on The Burning Plague, a 3rd Edition adventure by Miguel Duran and information gathered on www.enworld.org from the D&D Experience 2008.

Introduction

Some years ago, a band of humans came to the region of Kivud's Pass and slaughtered the small hobgoblin settlement that lay in the hills. Despite the organisation and cunning of the hobgoblins, sheer numbers overwhelmed them and the victorious humans settled nearby to exploit the mineral resources of the hills. A small group of hobgoblins escaped the massacre and have laid in wait ever since, plotting revenge and praying to dark forces for deliverance.

The human settlement grew on the wealth of the local ore and mining expeditions into the nearby caverns are frequent. Just two months ago however, a group returned complaining of sores and extreme thirst. This was the start of the plague that struck the elderly miners first and has already claimed many of their number. Symptoms take over a week to develop but a painful death follows soon after. Now the situation is dire, with the young starting to fall victim to the disease too. The mayor of the settlement has sent out messengers seeking assistance from any heroes that might be in the area. To add to the situation, the last band of men to venture to the mines has not returned and the people are beginning to lose hope.

A tribe of kobolds, who had been waiting to prey upon the miners and take the mineral wealth for themselves, ambushed the missing party. The disease itself is the work of an unknown dark god who has answered the prayers of the hobgoblin survivors at last. After it initially struck the miners and human settlement, it proceeded to infect the kobold camp and in an unfortunate twist of fate, even cursed the hobgoblins themselves.

The Adventure

Answering the call of the people, the players are looking to achieve three aims (rewards listed are per character):

- *Discover the fate of the missing miners (100XP)*
- *Discover the source of the mysterious disease (100XP)*
- *Find a cure or otherwise put a stop to it (150XP, 100gp worth of silver trinkets)*

Ideally, this will take less than the incubation period of the disease, about a week, but if you feel there is too much procrastination going on, make a +5 attack vs. Fortitude for each character to see if they start to exhibit symptoms. After falling prone to the plague, even a hero has only a couple of days to live and remains incapacitated for that time.

The players should travel to the nearby mine to discover the kobold infestation and clear them out. Further exploration will reveal the hobgoblin survivors and the source of the plague, allowing them to relieve the village of the evil.

The village itself can provide very basic equipment only, should the need arise. Before beginning the adventure, a character knows the following information with a successful **History** check:

DC 10	The area has only been settled for a few years, but has been very prosperous.
DC 15	Before humans began mining the hills, hobgoblins lived nearby and would raid travellers going through Kivud's Pass.
DC 20	A long time ago there was an outbreak of a similar disease elsewhere.
DC 25	That outbreak was the work of an Orc shaman with a grudge against the nearby town and some adventurers defeated him, putting a stop to the plague.

Scaling the Adventure

If you are running the adventure with fewer players, consider removing one of the lowest level non-minion creatures in the more difficult encounters. Similarly, consider adding another for more players.

Area 1: Mine Entrance

Upon arriving at the entrance of the mine the characters find themselves facing a 2x2 square tunnel which narrows into the hillside:

The tunnel into the mine was cut years ago and looks impressively sturdy. Two parallel grooves are dug into the floor and extend into the darkness; an old mine cart lies on its side nearby. A cool breeze emanates from within and the stillness of the scene gives you a strange sense of foreboding.

A DC 15 **Perception** check reveals that the wooden supports of the entrance have been scuffed and chipped as if recently damaged by weapons. Further examination in the tunnel itself reveals bloodstains. The tunnel is not lit, so characters will need a light source to explore effectively.

Area 2: Storage and Sorting

After 100ft or so, the tunnel opens into an area strewn with rocks, tools and mine carts.

This area does not look to have been used for some time. Some of the rocks that lay around glint with silver but look to have been cast aside. The mine carts look rusted but could possibly be moved with considerable effort.

Encounter 1: Kobolds! (300XP)

4 kobold minions (level 1 minions)

2 kobold skirmishers (level 1 skirmishers)

Give the players a brief moment to consider before the kobolds squawk and appear out of the darkness at the exit of the room. The minions will attempt to surround the characters and help the skirmishers hit home with their attacks. If they cannot reach anyone they will cower behind the mine carts for **cover**.

There is nothing of value amongst the debris, but if the characters spend any time searching they will find one of the bodies of the missing miners beneath a cart. With a DC 15 **Strength** check, a cart can be placed into the grooves and persuaded to move along them at **Speed 4**. This could be useful for moving things later on.

Kobold Minion	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 Acrobatics +8, Stealth +10, Thievery +10	
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 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; see also mob attack.	
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, spear	

Area 3: Mess Hall

Another 60ft into the tunnel lies the miners' mess hall, also shrouded in darkness.

