

RAIDERS OF OAKHURST

A 4E fan playtest adventure for 5-6 level 1 playtest PCs

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

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.

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 they are 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 at night, stealing chickens, killing sheep, breaking windows and fence posts, and otherwise making nuisances of themselves. The villagers haven't seen the creatures except for red eyes glowing in the darkness, but the creatures left behind three-toed clawed track marked with lines indicating tails.

SCALING THE ADVENTURE:

If there are 4 or fewer PCs, make the following changes: reduced the number of kobold minions in area 1 by two; eliminate one kobold skirmisher from area 1D; Varkaze does not join the fight in area 1; eliminate one hobgoblin archer from area 3; Reduce Nightscale's hit points to 200 (she was wounded when out hunting).

BEGINNING THE ADVENTURE:

As a play test adventure, this adventure assumes the party starts off at the entrance to the kobold's cave lair. If the DM wishes, the party can role-play the initial encounter with Teren in Oakhurst, which is a wide spot in the road where there is a rundown inn and mill supporting a half dozen local farms. Teren relates the tale provided in the adventure hook, and offers the PCs 50 silver pieces 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, and there is no telling when a Borderland Guard patrol may arrive to help. An easily-followed trail of destruction leads two miles through forested hills to the east, terminating in a narrow cave opening at the base of a large stone massif. A dark, twisting passage that smells of dampness and fetid animal smells descends into the rock.

The PCs arrive at point A on the map.

KOBOLD WARREN [500 TO 650 XP]

1A. 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 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 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				
HP A minion dies when hit by an attack that deals damage.			Darkvision, Perception +1	
AC 15	Str 8 (-1)	Speed 6	Skills: Stealth +5, Thievery +5.	
Fortitude 11	Dex 16 (+3)	Alignment Evil		
Reflex 13	Wis 12 (+1)	Languages Draconic.		
Will 11	Con 12 (+1)	Equipment hide armor, light shield, 3 spears		
Initiative +3	Int 9 (-1)			
	Cha 10 (+0)			
Weapons:			Powers:	
Melee Spear (standard; at-will) • Weapon . +5 vs. AC 2 damage			Shifty (minor, at will): The kobold shifts 1 square as a minor action.	
Ranged Spear (standard; at-will) • Weapon. Range 10/20; +5 vs. AC 2 damage			Trap Sense: The kobold gains a +2 bonus to all defenses against traps.	

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 reflex, 1d4 damage unless care is taken to cross – treat as difficult terrain, double movement cost). 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.

Ichi-Ichi, Kobold Skirmisher Level 1 Skirmisher, Small Natural Humanoid XP 100

HP 27 Bloodied 13			Darkvision, Perception +0	
AC 15	Str 8 (-1)	Speed 6	Skills: Acrobatics +8, Stealth +5, Thievery +5. Other: Senses	
Fortitude 11	Dex 16 (+3)	Alignment Evil		
Reflex 14	Wis 10 (+0)	Languages Draconic.		
Will 13	Con 11 (+0)	Equipment hide armor, light shield, 3 spears, 3 sp.		
Initiative +5	Int 6 (-2)			
	Cha 15 (+2)			
Weapons:			Powers:	
Melee	Spear (standard; at-will) • Weapon . +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.	
Ranged	Spear (standard; at-will) • Weapon . Range 10/20; +6vs. AC 1d8 damage.		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.	

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 1B.

Round 3: Pik and Otto-wombo from area 1D join the fight, arriving at 1C and using the higher ground to fight from a position of advantage.

Round 4: Varkaze arrives at area 1E from area 3 and surveys the scene. He uses his Force Lance to attack a character.

Round 5: Varkaze uses his Force Pulse attack (but he does not cross the stream)

Round 6: If not cornered, Varkaze withdraws back to area 3, leaving his kobold minions to carry the fight.

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 2. The kobolds fight to the death unless they see Varkaze fall, at which point they surrender en-masse, begging for their lives and explaining that “their King will tell all.” (See area 2).

1B. Sleeping quarters

Piles of rags and debris litter the floor. Clearly some sort of creatures bed down here.

Four kobolds 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

HP A minion dies when hit by an attack that deals damage.			Darkvision, Perception +1	
AC 15	Str 8 (-1)	Speed 6	Skills: Stealth +5, Thievery +5.	
Fortitude 11	Dex 16 (+3)	Alignment Evil		
Reflex 13	Wis 12 (+1)	Languages Draconic.		
Will 11	Con 12 (+1)	Equipment hide armor, light shield, 3 spears		
Initiative +3	Int 9 (-1)			
	Cha 10 (+0)			
Weapons:			Powers:	
Melee	Spear (standard; at-will) • Weapon . +5 vs. AC 2 damage		Shifty (minor, at will): The kobold shifts 1 square as a minor action.	
Ranged	Spear (standard; at-will) • Weapon . Range 10/20; +5 vs. AC 2 damage		Trap Sense: The kobold gains a +2 bonus to all defenses against traps.	

1C. The Passage Way

A small series of worn out stones form the stairs to a carved tunnel in the wall. The tunnel is damp and marked with the damage of small cuts.

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.

