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There can be no
points of light without
Lands of Darkness.

LANDS OF DARKNESS

Explore the
mysteries and
monsters within the
sinister woods!

The Woods of Woe

An adventure setting for
5 players levels 6–8



Expeditious Retreat Press

LANDS OF DARKNESS



The Woods of Woe

An adventure setting for 5 players levels 6–8

Credits

Authors: Suzi Yee and Joseph Browning
Cartographer: Joseph Browning
Cover Artist: Jeremy McHugh

Internal Artists: Scott Purdy, Jeremy McHugh
Editor: Joseph Browning
Layout: Suzi Yee

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introduction

Lands of Darkness #3: The Woods of Woe is designed for parties Levels 6-8. While this work details 12 encounters, the woods are quite large. GM's are encouraged to drag and drop this location in their campaign and create more encounters for party exploration or future story arcs. However, a general history and adventure hooks are provided for GM's on the go.

How to Use Lands of Darkness

Lands of Darkness have encounters within a larger area. They are easily dropped into a pre-existing campaign with plenty of room for GMs to expand more detail specific to their world and story arcs.

Encounters are tailored for each level within range. For example, *The Woods of Woe* is designed for parties Levels 6-8, so each encounter will have monsters, treasures, quests, and starting position map for a party level 6, party level 7, and party level 8. If a party completes each encounter, they should have acquired enough experience to gain 1 level.

GMs should take note of which monsters are in the area, as the monster lists and starting locations are dependent on party level. For example in area 2, Grulak is present for all party levels, but the son of Grulak is present for Party Level 7 and 8, while the woodland tusker is only present for Party Level 8. Also note the addition of more monsters of the same type. For example in area 1, Party Level 8 encounters 5 Hounds of Tintinablos, denoted on the map as (H), (H₇), and (H₈).

History

The Woods of Woe is a vast dense forest that is largely left alone due to its sinister past and connections to death. Once home to an ancient death cult, followers of the Breathless Lord, the Woods of Woe bear the stain (both figurative and literally) of hundreds of years of death. Through the ages, neighboring civilized people have tried to uproot the cult, but after each campaign, as surely as death comes to all, the followers of the Breathless Lord eventually find themselves in the Woods of Woe. Many generations removed since the last great age of the Breathless Lord, the tales are regarded as little more than stories told to children to keep them from getting lost in the woods, but the wise are never quite at ease as the wind rustles through the leaves.

Hooks

If the party needs some incentive to explore the Woods of Woe, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Level 6-250 Experience, 100 gp; Level 7-300 Experience, 125 gp; Level 8-350 Experience, 150gp).

- A wizened scholar beseeches the party to go into the woods and retrieve proof of his life's work—the existence of a pygmy variety of the poison lizard. Should the party bring back a whole specimen, the scholar will be most grateful and reward them handsomely.
- A mysterious naturalist has hired the party to find the elusive birdbear, rumored to live somewhere in the Woods of Woe, and return with a birdbear egg.
- After a series of poor harvests, the high council has decided to seek out the nature priestess Elwyn in her wooded domain and ask for her help. To this end, the high council has hired the party to seal the deal. Should they return with Elwyn's promise to bless next year's crop, they will return as heroes and be rewarded thusly.

Features

Movement: The woods are dense with thick undergrowth and unless stated otherwise in an area's Features section, movement through the woods is treated as difficult terrain except on roads and along the shores of waterways.

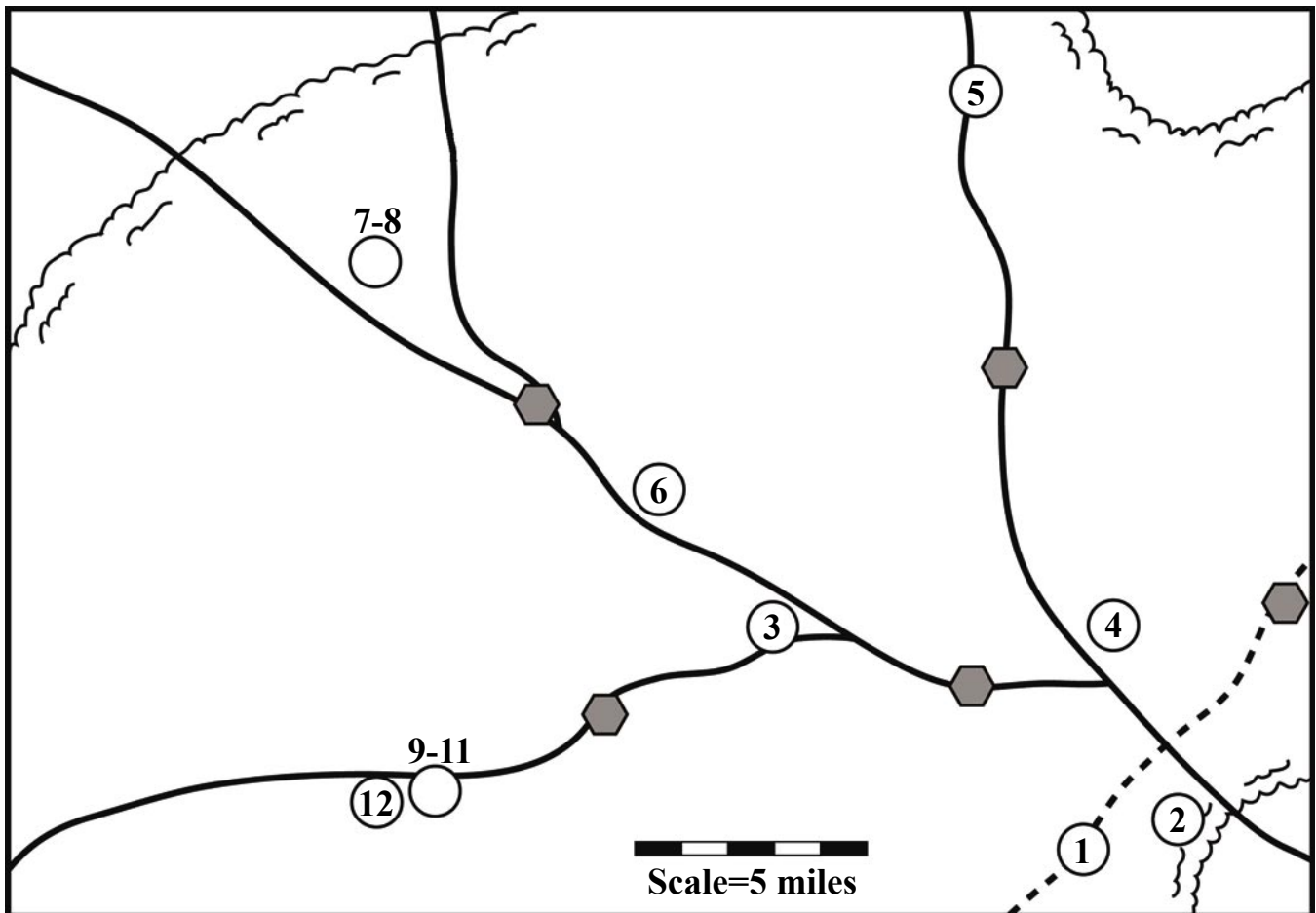
Road: Clipping the southeast corner of the woods is a moderately maintained road with ditches on either side and a slight grade to facilitate water runoff. It is denoted on the overview map by a dotted line and treated as normal terrain.

Streams and Rivers: A network of shallow streams and rivers cut through the woods. There is a 10% chance every 100 feet of finding a fordable location without requiring a skill check for success. Otherwise, crossing the river is generally treated as challenging terrain, requiring an Athletics Check DC 23 to successfully cross the river. Certain locations may be too deep for fording (either listed in an area's Features section or at the GMs discretion).

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Overview map of the Woods of Woe



Random Encounters

The party may encounter monsters while wandering the Woods of Woe. Roll randomly on Table 1 every 6 hours during the day and on Table 2 every 4 hours during the night.

Table 1: Random Encounters (Daylight) (1d4)

- 1 3 Woodland Tuskers
- 2 1 Dire Woodland Wolf and 4 Woodland Wolves
- 3 1 Spitting Lizard and 3 Pack Lizards
- 4 No Encounters

Table 2: Random Encounters (Night) (1d6)

- 1 3 Woodland Tuskers
- 2 1 Dire Woodland Wolf and 4 Woodland Wolves
- 3 1 Spitting Lizard and 3 Pack Lizards
- 4 2 Slaves of the Moon
- 5 3 Necrophages
- 6 No Encounters

Using This Map

The majority of the map is dense woods with thick undergrowth. The streams and rivers are denoted with solid lines while the road in the southeast is marked with a dotted line. The areas that are detailed within Woods of Woe are white and labeled with numbers, while other areas are filled in grey. Most of the encounters are near the road or along the shores of the waterways, but who knows what lurks in the depths of the woods? GM's are encouraged to adapt the map to suit their needs and create more encounters germane to their particular campaigns and story arcs.

1. The Shadow Pack of Tintinablos

These shadow magical beasts hunt in packs, roaming the forest and stalking travelers on the road for food and sport. While they prefer to hunt in the evening and use the darkness to their advantage, they have no qualms attacking during the day.

Monsters

Party Level 6 (1250 XP)

1 Pack Master of Tintinablos (500 XP) (P)
3 Hound of Tintinablos (250 XP each) (H)

Party Level 7 (1500 XP)

1 Pack Master of Tintinablos (500 XP) (P)
4 Hound of Tintinablos (250 XP each) (H) (H₇)

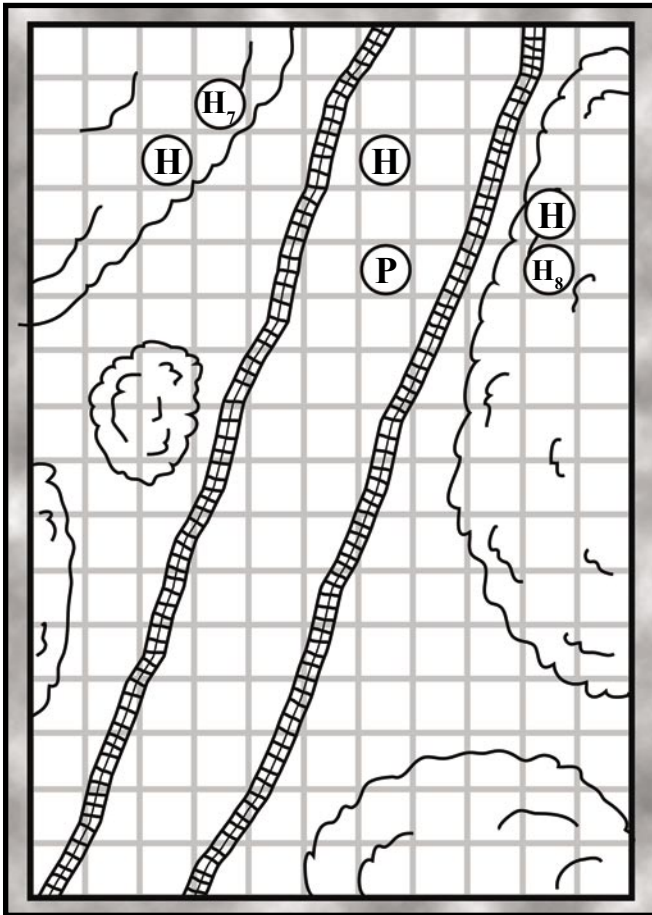
Party Level 8 (1750 XP)

1 Pack Master of Tintinablos (500 XP) (P)
5 Hound of Tintinablos (250 XP each) (H) (H₇)(H₈)

Features

Forest: The forested sections are part of a larger forested area and movement through that terrain is considered difficult.