This large room contains three long benches one of which has been broken in two. Burnt out torches sit in sconces on the walls. Broken wooden plates and cups lay scattered across the room along with rotting food and torn rags. The air stinks of hot grease.

Encounter 2: More Kobolds! (450XP)

2 kobold skirmishers (level 1 skirmishers)

2 kobold dragonshields (level 2 soldiers)

The kobolds here will stay mobile and try to force the characters back out of the room. In the 2nd round of combat, the 4 minions from the pantry will emerge and join the combat (see below). The unbroken tables can be used to gain **combat advantage** in melee and require a DC 10 **Athletics** check to get onto (DC 5 with a 4 square run-up) as part of a move action, or no check for an entire move action.

Area 4: Pantry

Shelves stand against the walls stacked with supplies. Flour, dried meat and vegetables make up the majority of the food here with a few herbs, spices and a couple of jars of honey. One shelf has been knocked over and ransacked by the kobolds.

Encounter 2a: Backup Kobolds! (100XP)

4 kobold minions (level 1 minions)

These minions will emerge after hearing the first round of combat in the adjacent room. They will try to *flour bomb* members of the party and the room in general, providing **Concealment 5** (roll a 5 or more on a d20 to confirm a hit). A flour cloud consists of any connecting orthogonal squares that contain flour. If any **fire effects** hit a square containing part of a flour cloud, **1d6 fire damage** is done to everyone in the cloud and all the squares are cleared of flour.

Kobold Minion	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.	
r Flour bomb (standard; at-will) • Weapon	Range 5/10
+5 vs. AC; 1 damage, and flour in the square hit plus one adjacent square.	
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 12 (+1)
Con 12 (+1)	Int 9 (-1) Cha 10 (+0)
Equipment hide armor, light shield, 3 spears, 3 bags of flour	

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; see also mob attack.	
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, spear	

Kobold Dragonshield	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	
m Shortsword (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, shortsword	

Area 5: Mysterious Cavern

Leaving the mess hall, another tunnel stretches into darkness. Partway down the tunnel is the boulder used in the trap listed below and a DC 20 **Perception** check will notice it. It is so massive it cannot be disarmed however. Over 500ft long and sloping downwards, the tunnel eventually opens out into a strange cavern, 60ft tall. Around the outside of this is a large opening that has been mined away, 10ft off of ground level.

The sloping tunnel emerges onto a ramp down into a vast cavern. A strange fungus coats the ceiling and walls of the natural cave and emits a dim glow; interspersed are flickers of silver. The cavern itself looks to have formed over millennia with vast stalagmites, stalactites and columns dominating the view. To one side there seems to be a large opening above ground level connecting to a natural ledge with limestone pillars distributed along its length. The air is damp and small pools litter the floor.

If the boulder was spotted in the tunnel, a further DC 15 **Perception** check will reveal the path of the rock down the ramp and around the room. As soon as the characters move into view of the main ledge, the kobolds up above will attack.

Encounter 3: It's a Trap! (550XP)

3 kobold slingers (level 1 artillery)
1 kobold archer (level 2 artillery)
1 crushing rock (level 2 blaster trap)

The rock formations provide **cover** and the shallow pools count as **difficult terrain**. Moving up the slippery slope to the ledge also counts as **difficult terrain**. If any **lightning effects** hit a square containing part of a pool, **1d6 lightning damage** is dealt to every creature standing in the pool. Additionally, standing in a pool prevents the **immobilization** effect of gluepots and grants a **+5 to save** against **ongoing fire effects**.

The kobolds are atop the ledge and will use the cover there to their advantage. In the 1st round, the closest kobold will pull the lever to trigger the trap, releasing the boulder. The boulder will follow the path shown on the map and stop at the end. In the 2nd round, the closest kobold will move out of sight to Area 6 to fetch help. A round after disappearing, he will return with the minions. Another round after this, the kobold leader himself will emerge.

The slingers have gathered enough materials to have one type of special ammunition each (one with each type of ammunition). One will try to *Gluepot* any character attempting to move up to the ledge and the archer will target the immobilized character in preference. One will try to *Stinkpot* a ranged attacker and the other will try to *Firepot* a spellcaster. The wyrm priest leader will *Incite Faith* as soon as possible and then fire *Energy Orbs*, using his *Dragon Breath* if any character gets too close.

Area 6: Kobold Lair

About 30ft further along the ledge, out of sight of the main cavern, is the unlit kobold lair.

This smaller cavern has obviously been hewn out of the rock instead of naturally formed. Originally the site of the mining excavation it glitters brightly with silver. Stinking rags lay all over the place and food is scattered across the floor. Several kobolds lay on hides, barely able to move and certainly unable to fight having been inflicted with the terrible plague.