1D. Sleeping quarters

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

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

<i>Pik and Otto-wombo, Kobold Level 1 Skirmishers, Small Natural Humanoid XP 100</i>			
HP 27 Bloodied 13		Darkvision, Perception +0	
AC 15	Str 8 (-1)	Speed 6	Skills: Acrobatics +8, Stealth +5, Thievery +5.
Fortitude 11	Dex 16 (+3)	Alignment Evil	
Reflex 14	Wis 10 (+0)	Languages Draconic.	
Will 13	Con 11 (+0)	Equipment hide armor, light shield, 3 spears, 3 sp.	
Initiative +5	Int 6 (-2)		
	Cha 15 (+2)		
Weapons:		Powers:	
Melee	Spear (standard; at-will) • Weapon +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.	
Ranged	Spear (standard; at-will) • Weapon Range 10/20; +6vs. AC 1d8 damage.	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.	

1E.

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.

THE KOBOLD KING [600 XP]

This chamber is, if anything, even 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. 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 with a tarnished brass crown sits on a pile of furs 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 minion 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, 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 has retreated to Nightscale's lair in area 4 via the secret passage (Perception 18 to detect), leaving Ix to guard his back.

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 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 and a ruby worth 50 gp) 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 attack, Meepo orders Ix to defend him, and then fights as best he can, attempting to escape to area 1 if possible. 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 ten miles distant hiding a sunken structure; the runes state: "Meepo Great Tribe Home. Return One Day for Revenge!"

Meepo, Kobold King, Level 5 Skirmisher, Small Natural Humanoid XP 300				
HP 45 Bloodied 22			Darkvision, Perception +2	
AC 21	Str 10 (+0)	Speed 6	Equipment Leather armor, rapier, hand crossbow, brass crown, ruby (50gp)	Skills: Bluff +9, Stealth +12, Thievery +12
Fortitude 13	Dex 20 (+5)	Alignment Evil		
Reflex 17	Wis 10 (+0)	Languages Draconic.		
Will 16	Con 12 (+0)			
Initiative +7	Int 12 (+1)			
	Cha 16 (+3)			
Weapons:		Powers:		
Melee	Rapier (standard; at-will) • Weapon +11 vs. AC 1d8+5 damage.	Sneak Attack: +2d6 damage with combat advantage.		
Ranged	Hand Crossbow (standard; at-will) • Weapon. Range 10/20; +11vs. AC 1d6+5 damage.	Snap Shot (minor, Recharge 5): Attack with the hand crossbow.		
		Wicked Dodge (minor, Recharge 5): Reaction, when target of melee attack; +9 vs Will; attack automatically misses OR instead targets any other creature within attacker's reach (your choice).		
		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.		
		[Note: I made up Meepo's stats using the Defiant rake stats – they may not conform to 4E rules.]		

<i>Ix, Deathjump Spider Level 4 Skirmisher, Medium Natural Humanoid XP 300</i>			
HP 38 Bloodied 19		Darkvision, Perception +9	
AC 18	Str 15 (+2)	Speed 6 Climb 6 Jump 6	Skills: Bluff +9, Stealth +12, Thievery +12
Fortitude 14	Dex 16 (+3)	Alignment Evil	
Reflex 17	Wis 14 (+2)	Languages Draconic.	
Will 14	Con 15 (+2)	Equipment Leather armor, rapier, hand crossbow, brass crown, ruby (50gp)	
Initiative +5	Int 2 (-4)		
	Cha 13 (+1)		
Weapons:		Powers:	
Melee	Bite (standard; at-will) • Weapon +11 vs AC; 1d10+4 Damage.		Death from Above (minor, Recharge 6): Standard, Jump 6 and Bite +11 vs AC 2d10+4.
Ranged	Hand Crossbow (standard; at-will) • Weapon. Range 10/20; +11vs. AC 1d6+5 damage.		Prodigious Leap (minor, Recharge 5): Move, Jump 12, no opportunity attacks

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.

BANDIT LEADERS [600 XP]

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.

If the alarm did not sound, add:

Four green-skinned humanoid creatures in armor sit around a large table set with maps, muttering in a foreign tongue.

If the alarm did sound, add:

A table is turned on its side facing you, two green-skinned humanoids behind it drawing bows. Another in scale armor advances toward you swinging a flail as a fourth at the back of the room makes arcane motions with his staff.

These hobgoblins have sworn service to Nightscale, and are the muscle behind the kobold raids. Four are present: the leader Varkaze, his lieutenant Vrak, and the archer Dormo and Gnarl. A second soldier is out of the area leading another kobold raid. The hobgoblins defend themselves immediately, fighting to the death.