Road and ditch: The road is lined on either side by a ditch that is recessed 1 foot to keep the road clear of water.



Pack Master of Tintinablos **Level 6 Elite Skirmisher**
Medium shadow magical beast XP 500

Initiative +10 **Senses** Perception +10; darkvision

HP 140; **Bloodied** 70

AC 21; **Fortitude** 20, **Reflex** 20, **Will** 19

Saving Throws +2

Speed 8, teleport 8 see also *sonic surprise*.

Action Points 1

⊕ **Bite** (standard; at-will)

+14 vs. AC; 1d10 + 6 damage.

↔ **Clang of Tintinablos** (minor; recharge 5, 6) • **Fear**

Close burst 5; deafened creatures are immune; +9 vs. Will; the target takes a -2 penalty to all defenses until the end of the hound of tintinablos's next turn.

Ire of Tintinablos

When an enemy strikes a pack master of tintinablos, it triggers the pack master's *sonic surprise* power.

Sonic Surprise

When the pack master of tintinablos teleports adjacent to an enemy, all adjacent enemies take 5 sonic damage.

Alignment Unaligned **Languages** –

Skills Endurance +10, Stealth +10

Str 18 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 15 (+5) **Int** 7 (+1) **Cha** 17 (+6)

Hound of Tintinablos **Level 6 Skirmisher**
Medium shadow magical beast XP 250

Initiative +8 **Senses** Perception +8; darkvision

HP 70; **Bloodied** 35

AC 19; **Fortitude** 20, **Reflex** 18, **Will** 17

Speed 7, teleport 7 see also *sonic surprise*.

⊕ **Bite** (standard; at-will)

+12 vs. AC; 1d10 + 6 damage.

↔ **Clang of Tintinablos** (minor; recharge 5, 6) • **Fear**

Close burst 4; deafened creatures are immune; +7 vs. Will; the target takes a -2 penalty to all defenses until the end of the hound of tintinablos's next turn.

Sonic Surprise

When the hound of tintinablos teleports adjacent to an enemy, all adjacent enemies take 3 sonic damage.

Alignment Unaligned **Languages** –

Skills Endurance +10, Stealth +10

Str 18 (+7) **Dex** 14 (+5) **Wis** 12 (+4)

Con 15 (+5) **Int** 7 (+1) **Cha** 17 (+6)

Tactics

The pack master of Tintinablos will lead the attack with his Clang of Tintinablos while the other hounds of Tintinablos attack with their bites or teleport and use their Sonic Surprise.

The hounds also prefer to teleport while traveling through the forest to disregard difficult terrain.

Treasure

None

2. CAVE OF GRULAK

A few hundred feet from the road is a clearing that leads into the cave of Grulak, a notorious thug who charges a “protection tax” on travelers of the road through the Woods of Woe.

Monsters

Party Level 6 (1,200 XP)

Grulak (1,200 XP) (G)

Party Level 7 (1,550 XP)

Grulak (1,200 XP) (G)

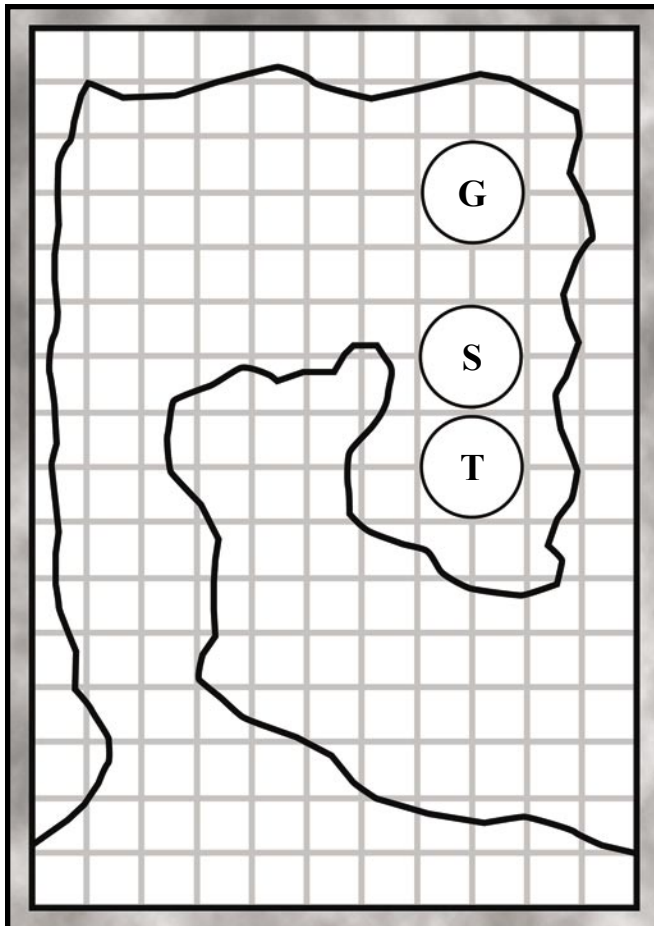
Son of Grulak (350 XP) (S)

Party Level 8 (1,800 XP)

Grulak (1,200 XP) (G)

Son of Grulak (350 XP) (S)

1 Woodland Tusker (250 XP) (T)



Grulak	Level 11 Elite Brute
Large natural humanoid	XP 1,200

Initiative +7 **Senses** Perception +5

HP 286; **Bloodied** 143

AC 25; **Fortitude** 26, **Reflex** 21, **Will** 21

Saving Throws +2

Speed 8

Action Points 1

⊕ **Hamfist Slam** (standard; at-will)

Reach 2; +15 vs. AC; 2d8 + 10 damage and the target is knocked prone.

↵ **Hamfist Flurry** (standard; encounter)

Close burst 2; +13 vs. AC; 2d8 + 5 damage, and a Large or smaller target is knocked prone.

Alignment Chaotic Evil	Languages Common, Giant	
Str 23 (+11)	Dex 13 (+6)	Wis 13 (+6)
Con 22 (+11)	Int 5 (+2)	Cha 7 (+3)

Equipment hide armor

Son of Grulak	Level 8 Brute
Large natural humanoid	XP 350

Initiative +3 **Senses** Perception +5

HP 111; **Bloodied** 55

AC 19; **Fortitude** 21, **Reflex** 16, **Will** 16

Speed 8

⊕ **Slam** (standard; at-will)

Reach 2; +10 vs. AC; 1d10 + 6 damage.

⊕ **Accurate Slam** (standard; recharge Ⓚ, Ⓚ)

The son of Grulak makes a slam, but gets two attack rolls and takes the better result.

Alignment Chaotic Evil	Languages Giant	
Str 20 (+9)	Dex 10 (+4)	Wis 10 (+4)
Con 20 (+9)	Int 5 (+1)	Cha 7 (+2)

Equipment hide armor

Features

Cave Entrance: The cave is set in a rocky mound and there is a 50-foot clearing in front of the cave.

Woodland Tusker	Level 6 Brute
Large natural beast	XP 250

Initiative +4 **Senses** Perception +3

HP 85; **Bloodied** 42; see also *last caress*

AC 17; **Fortitude** 21, **Reflex** 17, **Will** 16

Speed 8

⊕ **Tusk** (standard; at-will)

+8 vs. AC; 1d10 + 6 damage, or 1d10 + 12 damage against a prone target.

↓ **Last Caress** (when reduced to 0 hit points)

The woodland tusker makes a +10 gore attack.

Alignment Unaligned	Languages –	
Str 18 (+7)	Dex 11 (+3)	Wis 8 (+2)
Con 14 (+5)	Int 3 (-1)	Cha 9 (+2)

Tactics

When the party first enters the cave, they will hear inconsolable moaning mixed with curses to someone called “Grymgrey”. Grulak will not immediately attack the party upon entering the cave; instead he will size them up and try to enlist their help in recovering stolen goods from Grymgrey (see Quest for more information). However, if the party turns aggressive, combat is simple with Grulak: bash them first, bash them harder. If he gets surrounded, he will activate his Hamfist Flurry power, at which point the son of Grulak and their pet woodland tusker (if present) will help clean up the riff raff.

Treasure

Party Level 6

Orb of Indisputable Gravity +2, *Potion of Healing*, 400 gp

Party Level 7

Orb of Inevitable Continuance +2, *Potion of Healing*, 500 gp

Party Level 8

Orb of Reversed Polarity +2, *Potion of Healing*, 600 gp

Quest

No Honor Among Thieves: Grulak has been robbed by that elusive raider known as Grymgrey (area 12). Grulak understands and respects the value of initiative and entrepreneurship, but Grymgrey has made it personal: he stole Grulak’s mirror! Grulak will make a deal with the party: return the mirror to Grulak and he will give the party his “shiny ball” (see Orb in Treasure) and allow the party to pass along the road untaxed as well. Grulak will also make no claims against any of the other items held by Grymgrey as long as they return his mirror.

Grulak only has a vague idea (west of his cave deeper in the Woods of Woe) of where Grymgrey’s hideout is located. Grulak will not answer any of the party’s questions about the woods unless they complete the quest. However once completed, Grulak can describe the general location of the “lady of the woods” (area 3).

Party Level 6: 250 XP

Party Level 7: 300 XP

Party Level 8: 350 XP

3. The grove of elwyn

At the convergence of 2 rivers lies the grove of Elwyn, mistress of the Woods of Woe. Elwyn keeps an even hand, preserving the balance of all things while still allowing the woods to retain its unique spirit, although recent forces have tipped the scales too far from even (see the Quest section). Situated in a clearing along the southern river, a crown of trees constitutes her court.