Encounter 3a: Big Bad Kobolds! (250XP)

4 kobold minions (level 1 minions)
1 kobold wyrm priest (level 3 artillery, leader)

The leader has been tending to the sick with the help of some aides and is reluctant to leave his patients. When he is informed of the party attacking, he will first send out his minions before leaving the camp to help in person.

Once the characters are left with only the sick, defenceless kobolds to deal with they face a moral dilemma. Should they kill them, and would it be out of mercy from the painful disease or in revenge for the deaths of the miners? Should they leave them and later drive them out when they find a cure for this disease?

Crushing Rock	Level 2 Blaster Trap XP 125
A giant boulder follows the route indicated on the map.	
Perception no check necessary to notice the crushing rock.	
Trigger Initiative +5; the crushing rock rolls initiative when combat begins. It has 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 his choice.	
Countermeasures	
A creature who makes an Athletics check (DC 10 or DC 20 without a running start) can jump over its square.	
A character adjacent to the rock who makes a successful Strength test (DC 19) can reduce the rock's Speed by 2. If the rock is reduced to 0 Speed it is disabled.	

Kobold Minion	Level 1 Minion XP 25
Small natural humanoid	
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 Acrobatics +8, Stealth +10, Thievery +10	
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 Slinger	Level 1 Artillery XP 100
Small natural humanoid	
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.	
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 (+0) Int 9 (-1) Cha 10 (+0)	
Equipment leather armor, dagger, sling with 20 bullets, 1 round of special shot (see above)	

Kobold Archer	Level 2 Artillery XP 125
Small natural humanoid	
Initiative +9 Senses Perception +2; darkvision	
HP 23; Bloodied 11	
AC 16; Fortitude 11, Reflex 15, Will 13; see also trap sense	
Speed 6	
m Dagger (standard; at-will) • Weapon	
+8 vs. AC; 1d3 damage.	
r Shortbow (standard; at-will) • Weapon Range 10/20	
+9 vs. AC; 1d4+4 damage; see also Fragile Confidence.	
Easily Frightened	
Fear effects get a +2 attack against this creature.	
Fragile Confidence	
Shortbow +5 attack until attacked.	
Alignment Evil Languages Draconic	
Skills Initiative +9	
Str 9 (-1) Dex 16 (+4) Wis 12 (+2)	
Con 10 (+1) Int 6 (-1) Cha 8 (+0)	
Equipment leather armor, dagger, shortbow with 20 arrows	

Kobold Wyrmpriest	Level 3 Artillery (Leader) XP 150
Small natural humanoid	
Initiative +4 Senses Perception +4; darkvision	
HP 36; Bloodied 18	
AC 18; Fortitude 14, Reflex 16, Will 16; see also trap sense	
Speed 6	
m Spear (standard; at-will) • Weapon	
+7 vs. AC; 1d8 damage.	
a Energy Orb (standard; at-will) • Lightning Range 10	
+6 vs. Reflex; 1d10+3 lightning damage.	
b Incite Faith (minor; encounter) Close burst 10	
Kobold allies in the burst gain 5 temporary hit points and shift 1 square.	
c Dragon Breath (standard; encounter) • Lightning Close blast 3	
+6 vs. Fortitude; 1d10+3 lightning damage. Miss: half damage.	
+1 Cloak of Resistance (minor; daily)	
Resist All 5 until the end of the kobold wyrmpriest's next turn.	
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 +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, +1 cloak of resistance	

+1 Cloak of Resistance	Level 2
This cloak is suitable for a character of any class.	
Body Slot Neck	
Enhancement Fortitude, Reflex and Will defenses.	
Power (minor; daily)	
Resist All 5 until the start of your next turn.	

Area 7: Ritual Pit

The other exit from the mysterious cavern is a narrow passage continually sloping downwards. After 200ft or so it opens into a wide area containing a shallow pit. This is where the hobgoblins ritually sacrificed some of their numbers to gain the favour of the dark god. A DC 15 **Religion** check will reveal to a character that the pit has been used for sacrifice.

As you march down the passageway the stench of this room has grown stronger and is now unbearable. A mysterious heat also pervades the chamber which is littered with bones and skulls. A shallow pit lies in the centre and as you enter, the remains within begin to stir.

Encounter 4: Undead! (500XP)

2 skeleton warriors (level 3 soldiers)
1 blazing skeleton (level 5 artillery)

Standing on the edge of the pit grants **combat advantage** in melee against a creature standing in the pit.. The skeleton warriors are almost mindless and will attack the closest enemy in each round, unless provoked by a mark. The blazing skeleton will attack the nearest identifiable divine character.

