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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
treacherous swamps!

The Swamp of Timbermoor

An adventure setting for
5 players levels 9–11

Expeditious Retreat Press



LANDS OF DARKNESS



SWAMP OF TIMBERMOOR

An adventure setting for 5 players levels 9–11

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Table of Contents

Introduction.....	2	6. Temple of the Toad, Upper Level	10
Overview Map of the Swamps of Timbermoor	3	7. Tombs of the Toad.....	11
1. Griselda's Lodge	4	8. Tombs of the Toad, Lower Level	13
2. Bog Horrors' Lair.....	6	9. Clearing of Stone	15
3. Steaming Grove	7	10. Esmeralda's Lodge.....	16
4. Strange Fruit.....	8	11. Warriors' Mound	17
5. Temple of the Toad.....	9	12. Bloodsucking Grove	19

introduction

Lands of Darkness #4: Swamp of Timbermoor is designed for parties Levels 9-11. 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, Swamp of Timbermoor is designed for parties Levels 9-11, so each encounter will have monsters, treasures, quests, and starting position map for a party level 9, party level 10, and party level 11. 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 1, Griselda and the hoarfrost bramble are present for all party levels, but the root animate is only present for Party Level 10 and 11. Also note the addition of more monsters of the same type. For example in area 1, there is only 1 root animate for Party Level 10 (denoted on the map as **(R)**), while Party Level 11 encounters 2 root animates (denoted on the map as **(R)** and **(R₁₁)**).

History

The Swamp of Timbermoor is a vast low-lying wetland fed by regular rain and seasonal flooding of a nearby river. The swamp is an untamed no-man's land, creating a natural barrier between lands that might otherwise find reason to war against each other more frequently.

Hooks

If the party needs some incentive to explore the Swamp of Timbermoor, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Level 9-400 Experience, 200 gp; Level 10-500 Experience, 300 gp; Level 11-600 Experience, 400gp).

- A collector hires the party to retrieve the statute of the toad (area 8), a religious relic said to reside in a forgotten temple deep in the swamp.
- A woman hires the party to find and return the remains of her grandfather who died in the swamp years ago in a terrible battle. The mass grave lies somewhere in the swamp, but the woman can give no additional information about the location, only information about how to identify her grandfather by his possessions and family crest (area 11).

- A fabled creature with many heads is said to live in the swamp, and a quirky man of science has hired the party to find such a creature and bring proof so he may lord it over his scientific colleagues and naysayers (area 4).

Features

Hazards: While exploring the Swamp of Timbermoor, the party may come across two common hazards (present at the GM's discretion): swamp gas and quicksand.

Movement and Terrain: The swamp is a tangle of tree roots and marshy patches. There are no established roads in the swamp and most areas are considered difficult terrain (see D&D 4E DUNGEON MASTER'S GUIDE). See the area's Features for more information about the terrain in each area.

Water: Much of the swamp is covered in water of varying depths, and in the right circumstances, it only takes a few feet of water to drown. Unless otherwise noted, it is a standard Athletics Check DC 15 to swim due to the thick vegetation and intertwined tree trunks in the swamps. It is also advisable for GMs to refresh themselves on the rules of drowning.

Using This Map

The Swamp of Timbermoor is a vast swamp thick with entwining tree roots and vegetation. There are no roads in the swamp, but the areas in white is a network of mostly solid ground that spiders across the greater wetlands. The areas in

Swamp Gas	Level 8 Blaster
Hazard	XP 350

Great miasmas build as swamp gasses collect, waiting for a spark or flame to ignite in the still air of the wetlands.

Hazard: Swamp gas is a natural occurrence wherein highly flammable gasses exuded from the swamp and collect.

Perception

- DC 20: A character detects swamp gas before moving within 8 squares of it.

Additional Skill: Nature

- DC 15: A character notices an area of swamp gas before moving within 5 squares of it.

Trigger

Causing a spark (such as striking flint to start a fire) or bringing a naked flame (such as a lit torch) within swamp gas will cause an instantaneous burst of flame.