Monsters

Party Level 6 (1,200 XP)

Elwyn (800 XP) (E)

Elwyn’s Handmaiden (400 XP) (H)

Party Level 7 (1,525 XP)

Elwyn (800 XP) (E)

Elwyn’s Handmaiden (400 XP) (H)

1 Woodland Wolf (125 XP) (W)

1 Dire Woodland Wolf (200 XP) (D)

Party Level 8 (1,725 XP)

Elwyn (800 XP) (E)

Elwyn’s Handmaiden (400 XP) (H)

1 Woodland Wolf (125 XP) (W)

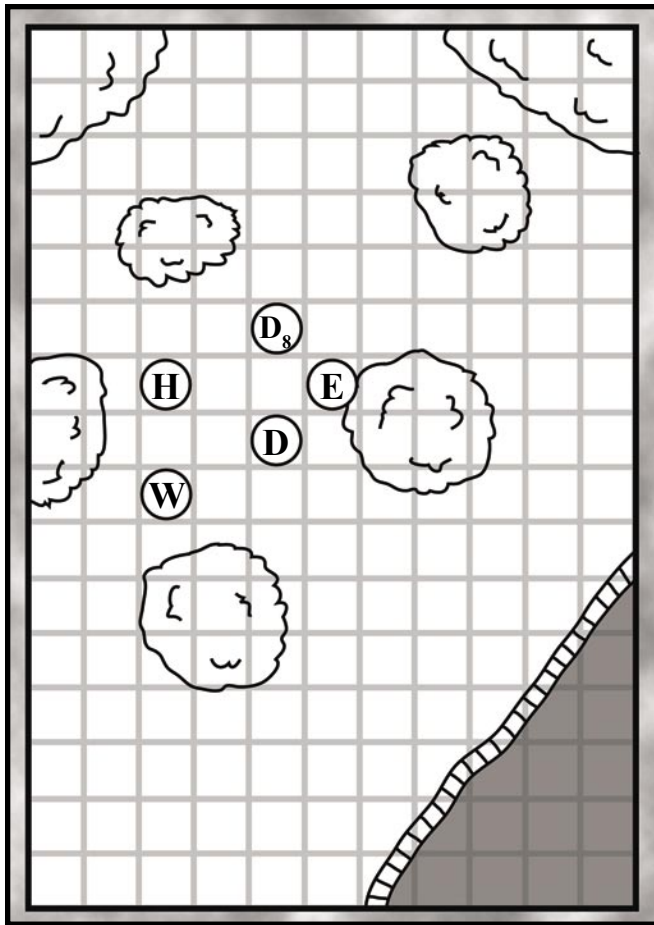
2 Dire Woodland Wolf (200 XP each) (D) (D_g)

Features

Medicinal Herbs: In the grove are cluster of healing herbs used as components of curative rituals and in the production of potions, unguents, and salves. A successful Nature Check DC 19 will identify which herbs are useful for those purposes and how to pick and preserve those herbs for latter use or sale (value 100 gp market value).

Rare Trees: A successful Nature Check DC 27 reveals the 5 Large trees surrounding Elwyn are rare and prized for their wood, renown for its strength and distinct coloration. Each tree can be turned into a ton of useable lumber, valued at 1,000 gp. Elwyn and her allies of the woods draw strength from the forest, and as long as they are within the perimeter of the 5 trees, they gain a +2 to all defenses (not reflected in stat blocks).

Safe Zone: The grove of Elwyn is a safe zone with no chance of random encounters. Elwyn will allow the party to rest there once so long as the party takes no aggressive action



against her or any of her entourage. If the party agrees to complete her quests, they will be allowed one additional rest session per quest accomplished. Picking any of the grove's medicinal herbs without permission or cutting any of the rare trees is considered an aggressive act.

Tactics

Despite their apparent beauty, Elwyn and her handmaiden are downright feral when it comes to defending their woods and their grove. Their hands become claw-like and they take advantage of their Plantport power to move and strike at aggressors. The woodland wolf and their dire brethren (if present) will concentrate on gaining Combat Advantage and keeping opponents prone.

Treasure

Party Level 6

Potion of Healing, 300 gp gem

Party Level 7

Potion of Healing, 400 gp gem

Party Level 8

Potion of Healing, 500 gp gem

Elwyn Level 9 Elite Skirmisher

Medium fey humanoid (plant) XP 800

Initiative +12 **Senses** Perception +15, low-light vision

HP 184; **Bloodied** 92

AC 25; **Fortitude** 22, **Reflex** 23, **Will** 23

Saving Throws +2

Speed 8 (forest walk)

Action Points 1

⚔ **Claws** (standard; at-will)

+16 vs. AC; 2d8 + 6 damage.

☞ **Detrital Spores** (standard; at-will) • **Necrotic**

Close burst 2; +12 vs. Fortitude; 1d8 + 3 necrotic damage, and the target is pushed 1 square.

Plantport (move; at-will) • **Teleportation**

Elwyn can teleport 12 squares if she begins and ends adjacent to a tree or a plant of Large size or bigger.

Alignment Unaligned **Languages** Elven

Skills Insight +12, Stealth +12

Str 18 (+8)

Dex 16 (+7)

Wis 16 (+7)

Con 13 (+5)

Int 11 (+4)

Cha 12 (+5)

Elwyn's Handmaiden

Level 9 Skirmisher

Medium fey humanoid (plant) XP 400

Initiative +10 **Senses** Perception +13; low-light vision

HP 92; **Bloodied** 46

AC 23; **Fortitude** 22, **Reflex** 21, **Will** 21

Speed 8 (forest walk)

⚔ **Claws** (standard; at-will)

+15 vs. AC; 1d8 + 5 damage.

Plantport (move; at-will) • **Teleportation**

Elwyn's handmaiden can teleport 8 squares if she begins and ends adjacent to a tree or a plant of Large size or bigger.

Alignment Unaligned **Languages** Elven

Skills Insight +12, Stealth +12

Str 18 (+8)

Dex 16 (+7)

Wis 16 (+7)

Con 13 (+5)

Int 11 (+4)

Cha 12 (+5)

Quest

Elwyn has two quests for the party but will only offer the second quest after the party completes the first. When the party accepts a quest, she will give a general location of the area in relation to the waterways. If the GM has used the third hook to entice the party into the Woods of Woe, Elwyn will agree to bless the fields if the party completes these two quests.

Breeding Abominations: A new breed of beast (Area 4) has made its home in the Woods of Woe: half eagle, half bear. While the wonders of nature are varied, this abomination is a creation born of the laboratory and set loose in the wild. Worse than that, they are breeding! Elwyn wishes the party to destroy the creatures and their young and bring proof. Their reward (in addition to another day of rest in the grove) is a Potion of Healing and they are allowed to pick 10 gp worth of herbs that can be used in curative rituals.

Party Level 6: 250 XP

Party Level 7: 300 XP

Party Level 8: 350 XP

Woodland Wolf	Level 2 Skirmisher	
Medium natural beast	XP 125	
Initiative +4	Senses Perception +8; low-light vision	
HP 38; Bloodied 19		
AC 16; Fortitude 14, Reflex 14, Will 13		
Speed 7		
⊕ Bite (standard; at-will)		
+8 vs. AC; 1d6 + 1 damage, or 2d6 + 1 damage against a prone target.		
Combat Advantage		
If the woodland wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned	Languages –	
Str 12 (+2)	Dex 15 (+3)	Wis 12 (+2)
Con 15 (+3)	Int 3 (-3)	Cha 11 (+1)

To Slay a Dragon: A new malevolent force has taken root in the Woods of Woe: Verdenthax, a brash young dragon that is trying to carve a domain in Elywn's woods (Area 7 and 8). Slay this beast and bring back its head as proof and Elwyn will reward the party with a gem (in addition to another day of rest in the grove).

Party Level 6: 250 XP

Party Level 7: 300 XP

Party Level 8: 350 XP

Dire Woodland Wolf	Level 5 Skirmisher	
Large natural beast	XP 200	
Initiative +8	Senses Perception +8; low-light vision	
HP 67; Bloodied 33		
AC 19; Fortitude 18, Reflex 17, Will 16		
Speed 7		
⊕ Bite (standard; at-will)		
+11 vs. AC; 1d8 + 3 damage, or 2d8 + 3 damage against a prone target.		
Combat Advantage		
The dire woodland wolf gains combat advantage against a target that has one or more of the dire woodland wolf's allies adjacent to it. If the dire woodland wolf has combat advantage against the target, the target is also knocked prone on a hit.		
Alignment Unaligned	Languages –	
Str 18 (+6)	Dex 17 (+5)	Wis 15 (+4)
Con 18 (+6)	Int 4 (-1)	Cha 10 (+2)

4. The Cave of the Birdbears

In a rocky enclave along the river is the cave of the birdbears, the abandoned creation of a mad wizard. A pair of these eagle-headed bear-bodied beasts has made this cave its home and started a family.

Monsters

Party Level 6 (1,400 XP)

2 Birdbears (700 XP each) (B)

Party Level 7 (1,750 XP)

2 Birdbears (700 XP each) (B)

1 Juvenile Birdbear (350 XP) (J)

Party Level 8 (2,000 XP)

2 Birdbears (700 XP each) (B)

1 Juvenile Birdbear (350 XP) (J)

1 Young Birdbear (250 XP) (Y)

Features

Nest: In the southwest corner of the cave is the nest, containing 2 eggs.

Silver Vein: A successful Perception check DC 30 reveals signs of a possible silver vein in the north east corner of the cave.

Tactics

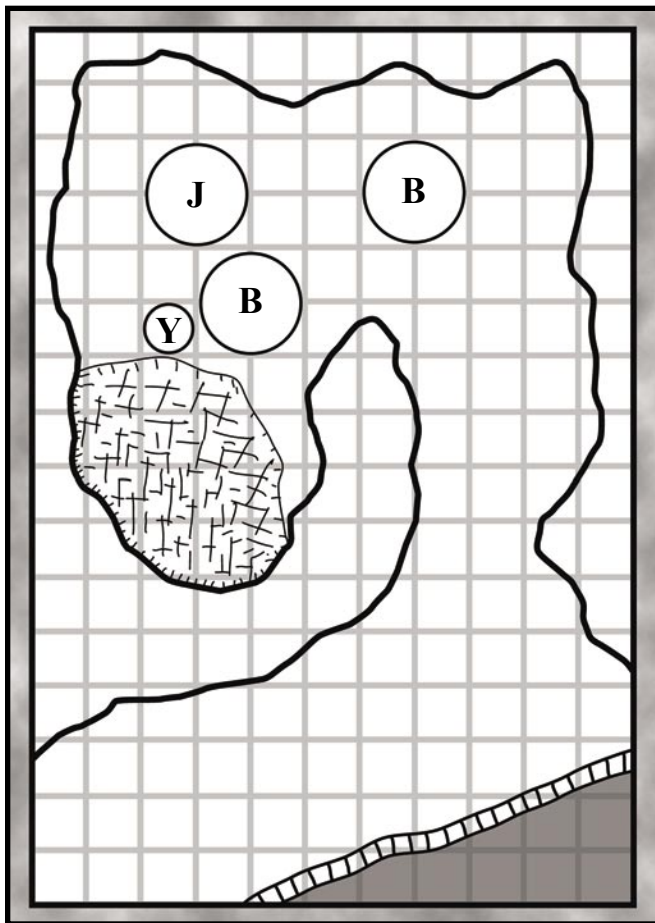
The birdbears are not terribly bright, but they are fierce in the defense of their home and young. They prefer to use their Double Attack with their razor-sharp claws and then Bite grabbed opponents with their hooked beaks. If present, juvenile and young birdbears will also join the fight.