Varkaze, Hobgoblin Warcaster Level 3 Controller (Leader), Medium Natural Humanoid(Goblin) XP 150				
HP 46 Bloodied 23			Low-light vision, Perception +4	
AC 17	Str 13 (+1)	Speed 6	Skills: Arcana +10, Athletics +4, Stealth +10	
Fortitude 13	Dex 14 (+2)	Alignment Evil		
Reflex 15	Wis 16 (+3)	Languages Common, Goblin		
Will 14	Con 14 (+2)	Equipment Robes, staff, 30 gp, garnet worth 15 gp.		
Initiative +5	Int 19 (+5)			
	Cha 13 (+1)			
Weapons:			Powers:	
Melee Staff (standard; at-will) • Weapon +8 vs AC; 1d8+1 damage. Shock Staff (standard; recharge 4,5,6) • Lightning, Weapon +8 vs AC; 2d10+4. <i>Lightning damage, and the target is dazed until the end of the hobgoblin warcaster's next turn.</i>			Hobgoblin Resilience (immediate reaction, encounter): The hobgoblin warcaster makes a saving throw against the triggering effect.	
Ranged Force Lance (standard; recharge 5,6) • Force Range 5; +7 vs Fortitude; 2d6 +4 force damage. <i>The target slides 3 squares.</i>			<ul style="list-style-type: none"> Immediate reaction: When the hobgoblin warcaster suffers an effect that a save can end. 	
Close Force Pulse (standard; recharge 6) • Force Close blast 5; +7 vs Reflex; 2d8 +4 force damage; <i>The target is pushed 1 square and knocked prone. Miss: Half damage, and the target is neither pushed nor knocked prone.</i>				

Vrak, Hobgoblin Soldier, Level 3 Soldier, Medium Natural Humanoid(Goblin) XP 150				
HP 47 Bloodied 23			Low-light vision, Perception +3	
AC 20 (22 with phalanx soldier)	Str 19 (+4)	Speed 5	Skills: Athletics +12, Stealth +10	
Fortitude 18	Dex 14 (+2)	Alignment Evil		
Reflex 16	Wis 14 (+2)	Languages Common, Goblin		
Will 16	Con 15 (+2)	Equipment scale armor, heavy shield, flail, 10 gp.		
Initiative +7	Int 11 (+0)			
	Cha 10 (+0)			
Weapons:			Powers:	
Melee Flail (standard; at-will) • Weapon +7 vs AC; 1d10+4 damage; <i>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</i> Formation Strike (standard; at-will) • Weapon. Requires flail; +7 vs AC; 1d10+4 damage <i>The hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.</i>			Hobgoblin Resilience (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end, encounter): The hobgoblin warcaster 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.	

Domo and Gnarl, Hobgoblin Archers, Level 3 Artillery, Medium Natural Humanoid(Goblin) XP 150				
HP 39 Bloodied 19			Low-light vision, Perception +3	
AC 17	Str 14 (+2)	Speed 6	Skills: Athletics +5	
Fortitude 13	Dex 19 (+4)	Alignment Evil		
Reflex 15	Wis 14 (+2)	Languages Common, Goblin		
Will 13	Con 15 (+2)	Equipment leather armor, longsword, longbow, quiver of 30 arrows, 10 sp.		
Initiative +7	Int 11 (+0)			
	Cha 10 (+0)			
Weapons:			Powers:	
Melee	Longsword (standard; at-will) • Weapon +6 vs AC: 1d8 + 2 damage		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.	
Ranged	Longbow (standard; at-will) • Weapon Range 20/40; +9 vs AC; 1d10+4 damage, <i>The hobgoblin archer grants an ally within 5 squares of it a +2 bonus to its next ranged attack roll against same target.</i>			

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 managed to make it this far without an alarm being sounded, add:

An 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 at 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, then 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 somehow brought to 50 hit points or fewer, she flies to the ledge at 5 to retreat.

Nightscale, Young Black Dragon					
Level 4 Solo Lurker, Large Natural Beast(Aquatic, Dragon) XP 875					
HP 280 Bloodied 140 * See also <i>bloodied breath</i>			Dark Vision, Perception +9		
AC 24	Str 16 (+3)	Speed 7, Fly 7 (clumsy), Overland Flight 10,	Skills: Nature +9, Stealth +17 Saving Throws +5 Action points 2		
Fortitude 19	Dex 20 (+5)	Swim 7			
Reflex 21	Wis 15 (+2)	Alignment Evil			
Will 18	Con 16 (+3)	Languages Draconic			
Initiative +11	Int 12 (+1)	Equipment Robes, staff, 30 gp, garnet worth 15 gp.			
Resist 15 Acid	Cha 10 (+0)				
Weapons:			Powers:		
Melee 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) <i>The dragon makes 2 claw attacks</i> Tail slash (immediate reaction, when a melee attack misses the dragon, at will): Reach 2: +8 vs AC; 1d6 + 4 damage and the target is pushed 1 square. <i>The dragon uses its tail to attack the enemy that missed it.</i>			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).		
Close Breath Weapon (standard; recharge 5 6) * Acid. Close blast 5; +7 vs Reflex; 1d12 + 3 acid damage. <i>The target takes ongoing 5 acid damage and takes a -4 penalty to AC (save ends both).</i>					

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

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.

Ending 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:

- What happens when the remaining raid (one hobgoblin soldier, two kobold skirmishers, and six kobold minions) returns?
- Where is Nightscale's hoard, and her lair? What below the Stone Tooth?
- Where did Meepo's tribe come from?

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 publication or paid distribution – fans may use and/or freely distribute.

RAIDERS OF OAKHURST MAP