Attack

Immediate Reaction **Close burst 3**

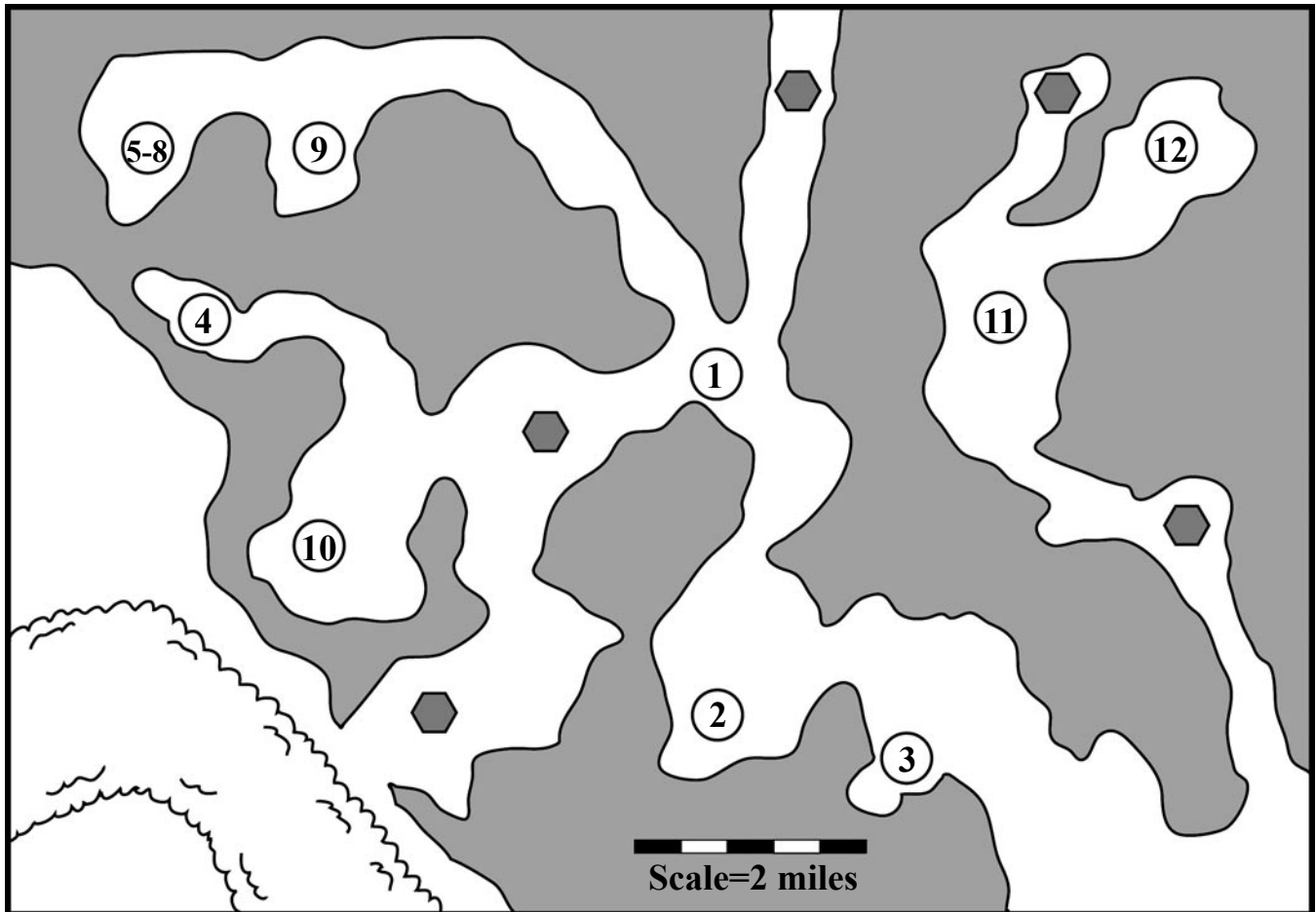
Target: All creatures in burst

Attack: +12 vs. Reflex

Hit: 3d8+3 fire damage

Miss: Half damage

Overview map of the Swamps of Timbermoor



Quicksand

Level 9 Obstacle

Hazard

XP 400

The ground sinks beneath your feet, sucking you down into the earth through its slippery supersaturated silt.

Hazard: Quicksand varies in size. When characters step into this supersaturated soil, they sink into the ground at the rate of 2 inches every round. When a character in quicksand takes a standard or move action, they sink twice as much that round. Once a character is completely immersed in the quicksand, they start suffocating.

Perception

- DC 22: A character detects the quicksand before moving within 5 squares of it.