Treasure

None

Quest

This is the area to complete the first quest for Elwyn (see Area 3 for more details). If the GM used the second hook to entice the players to explore the Woods of Woe, this is also the location of the birdbear eggs.



Young Birdbear Level 6 Brute Medium fey beast XP 250

Initiative +4 **Senses** Perception +6; low-light vision

HP 85; **Bloodied** 42; see also *shrill call*

AC 17; **Fortitude** 21, **Reflex** 17, **Will** 16

Speed 6

⊕ **Claw** (standard; at-will)

+10 vs. AC; 1d10 + 6 damage.

↩ **Shrill Call** (free, when first bloodied; encounter)

Close burst 1; +8 vs. Fortitude; the target is dazed (save ends).

Alignment Unaligned	Languages –	
Str 18 (+7)	Dex 11 (+3)	Wis 8 (+2)
Con 14 (+5)	Int 3 (-1)	Cha 9 (+2)

Birdbear Level 8 Elite Brute Large fey beast XP 700

Initiative +5 **Senses** Perception +10; low-light vision

HP 212; **Bloodied** 106; see also *shrill call*

AC 22; **Fortitude** 22, **Reflex** 19, **Will** 20

Saving Throws +2

Speed 7

Action Points 1

⊕ **Claw** (standard; at-will)

Reach 2; +14 vs. AC; 2d6 + 6 damage.

‡ **Double Attack** (standard; at-will)

The birdbear makes two claw attacks. If both claws hit the same target, the target is grabbed (until escape).

‡ **Bite** (standard; at-will)

Grabbed target only; automatic hit; 4d8 + 2 damage.

↩ **Shrill Call** (free, when first bloodied; encounter)

Close burst 2; +11 vs. Fortitude; the target is dazed (save ends).

Alignment Unaligned	Languages –	
Str 21 (+9)	Dex 15 (+6)	Wis 17 (+7)
Con 17 (+7)	Int 3 (+0)	Cha 11 (+4)

Juvenile Birdbear Level 8 Brute Large fey beast XP 350

Initiative +4 **Senses** Perception +8; low-light vision

HP 106; **Bloodied** 53; see also *shrill call*

AC 20; **Fortitude** 20, **Reflex** 19, **Will** 18

Speed 7

⊕ **Claw** (standard; at-will)

Reach 2; +12 vs. AC; 2d6 + 6 damage.

↩ **Shrill Call** (free, when first bloodied; encounter)

Close burst 1; +10 vs. Fortitude; the target is dazed (save ends).

Alignment Unaligned	Languages –	
Str 19 (+8)	Dex 16 (+7)	Wis 14 (+6)
Con 18 (+8)	Int 3 (+0)	Cha 11 (+4)

5. ROOT HOLLOW

As if out of a fairy story, this pile of jewelry in the middle of the forest is a proverbial pot of gold; however it is actually the machinations of a clever elite primordial root ravager that has chosen this thin stretch of ground along the river for an ambush site, luring the curious into the forest to investigate a gleam of light.

Monsters

Party Level 6 (1,200 XP)

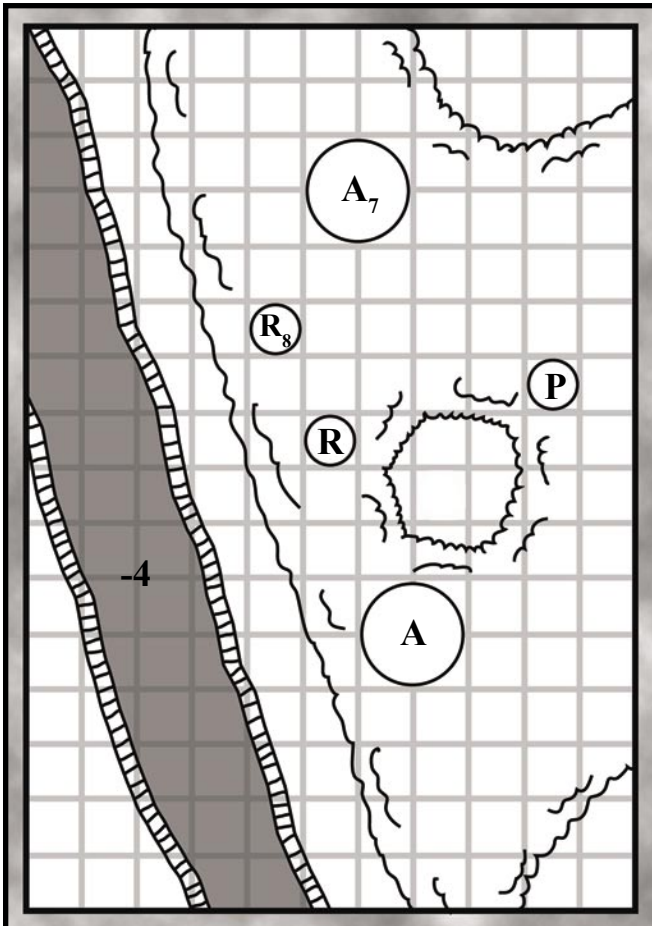
- 1 Elite Primordial Root Ravager (600 XP) (P)
- 1 Root Ravager (200 XP) (R)
- 1 Root Animate (400 XP) (A)

Party Level 7 (1,600 XP)

- 1 Elite Primordial Root Ravager (600 XP) (P)
- 1 Root Ravager (200 XP) (R)
- 2 Root Animate (400 XP each) (A) (A₇)

Party Level 8 (1,800 XP)

- 1 Elite Primordial Root Ravager (600 XP) (P)
- 2 Root Ravager (200 XP each) (R) (R₈)
- 2 Root Animate (400 XP each) (A) (A₇)



Features

Ambush: A pile of jewelry lies in the center of the clear ground surrounded by forest and thick undergrowth (considered difficult terrain).

Stream: The water level is relatively shallow this far upstream, 4 feet deep in the middle of the waterway. It is considered difficult terrain due to the muddy banks and silt.

Tactics

Hidden amongst the foliage until the elite primordial root ravager uses his Nitre Cloud, the monsters rely on their stealth for a successful ambush. Root ravagers will use their

Elite Primordial Root Ravager	Level 7 Elite Artillery
Medium natural humanoid (plant)	XP 600

Initiative +8 **Senses** Perception +11; blindsight 10

HP 130; **Bloodied** 65

AC 21; **Fortitude** 20, **Reflex** 17, **Will** 17

Saving Throws +2

Speed 7 (forest walk, swamp walk), swim 7

Action Points 1

⊕ **Slam** (standard; at-will)

+11 vs. AC; 1d8 + 4 damage.

⚡ **Discharge** (standard; at-will) • **Lightning**

Ranged 8; +14 vs. Reflex; 1d6 + 2 lightning damage.

⚡ **Double Attack** (standard; at-will) • **Lightning**

The elite primordial root ravager makes two discharge attacks. If both discharges hit the same target, the target is stunned (save ends).

⚡ **Root Hurl** (standard; at-will)

Ranged 5; +8 vs. Reflex; 1d6 + 2 damage, and the target is pushed 5 squares and is knocked prone.

☄ **Nitre Cloud** (standard; recharge ☐☐ ☐☐) • **Acid**

Area burst 1 within 8; +8 vs. Fortitude; 1d6 + 1 acid damage, and the target takes ongoing 2 acid damage (save ends) and is blinded until the end of the encounter.

Compression

The elite primordial root ravager can compress its body enough to squeeze through a 6-inch-wide crack. Cracks and other openings that are more than 6 inch wide do not slow the elite primordial root ravager at all.

Alignment Evil

Languages Common, Elven

Skills Stealth +10

Str 19 (+7)

Dex 19 (+7)

Wis 15 (+5)

Con 16 (+6)

Int 10 (+3)

Cha 11 (+3)

Wrenching Roots at a distance before closing in to attack with their Slams. Root animates attack with their Enveloping Roots whenever possible, making maximum use of their reach. The elite primordial root ravager will generally hang back, using Root Hurl to push aggressors back and using Discharge to attack targets or heal injured Root Animates; however it has no qualms about getting in middle of the fray and attacking with its Slam if it is tactically wise to do so. If the root animate(s) have been killed and they are bloodied, the root ravagers and elite primordial root ravager will use their Compression to retreat.

Treasure

Party Level 6

Mixed pile of jewelry and polished metal worth 300 gp

Party Level 7

Mixed pile of jewelry and polished metal worth 400 gp

Party Level 8

Mixed pile of jewelry and polished metal worth 500 gp

Root Ravager	Level 5 Controller	
Medium natural humanoid (plant)	XP 200	
Initiative +8	Senses Perception +8; blindsight 10	
HP 67; Bloodied 33		
AC 19; Fortitude 17, Reflex 18, Will 15		
Speed 7 (forest walk, swamp walk), swim 7		
⚡ Slam (standard; at-will)		
+7 vs. AC; 1d8 + 6 damage.		
↩ Wrenching Roots (standard; encounter)		
Close burst 6; targets enemies; +8 vs. Reflex; the target is restrained and take ongoing 8 damage (save ends both) as magical roots spring up out of the ground and crush it.		
Compression		
The root ravager can compress its body enough to squeeze through a 6-inch-wide crack. Cracks and other openings that are more than 6 inch wide do not slow the root ravager at all.		
Alignment Evil	Languages Common, Elven	
Skills Stealth +14		
Str 19 (+6)	Dex 20 (+7)	Wis 15 (+4)
Con 18 (+6)	Int 8 (+1)	Cha 11 (+2)