After defeating the undead, a quick search will reveal jewellery worth about 200gp amongst the remains.

Area 8: Natural Spring Cavern

Another 100ft beyond the pit, the tunnel opens out again into a cavern about half the size of Area 5.

This cavern is lit by the same eerie glow as the other, this time with more of a bluish light. In the centre is a rock formation surrounding a still pool, a large stalactite feeding it with dripped water from above. Strange runes have been carved into the rock and glow ominously. The pool looks dank and unpleasant as a thin layer of fog rolls across it.

A DC 15 **Nature** check will reveal that the pool has been unnaturally tainted and is the likely source of the plague.

Encounter 5: Hobgoblins! Hobgoblins! (600XP)

2 hobgoblin soldiers (level 3 soldiers)
1 hobgoblin archer (level 3 artillery)
1 hobgoblin warcaster (level 3 controller, leader)

These are all that remains of a once proud hobgoblin warband. Now reduced to a subterranean existence living only on fungus and spring water. Their prayers finally answered, they brought about the plague by poisoning the water, only to fall victim themselves.

The central rock formation provides **cover**. The pool is shallow and acts as the pools from Area 5. The hobgoblin soldiers will march towards the party in formation, trying to pin them down whilst the archer peppers them with arrows. The leader will open with his most damaging spell and work down his available options from there.

Upon defeating the leader, there will be an immediate visible effect on the pool. It will rapidly become translucent, glittering blue from the fungal light. The runes on the rock will fade completely and within the pool lies a *+1 Symbol of Life*. With this, the plague is lifted and all those affected will start to recover. Returning to the settlement will result in great praise for the characters and perhaps grant them some fame in the region.

+1 Symbol of Life	Level 2
This is a perfect implement for a cleric.	
Implement Holy Symbol	
Enhancement Attack rolls and damage rolls with implement.	
Critical +1d6 damage.	
Power (free; milestone)	
Activate when you use a power that heals damage. Add +1d6 to the healing provided.	
Recharge Milestone	

Aftermath

- Where did the kobolds come from and where is the dragon they seemed to be serving?
- Have all of the hobgoblin tribe been completely eliminated?
- Whilst the settlement recovers, will anyone else try to take advantage of the unguarded silver mine?

Skeleton Warrior	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	
m Longsword (standard; at-will) • Weapon +10 vs. AC; 1d8+2 damage, and the target is marked until 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 and extra 1d6 damage.	
Alignment Unaligned Languages none Str 15 (+3) Dex 17 (+4) Wis 14 (+3) Con 13 (+2) Int 3 (-3) Cha 3 (-3) Equipment chainmail, large shield, longsword	

Blazing Skeleton	Level 5 Artillery
Medium natural animate (undead)	XP 200
Initiative +6 Senses Perception +4; darkvision Fiery Aura (fire) Aura 1; any creature that starts its turn in the aura takes 5 fire damage. HP 53; Bloodied 26 AC 19; Fortitude 15, Reflex 18, Will 16; Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant. Speed 6	
m Blazing Claw (standard; at-will) • Fire +8 vs. AC; 1d4+1 damage, and ongoing 5 fire damage (save ends).	
r Flame Orb (standard; at-will) • Fire Range 10 +8 vs. Reflex; 2d4+4 fire damage and ongoing 5 fire damage (save ends).	
Alignment Unaligned Languages none Str 13 (+3) Dex 18 (+6) Wis 15 (+4) Con 17 (+5) Int 4 (-1) Cha 6 (+0)	

Hobgoblin Soldier	Level 3 Soldier
Medium natural humanoid (goblinoid)	XP 150
Initiative +7 Senses Perception +3; low light vision HP 47; Bloodied 23 AC 20 (22); 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 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	

Hobgoblin Warcaster	Level 3 Controller (Leader)
Medium natural humanoid (goblinoid)	XP 150
Initiative +5 Senses Perception +4; low light vision HP 46; Bloodied 23 AC 17; Fortitude 13, Reflex 15, Will 14 Speed 6	
m Staff (standard; at-will) • Weapon +8 vs. AC; 1d8+1 damage.	
m Shock Staff (standard; recharge 456) • 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 Lore (standard; recharge 56) • 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 soldier 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 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	

Hobgoblin Archer	Level 3 Artillery
Medium natural humanoid (goblinoid)	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 on ranged attack rolls against the same target.	
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.	
Alignment Evil Languages Common, Goblin Skills Athletics +5, Stealth +12 Str 14 (+3) Dex 19 (+5) Wis 14 (+3) Con 15 (+3) Int 11 (+1) Cha 10 (+1) Equipment scale armor, heavy shield, flail	

Map