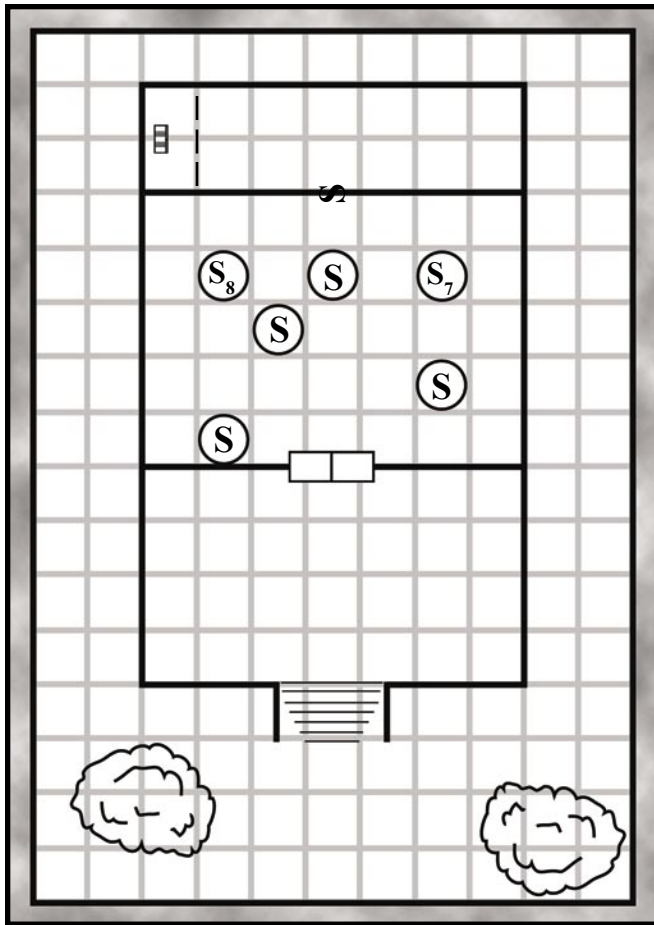
Root Animate	Level 9 Brute	
Large natural animate (plant)	XP 400	
Initiative +6	Senses Perception +5; darkvision	
HP 120; Bloodied 60		
AC 21; Fortitude 23, Reflex 18, Will 17		
Immune lightning; see also <i>electrical healing</i>		
Speed 4 (forest walk)		
⚡ Roots (standard; at-will)		
Reach 2; +11 vs. AC; 1d10 + 6 damage.		
⚡ Enveloping Roots (standard; at-will)		
The root animate makes two root attacks. If both attacks hit the same Medium or smaller target, the root animate makes a secondary attack against the target. <i>Secondary Attack</i> : +13 vs. Fortitude; the target is pulled into the root animate's space and restrained (save ends). While the target is restrained, the creature has line of sight or line of effects to it. At the start of the root animate's turn each round, the enveloped target takes 15 damage. The root animate can envelop up to 2 creatures at a time. When the target makes its save, it reappears in the square of its choice adjacent to the root animate.		
Electrical Healing (immediate reaction, when hit by a lightning attack; at-will) • Health		
The root animate regains 15 hit points.		
Alignment Unaligned	Languages –	
Skills Stealth +10		
Str 23 (+10)	Dex 13 (+5)	Wis 11 (+4)
Con 21 (+9)	Int 4 (-1)	Cha 11 (+4)

6. The Ruined Temple

Seated in a clearing, this ruined temple is now home to pack of monstrous creatures known as slaves of the moon. While most succumb to death when ravaged by wolves, a few refuse to die and are spared the long sleep, fusing into half man, half wolf. These cursed people have the head of wolves with a bi-pedal body and find solace in few things: shared solitude, the hunt, and howling under a full moon.

Monsters

- Party Level 6 (1,400 XP)**
4 Slaves of the Moon (350 XP each) (S)
- Party Level 7 (1,750 XP)**
5 Slaves of the Moon (350 XP each) (S) (S₇)
- Party Level 6 (2,100 XP)**
6 Slaves of the Moon (350 XP each) (S) (S₇)(S₈)



Features

Antechamber: The front steps open into an antechamber where worshippers can prepare themselves of audience with the divine beyond the double doors.

Lighting: In the corners of the inner room are sconces with burning lamps, giving the areas dim light.

Secret Chamber: Unbeknown to the slaves of the moon, there is a secret door behind one of the wall tapestries leading to a secret chamber that holds tithes and the revered sickle of the long-gone worshippers of this former temple (see Treasure). A Perception Check DC 30 reveals the secret door. In front of the altar bearing the treasure is a tripwire for a Poisoned Dart Wall (See D&D 4E DUNGEONS MASTER'S GUIDE). If the trap is triggered, anyone in the secret chamber is within range of the trap.

Trapped Door: The slaves of the moon close the inner double doors behind them and set up a tripwire with metal noise makers to alert them if anyone opens the door. A Perception Check DC 23 reveals the presence of the tripwire before triggering it.

Slave of the Moon Level 8 Brute

Medium natural humanoid (shapechanger) XP 350

Initiative +8 **Senses** Perception +12; low-light vision

HP 108; **Bloodied** 54

Regeneration 5

AC 20; **Fortitude** 20, **Reflex** 19, **Will** 18

Speed 6 (8 in wolf form)

⊕ **Claw** (standard; at-will)

+14 vs. AC; 2d8 + 2 damage

⊕ **Bloody Bite** (standard; at-will)

+14 vs. AC; 1d10 + 4 damage, and the target takes ongoing 5 damage (save ends).

Frenzied Charge

When a slave of the moon charges an enemy, it can make a claw attack against each enemy within its reach at the end of its charge.

Change Shape (minor; at-will) • Polymorph

A slave of the moon can alter its physical form to appear as a gray wolf. A slave of the moon cannot use its claw attack in wolf form.

Alignment Evil

Languages Common

Skills Bluff +9, Insight +11, Intimidate +9, Nature +11

Str 18 (+8)

Dex 17 (+7)

Wis 15 (+6)

Con 19 (+8)

Int 11 (+4)

Cha 10 (+4)

Equipment leather armor

Tactics

The slaves of the moon are simple yet fierce combatants. While in humanoid form, they use Frenzied Charge to tear at opponents with their sharp claws, but they can also use their vicious bite. If they are overwhelmed, they will turn into wolf form and retreat into the forest.

Treasure

Party Level 6

Lifedrinker Sickle +2, embellished leather armor (50 gp), 800 sp

Party Level 7

Magical Sickle +3, embellished leather armor (50 gp), 1000 sp

Party Level 8

Vicious Sickle +3, embellished leather armor (50 gp), 1200 sp

7. Enter the Dragon

A shallow cave off the river is the launching point for Verdenthax, an ambitious young dragon new to the woods. An entourage of lizards follows him filling this antechamber.

Monsters

Party Level 6 (875 XP)

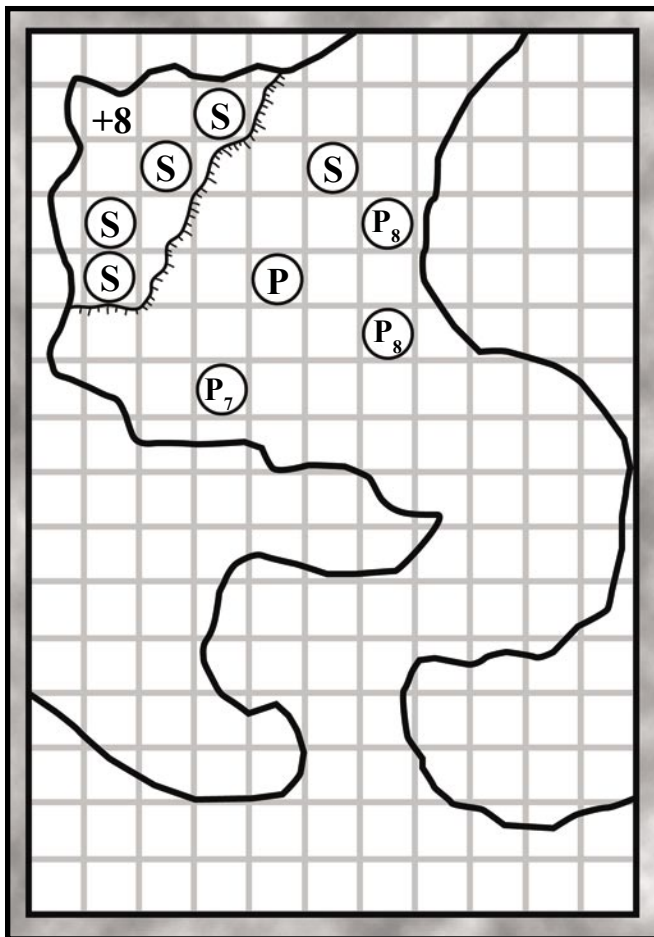
5 Spitting Lizard (150 XP each) (S)
1 Pack Lizard (125 XP) (P)

Party Level 7 (1,000 XP)

5 Spitting Lizard (150 XP each) (S)
2 Pack Lizard (125 XP) (P) (P₇)

Party Level 8 (1,250 XP)

5 Spitting Lizard (150 XP each) (S)
4 Pack Lizard (125 XP) (P) (P₇) (P₈)



Features

Ledge: The northwest section of the cave is a rocky ledge 8 feet above the cave floor (Athletics Check DC 15 to climb).

Tactics

The spitting lizards use their ranged attack Poison Spit from the ledge and from the cave floor while the pack lizards use their melee attack Bite against opponents.

Treasure

None

Spitting Lizard		Level 3 Artillery	
Medium natural beast (reptile)		XP 150	
Initiative +4	Senses Perception +4		
HP 38; Bloodied 19			
AC 17; Fortitude 14, Reflex 16, Will 14			
Speed 8			
⚡ Bite (standard; at-will)			
+7 vs. AC; 2d4 + 1 damage.			
☞ Poison Spit (standard; at-will) • Poison			
Ranged 12; +9 vs. Reflex; 2d4 + 4 poison damage.			
Alignment Unaligned	Languages –		
Str 15 (+3)	Dex 19 (+5)	Wis 15 (+3)	
Con 15 (+3)	Int 2 (-3)	Cha 13 (+2)	
Pack Lizard		Level 2 Brute	
Small natural beast (reptile)		XP 125	
Initiative +2	Senses Perception +6		
HP 48; Bloodied 24			
AC 15; Fortitude 15, Reflex 13, Will 12			
Speed 7			
⚡ Bite (standard; at-will)			
+8 vs. AC; 1d10 + 1 damage, or 1d10 + 3 damage while within 3 squares of an ally.			
Alignment Unaligned	Languages –		
Str 17 (+4)	Dex 14 (+3)	Wis 13 (+2)	
Con 19 (+5)	Int 2 (-3)	Cha 13 (+2)	

8. Heart of Verdenthax

This cave system ends in Verdenthax's personal lair surrounded by the modest beginnings of a dragon hoard (and at Party Level 7 & 8 his grooming lizards).

Monsters

Party Level 6 (1,000 XP)

Verdenthax (1,000 XP) (V)

Party Level 7 (1,250 XP)

Verdenthax (1,000 XP) (V)

2 Pygmy Poison Lizard Swarm (125 XP) (S)

Party Level 8 (1,500 XP)

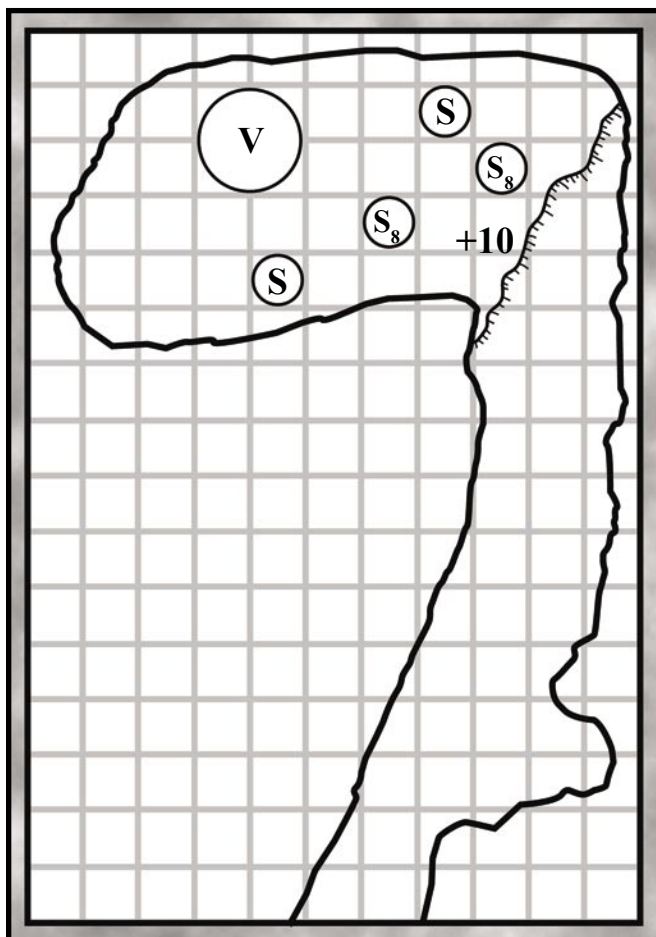
Verdenthax (1,000 XP) (V)

4 Pygmy Poison Lizard Swarm (125 XP each) (S) (S_g)

Features

Ceiling: The ceiling of the cave is 20 feet tall from the cave floor and 10 feet from the floor of the ledge.

Ledge: The ledge in the far north of the cave is 10 feet from the cave floor (Athletics Check DC 18 to climb). Verdenthax keeps his valuables behind him on the ledge.



Tactics

Verdenthax begins the combat with his Poison Breath and then his Terrifying Presence before closing in for melee combat. If the pygmy poison lizard swarms are present, they will close in and attack immediately with their Toothy Swarm and Overwhelm

Verdenthax	Level 5 Solo Skirmisher
Large natural magical beast (dragon)	XP 1,000

Initiative +8 **Senses** Perception +9; darkvision

HP 260; **Bloodied** 130; see also *retaliatory breath*

AC 21; **Fortitude** 17, **Reflex** 19, **Will** 17

Resist 15 poison

Saving Throws +5

Speed 9, fly 9 (hover), overland flight 14; see also *flying strike*

Action Points 2

⊕ **Bite** (standard; at-will) • **Poison**

Reach 2; +11 vs. AC; 1d8 + 3 damage, and ongoing poison damage (save ends).

⊕ **Claw** (standard; at-will)

Reach 2; +11 vs. AC; 1d6 + 3 damage.

⊕ **Double Attack** (standard; at-will)

Verdenthax makes two claw attacks.

⊕ **Flying Strike** (standard; recharge ☑, ☑☑)

Verdenthax flies up to 9 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.

⊕ **Tail Lash** (immediate reaction, if an adjacent enemy does not move on its turn; at-will)

+10 vs. Reflex; 2d8 + 5 damage.

↔ **Poison Breath** (standard; recharge ☑☑, ☑☑☑) • **Poison**

Close burst 6; +9 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

↔ **Retaliatory Breath** (free, when first bloodied; encounter) • **Poison**

Verdenthax's breath weapon recharges and it uses it immediately.

↔ **Terrifying Presence** (standard; recharge ☑☑, ☑☑☑, ☑☑☑☑) • **Fear**

Close burst 5; targets enemies; +8 vs. Will; the target is stunned until the end of Verdenthax's next turn.

Alignment Evil

Languages Common, Draconic

Skills Bluff +16, Diplomacy +12, Insight +16, Intimidate +12

Str 14 (+4)

Dex 21 (+7)

Wis 17 (+5)

Con 16 (+5)

Int 14 (+4)

Cha 16 (+5)

Pygmy Poison Lizard Swarm **Level 2 Soldier**
 Medium natural beast (reptile, swarm) XP 125

Initiative +6 **Senses** Perception +6

Swarm Attack aura 1; the pygmy lizard swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

HP 38; **Bloodied** 19

AC 18; **Fortitude** 15, **Reflex** 17, **Will** 14

Immune fear, poison; **Resist** half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks.

Speed 8

⬇ **Toothy Swarm** (standard; at-will) • **Poison**

+9 vs. AC; 1d10 + 2 poison damage, or 2d10 + 2 poison damage against a prone target, and ongoing 2 poison damage (save ends).

⬇ **Overwhelm** (minor; at-will)

+8 vs. Fortitude; the target is knocked prone.

Alignment Unaligned **Languages** –

Str 14 (+3) **Dex** 19 (+5) **Wis** 13 (+2)

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

Treasure

Party Level 6

Thundering shortbow +2, *Potion of Healing*, 2,000 cp, 2,500 sp, 700 gp

Party Level 7

Lightning shortbow +2, *Potion of Healing*, 4,000 cp, 3,500 sp, 800 gp

Party Level 8

Magic shortbow +2, *Potion of Healing*, 6,000 cp, 4,500 sp, 900 gp

Quest

Producing the head of Verdenthax will satisfy Elwyn's second quest. For GMs that used the first hook to entice the party to enter the Woods of Woe, this is the location to retrieve a whole specimen of the pygmy variety of the poison lizard.

9. Ruined Village Outskirts

This once-thriving village now lies in ruins. No one is certain what happened to the village, at least no living person. The worshippers of the Breathless Lord now reside in this riverside community.

Monsters

Party Level 6 (1,000 XP)

5 Necrophage (200 XP each) (N)

Party Level 7 (1,200 XP)

6 Necrophage (200 XP each) (N) (N₇)

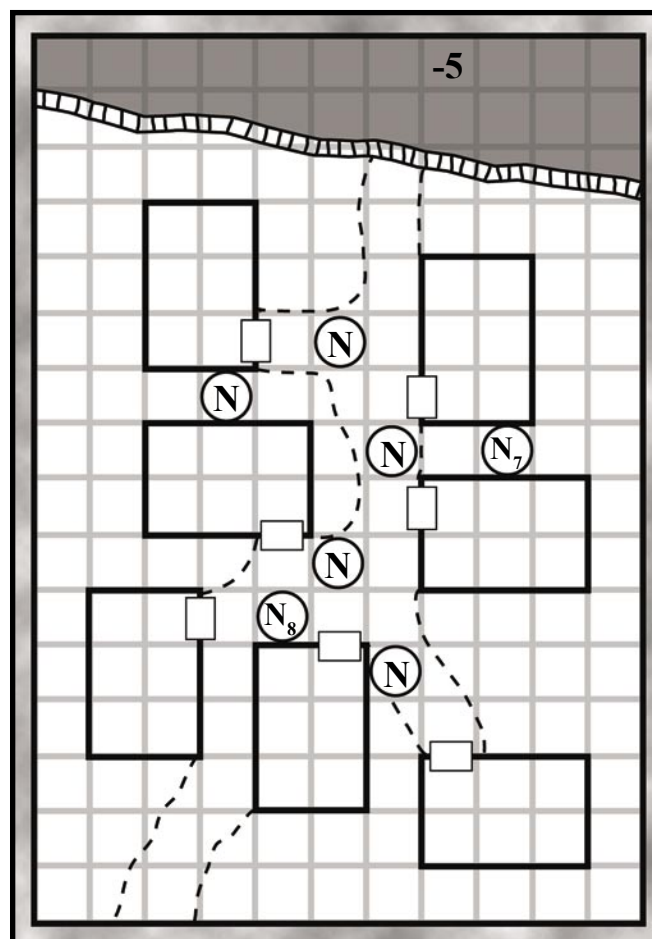
Party Level 8 (1,400 XP)

7 Necrophage (200 XP each) (N) (N₇) (N₈)

Features

Empty Buildings: Most of the buildings are empty of valuables with most of the furniture smashed. The blood-stained floors and splattered walls do not bode well for the villagers that once lived here.

Path: A simple mud path constitutes the village's only road. The path is slippery and muddy from recent rain (Dexterity Check DC 15 to keep ones footing while moving on the path). The necrophages do not need to make the check to keep their footing. Following the path south is the well (Area 10) ending in the church (Area 11).



River: The river has a slight current and is relatively shallow (5 feet deep).

Tactics

The necrophages roam the village, patrolling the streets hungry for the taste of living flesh. They will work together to bring down prey, using their Claws and whenever possible Consumptive Bite.

Treasure

None

Necrophage	Level 5 Soldier	
Medium natural humanoid (undead)	XP 200	
Initiative +10	Senses Perception +4; darkvision	
HP 63; Bloodied 31		
AC 21; Fortitude 18, Reflex 20, Will 17		
Immune disease, poison; Resist 10 necrotic; Vulnerable 5 radiant		
Speed 7, climb 3		
⊕ Claws (standard; at-will)		
+10 vs. AC; 2d6 + 2 damage, and the target is immobilized (save ends).		
⊕ Consumptive Bite (standard; at-will) • Necrotic		
Target must be immobilized, stunned, or unconscious; +12 vs. Fortitude; 3d6 + 4 necrotic damage, and the target is stunned (save ends).		
Alignment Chaotic Evil	Languages Common	
Skills Stealth +15		
Str 15 (+4)	Dex 18 (+6)	Wis 10 (+2)
Con 14 (+4)	Int 11 (+2)	Cha 13 (+3)

10. The Well

Congregating around the well are more servants of the Breathless Lord. They seek to convert the living to the perfect will of the Breathless Lord.

Monsters

Party Level 6 (1,200 XP)

3 Necrotic Reapers (400 XP each) (R)

Party Level 7 (1,550 XP)

3 Necrotic Reapers (400 XP each) (R)
2 Necrotic Mages (175 XP each) (M)

Party Level 8 (1,750 XP)

3 Necrotic Reapers (400 XP each) (R)
2 Necrotic Mages (175 XP each) (M)
1 Necrophage (200 XP) (N)

Features

Buildings: West and east of the well are the burned out shells of the old tavern and inn. To the south of the well is the church (Area 11).

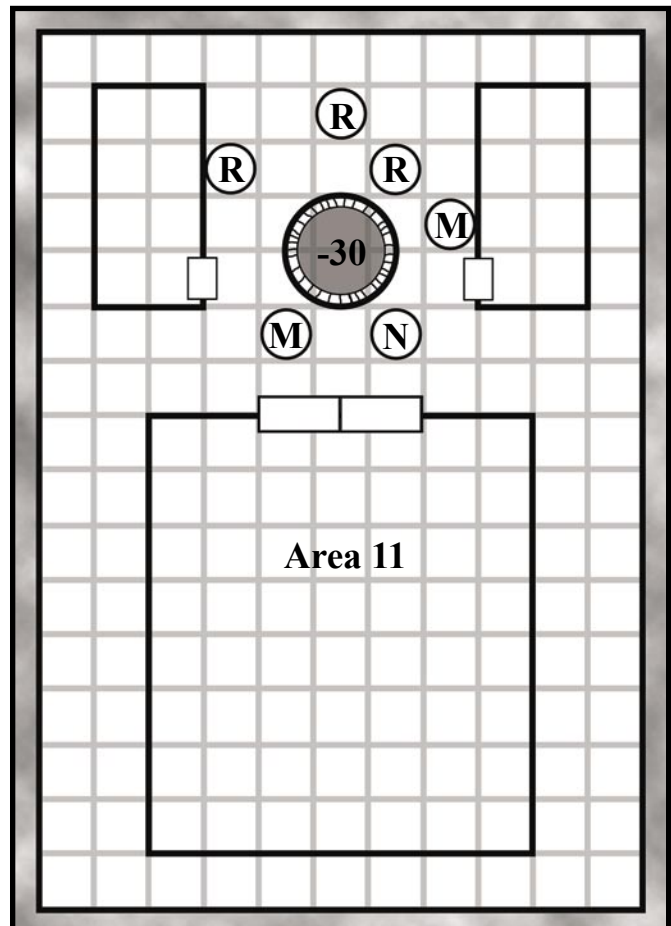
Well: The well is 30 feet deep with 20 feet of water on the bottom. The bucket and winch are still working. The water has been spoiled by the triune avatar of the Breathless Lord (in Area 11) so that it is refreshing to undead (minor action to drink the water if readily available, healing 2d8 points of damage). However, if the living partake of the water, they take 2d8 necrotic damage. The water retains its potency for 1 hour after removal from the well. The servants of the Breathless Lord continually refresh the bucket discussed in Tactics.

Tactics

Necrotic reapers attack melee with their Blackblade while necrotic mages prefer to attack at a distance with their Necrotic Bolt, using their Wave of Fear when melee opponents get too close. Injured necrotic reapers will use Necrotic Reap on immobilized opponents. If present the necrophage enters the fray with its claws but uses its Consumptive Bite whenever possible. The bucket is full of water and rests on the side of the well.

Treasure

None



Necrotic Reaper **Level 9 Soldier**
 Medium natural humanoid (undead) XP 400

Initiative +8 **Senses** Perception +4; darkvision

HP 98; **Bloodied** 49

AC 25; **Fortitude** 22, **Reflex** 18, **Will** 22

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

Speed 6

⊕ **Blackblade** (standard; at-will) • **Necrotic, Weapon**

+16 vs. AC; 1d8 + 5 necrotic damage, and is immobilized (save ends).

↘ **Necrotic Reap** (standard; recharge ☞ ☞) • **Healing, Necrotic**

Ranged 6; affects an immobilized target only; +10 vs. Fortitude; 2d8 + 1 necrotic damage, and the necrotic reaper regains 20 hit points.

Alignment Evil **Languages** Common

Skills Intimidate +14

Str 21 (+9) **Dex** 12 (+5) **Wis** 8 (+3)

Con 19 (+8) **Int** 11 (+5) **Cha** 21 (+9)

Equipment plate armor, heavy shield, longsword

Necrotic Mage **Level 4 Controller**
 Medium natural humanoid (undead) XP 175

Initiative +4 **Senses** Perception +6; darkvision

HP 54; **Bloodied** 27

AC 18; **Fortitude** 15, **Reflex** 16, **Will** 17

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

Speed 8

⊕ **Claw** (standard; at-will) • **Necrotic**

+8 vs. AC; 1d6 damage plus 5 necrotic damage.

↘ **Necrotic Bolt** (standard; at-will) • **Necrotic**

Ranged 25; +8 vs. Reflex; 1d6 + 2 necrotic damage, and the target is immobilized (save ends).

↩ **Wave of Fear** (standard; recharge ☞ ☞ ☞) • **Fear**

Close blast 6; +7 vs. Will; 1d3 damage, and the target is pushed 4 squares.

Alignment Evil **Languages** Common

Skills Arcana +12, Religion +12

Str 11 (+2) **Dex** 15 (+4) **Wis** 8 (+1)

Con 15 (+4) **Int** 17 (+5) **Cha** 17 (+6)

11. The Spirit Within

The triune avatar of the Breathless Lord resides with his entourage in the church. They have consecrated the church as a place to worship the Breathless Lord, using countless sacrificial villagers in their death-reveling rituals.

Monsters

Party Level 6 (1,700 XP)

1 Triune Avatar of the Breathless Lord (500 XP) (T)

1 Warder of the Breathless Lord (1,200 XP) (W)

Party Level 7 (2,000 XP)

1 Triune Avatar of the Breathless Lord (500 XP) (T)

1 Warder of the Breathless Lord (1,200 XP) (W)

1 Fleshless Janissary (300 XP) (F)

Party Level 8 (2,500 XP)

1 Triune Avatar of the Breathless Lord (500 XP) (T)

1 Warder of the Breathless Lord (1,200 XP) (W)

2 Fleshless Janissaries (300 XP each) (F) (F₈)

1 Witness of the Breathless Lord (200 XP) (I)

Features

Dais: The dais is 2 feet above the floor with a statue of the Breathless Lord. The grotesque demonic form has 2 gems for its eyes that sparkle when light is introduced into the room.

Lighting: The windows have been covered over and there is no light in the room.

Remains: There are human and animal remains spread across the room. In bright light conditions, a Perception DC 15 (DC 20 in low-light) spots a glass vile among the remains (see Treasure Section).

Tactics

The triune avatar of the Breathless Lord will use one of his Eyes and attack with his Triune Scepter as a last resort. He prefers to deal damage with his Eye of Ice or of Flame, using his Eye of Thunder to push nearby combatants away when necessary or when tactically advantageous. The warden of the Breathless Lord will try to have someone warded using Imprison the Living, ensuring he gets defense bonuses from Bastion of the Breathless Lord. Once an opponent is warded, he will use Consume the Warded and either Claw or Breathless Burst, whichever is tactically wisest.

When present fleshless janissaries attack with their scimitars. The witness of the Breathless Lord will also attack and if it looks like it is likely to fall in battle, it will position itself to damage the most number of opponents with its Blessing of the Breathless Lord.

Treasure

Party Level 6

Potion of Healing, 2 gems (400 gp each)

Party Level 7

Potion of Healing, 2 gems (800 gp each)

Party Level 8

Potion of Healing, 2 gems (1,000 gp each)

Triune Avatar of the Breathless Lord Level 10 Artillery (Leader)

Medium natural humanoid (undead) XP 500

Initiative +7 **Senses** Perception +8; darkvision

Air of the Breathless (Healing) aura 3; undead allies in the aura gain regeneration 5.

HP 40; **Bloodied** 20; see also *eyes of the Breathless Lord*

AC 24; **Fortitude** 21, **Reflex** 22, **Will** 23

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

Speed 6

⊕ **Triune Sceptre** (standard; at-will) • **Necrotic, Weapon**

+11 vs. AC; 1d8 + 1 damage plus 1d6 necrotic damage.

↗ **Eye of Ice** (minor 1/round; at-will) • **Cold**

Ranged 10; +15 vs. Will; 1d6 + 3 cold damage.

↗ **Eye of Flame** (minor 1/round; at-will) • **Fire**

Ranged 10; +15 vs. Fortitude; 1d6 + 3 fire damage.

↖ **Eye of Thunder** (minor 1/round; at-will) • **Thunder**

Close burst 2; +15 vs. Reflex; 1d4 + 1 thunder damage and the target is pushed 4 squares.

Eyes of the Breathless Lord • Healing

When the triune avatar of the breathless lord is reduced to 0 hit points, one of its eyes (determine randomly from the three listed above) is destroyed, and it loses the ability to use that power. If the creature has any eyes remaining, it instantly heals to full hit points (40 hit points). When all three eyes are destroyed, the triune avatar of the breathless lord is destroyed as well.

Alignment Evil	Languages Common	
Skills Bluff +14, Insight +11, Intimidate +14		
Str 15 (+7)	Dex 17 (+8)	Wis 14 (+7)
Con 16 (+8)	Int 17 (+8)	Cha 20 (+10)

Equipment sceptre

Warden of the Breathless Lord Level 11 Elite Solider

Large shadow humanoid (undead) XP 1,200

Initiative +8 **Senses** Perception +10; darkvision

HP 224; **Bloodied** 122

AC 27; **Fortitude** 25, **Reflex** 21, **Will** 26; see also *bastion of the breathless lord*

Immune disease, poison; **Resist** 15 necrotic; **Vulnerable** 5 radiant

Saving Throws +2

Speed 6

Action Points 1

⊕ **Claw** (standard; at-will)

Reach 2; +16 vs. AC; 2d4+ 6 damage.

↗ **Imprison the Living** (standard; at-will) • **Necrotic**

Ranged 4; targets a living humanoid; +16 vs. Fortitude; 1d8 + 5 necrotic damage, and the target is warded (save ends). The warded creature is removed from play and can take no actions. If it succeeds on a saving throw, it escapes and appears in an unoccupied space of its choice adjacent to the warden of the breathless lord. A warded creature escapes automatically when the warden of the breathless lord is destroyed. Only one creature can be warded at a time.

↖ **Breathless Burst** (standard, usable only after the warden of the breathless lord uses *consume the warded* and only on the same turn; at-will) • **Fear, Necrotic**

Close burst 1; +14 vs. Will; 2d8 + 4 necrotic damage, and the target is immobilized until the end of the warden of the breathless lord's next turn.

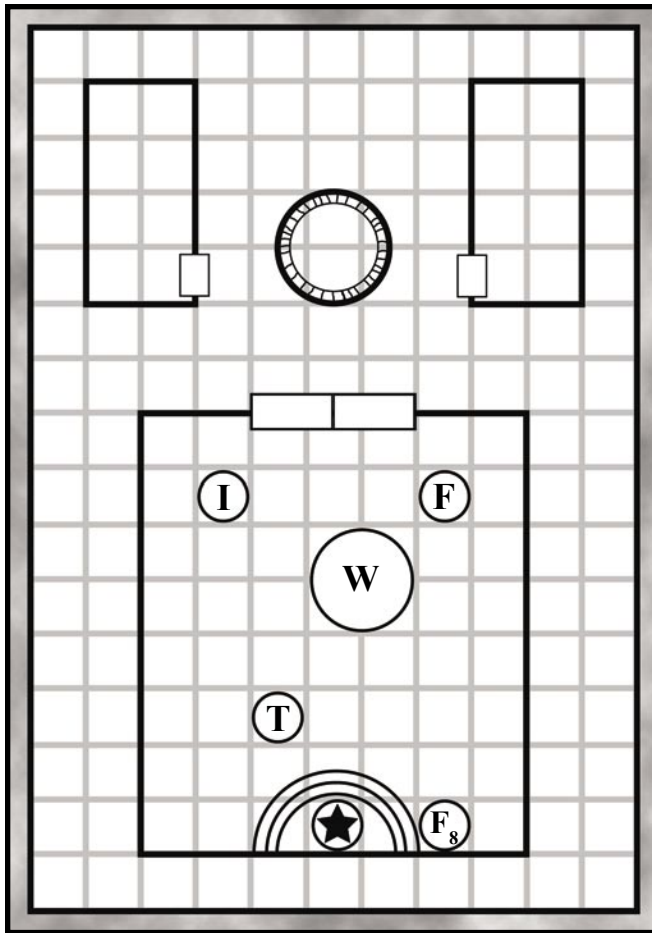
↖ **Consume the Warded** (minor; at-will) • **Healing, Necrotic**

The warden of the breathless lord deals 10 necrotic damage to a creature it has warded (see *imprison the living*). The warden of the breathless lord either regains 10 hit points or uses *breathless burst*. A creature killed by this power can't be returned to life with a Raise Dead ritual.

Bastion of the Breathless Lord

The warden of the breathless lord gains a +2 bonus to all defenses while it has a creature warded (see *imprison the living*).

Alignment Evil	Languages Common	
Skills Stealth +12		
Str 19 (+10)	Dex 14 (+8)	Wis 8 (+5)
Con 21 (+11)	Int 13 (+7)	Cha 16 (+9)



Fleshless Janissary **Level 3 Elite Soldier**
 Medium natural animate (undead) XP 300

Initiative +5 **Senses** Perception +3; darkvision
HP 90; **Bloodied** 45
AC 20; **Fortitude** 17, **Reflex** 16, **Will** 17
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Saving Throws +2
Speed 6
Action Points 1

⊕ **Scimitar** (standard; at-will) • **Weapon**
 +11 vs. AC; 1d8 + 1 damage; see also *enemy of the flesh*.

Enemy of the Flesh
 When making an attack against a living creature, the fleshless janissary gains a +2 bonus to the attack roll and deals an extra 1d6 damage.

Alignment Unaligned	Languages –	
Str 14 (+3)	Dex 16 (+4)	Wis 15 (+3)
Con 12 (+2)	Int 2 (-3)	Cha 2 (-3)

Equipment heavy shield, scimitar

Witness of the Breathless Lord **Level 5 Brute**
 Medium natural animate (undead) XP 200

Initiative +4 **Senses** Perception +3; darkvision
HP 77; **Bloodied** 38; see also *boneshard burst*
AC 17; **Fortitude** 16, **Reflex** 16, **Will** 15
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Speed 6

⊕ **Holy Water Sprinkler** (standard; at-will) • **Necrotic, Weapon**
 +9 vs. AC; 1d8 + 6 damage plus 5 necrotic damage.

↔ **Blessing of the Breathless Lord** (when the witness of the breathless lord is reduced to 0 hit points) • **Necrotic**
 Close burst 3; +8 vs. Reflex; 4d6 + 6 necrotic damage.

Alignment Unaligned	Languages –	
Str 17 (+5)	Dex 17 (+5)	Wis 15 (+4)
Con 16 (+5)	Int 2 (-2)	Cha 2 (-2)

Equipment holy water sprinkler

12. grymgrey's raiders

Grymgrey and his woodland raiders have made camp in a clearing by the river. On the move during the day, the party will only encounter Grymgrey and his raider after dusk to a few hours after dawn.

Monsters

Party Level 6 (1,200 XP)
 Grymgrey (800 XP) (G)
 1 Woodland Raider (400 XP) (R)

Party Level 7 (1,600 XP)
 Grymgrey (800 XP) (G)
 2 Woodland Raider (400 XP each) (R) (R₇)

Party Level 8 (1,800 XP)
 Grymgrey (800 XP) (G)
 2 Woodland Raider (400 XP) (R) (R₇)
 1 Dire Woodland Wolf (200 XP) (W)

Features

Camp Fire: The raiders are huddled around a campfire in the clearing by the river.

Forrest: The terrain is mostly clear with a few trees, but none of the terrain on the map is considered difficult.

River: The river has a slight current and is relatively shallow (4 feet deep).

Tactics

Grymgrey and the woodland raider(s) use their Hit and Run as often as possible, taking advantage of their speed. If present the dire woodland wolf tries to gain combat advantage to knock targets prone and maximize its Bite damage.

Treasure

Party Level 6

Shortsword of Frost +2, *Mirror of Inner Beauty*, 200 gp

Party Level 7

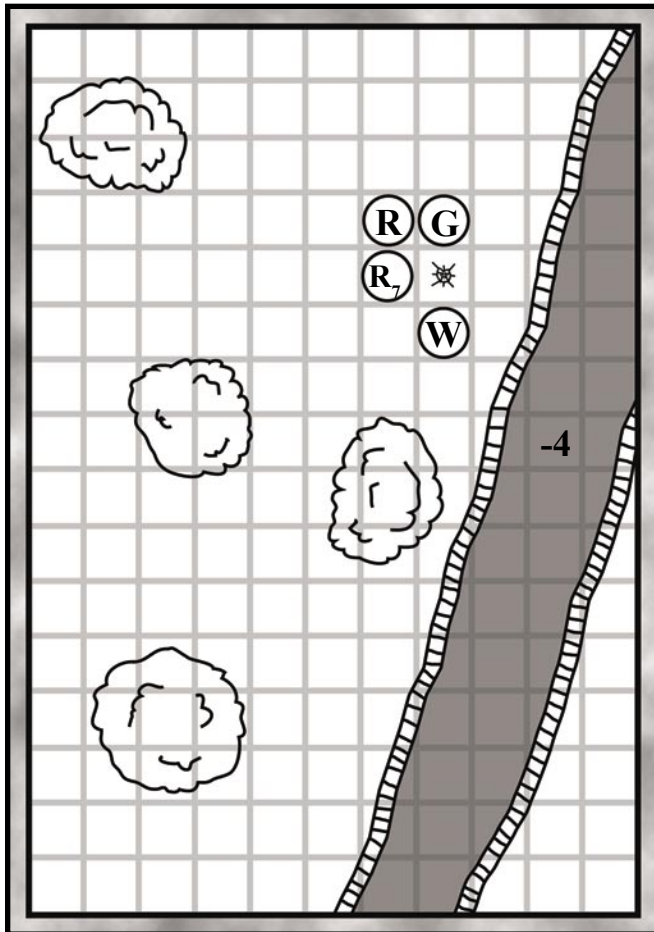
Shortsword of Terror +2, emerald necklace (1,250 gp), *Mirror of Inner Beauty*, 200 gp

Party Level 8

Flaming Shortsword +2, emerald necklace (1,000 gp), *Mirror of Inner Beauty*, 200 gp

Quest

Return the *Mirror of Inner Beauty* to Grulak (Area 2) to complete a quest.



Mirror of Inner Beauty

Level 1

This polished bronze mirror never seems to dull as it returns beauty upon beauty.

Wondrous Item 360 gp

Property: Beauty is in the eye of the beholder and this mirror makes even the ugliest creature appear handsome as they gaze into their reflection.

Grymgrey

Level 9 Elite Skirmisher

Small fey humanoid

XP 800

Initiative +12 **Senses** Perception +8; low-light vision

HP 192; **Bloodied** 96

AC 26 (28 against opportunity attacks); **Fortitude** 22, **Reflex** 24, **Will** 22

Saving Throws +2

Speed 14, climb 7; see also *woodland shift* and *hit and run*

Action Points 1

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

+16 vs. AC; 1d6 +5 damage.

⊕ **Hit and Run** (standard; at-will) • **Weapon**

Grymgrey moves its speed. At any three points during its move, Grymgrey makes a melee basic attack at a -4 penalty. Grymgrey cannot use this power while immobilized or slowed.

Blade Dance

When only making two attacks during its *hit and run*, Grymgrey adds +2 to all defenses until the start of his next turn.

Woodland Shift (standard; at-will)

Grymgrey shifts 8 squares.

Unbound (minor; recharge ☐☐, ☐☐☐, ☐☐☐☐)

An immobilized Grymgrey is no longer immobilized.

Alignment Evil

Languages Elven

Skills Acrobatics +22, Bluff +10, Stealth +15

Str 8 (+3)

Dex 25 (+11)

Wis 16 (+7)

Con 17 (+7)

Int 15 (+6)

Cha 11 (+4)

Equipment short sword

Woodland Raider Level 9 Skirmisher
Small fey humanoid XP 400

Initiative +12 **Senses** Perception +8; low-light vision

HP 96; **Bloodied** 48

AC 24 (26 against opportunity attacks); **Fortitude** 20,
Reflex 24, **Will** 20

Speed 14, climb 7; see also *woodland shift* and *hit and run*

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

+15 vs. AC; 1d6 +4 damage.

⊕ **Hit and Run** (standard; at-will) • **Weapon**

The woodland raider moves its speed. At any three points during its move, the woodland raider makes a melee basic attack at a -4 penalty. The woodland raider cannot use this power while immobilized or slowed.

Woodland Shift (standard; at-will)

The woodland raider shifts 8 squares.

Unbound (minor; recharge Ⓢ, Ⓢ, Ⓢ)

An immobilized woodland raider is no longer immobilized.

Alignment Evil **Languages** Elven

Skills Acrobatics +22, Bluff +10, Stealth +15

Str 8 (+3) **Dex** 25 (+11) **Wis** 16 (+7)

Con 17 (+7) **Int** 15 (+6) **Cha** 11 (+4)

Equipment short sword

Dire Woodland Wolf Level 5 Skirmisher
Large natural beast XP 200

Initiative +8 **Senses** Perception +8; low-light vision

HP 67; **Bloodied** 33

AC 19; **Fortitude** 18, **Reflex** 17, **Will** 16

Speed 7

⊕ **Bite** (standard; at-will)

+11 vs. AC; 1d8 + 3 damage, or 2d8 + 3 damage against a prone target.

Combat Advantage

The dire woodland wolf gains combat advantage against a target that has one or more of the dire woodland wolf's allies adjacent to it. If the dire woodland wolf has combat advantage against the target, the target is also knocked prone on a hit.

Alignment Unaligned **Languages** –

Str 18 (+6) **Dex** 17 (+5) **Wis** 15 (+4)

Con 18 (+6) **Int** 4 (-1) **Cha** 10 (+2)



Area 1: The Shadow Pack of Tintinablos



Area 11: The Spirit Within



Area 4: The cave of the Birdbears



Area 8: Heart of Verdenthax