Additional Skill: Nature

- DC 15: A character notices the quicksand before moving within 6 squares of it.

Countermeasures

- A character who makes a successful Athletics check DC 20 pull themselves 1 foot out of (or through) the quicksand if they have a hold of an anchored object outside of the quicksand.

gray are watery domains which would require regular Athletic Checks to swim through. It is generally assumed that the party enters the swamp from the southwest or the southeast as the path northward leads deeper into the swamp.

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1. Griselda's Lodge

In the heart of the swamp lies Griselda's Lodge, a dark den where only the desperate wander for help and guidance. Constructed of living trees woven together with branches and roots and covered in mud, her lodge is a living shelter overgrown with vegetation. Outside of the lodge is a small fire, a beacon to travelers and warning to things of the swamp: Griselda is open for business and not afraid of things that go bump in the night. Once inside it is evident that Griselda appreciates creature comforts with shelves lined with jars, a desk, and a bed deep inside the lodge.

Monsters

Party Level 9 (2,200 XP)

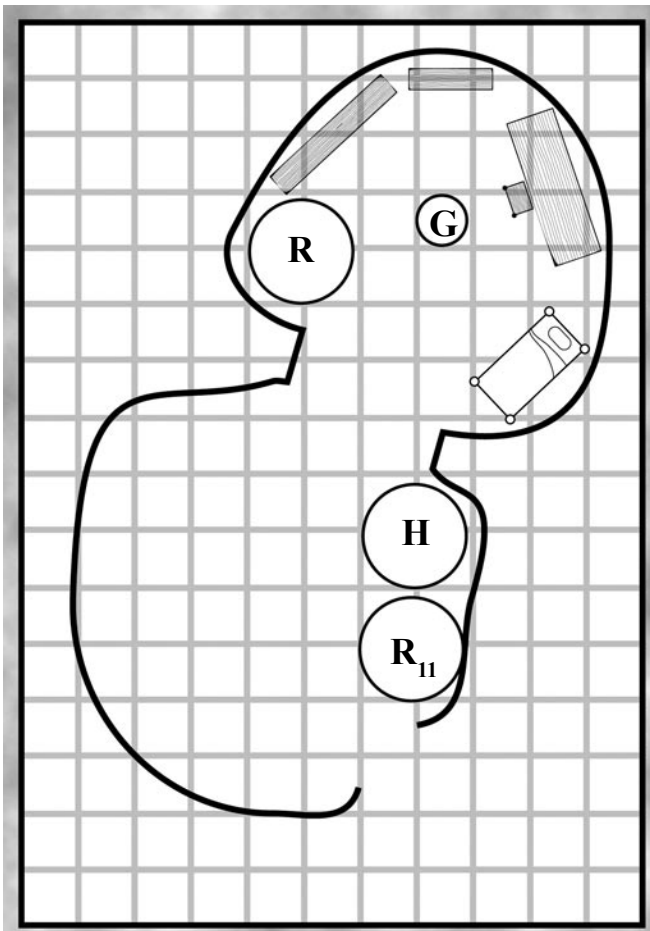
Griselda (1,000 XP) (G)
Hoarfrost Bramble (1,200 XP) (H)

Party Level 10 (2,600 XP)

Griselda (1,000 XP) (G)
Hoarfrost Bramble (1,200 XP) (H)
Root Animate (400 XP) (R)

Party Level 11 (3,000 XP)

Griselda (1,000 XP) (G)
Hoarfrost Bramble (1,200 XP) (H)
2 Root Animates (400 XP each) (R) (R₁₁)



Features

Bed: Under the bed is a secret compartment containing all the gold and silver coins listed in Treasure. A Perception Check DC 20 reveals the secret compartment.

Desk: The desk doubles as a vanity, with a set of brushes, combs and a handheld mirror set to the side. A marble statuette stands on the opposite corner, no doubt a decorative and effective paperweight when necessary. Paper, ink, sealing wax, quills, pens, and other mundane items are present within the drawers. A Perception Check DC 25 reveals a false bottom in one of the drawers, hiding Griselda's jewelry and a *Potion of Healing*. In another drawer is the *Ritual Book for water breathing*.

Lighting: Griselda carries an oil lamp providing low light conditions to the immediate area. Otherwise, the inside of the lodge is dark.

Shelves: Rows of jars and vessels line the shelves. While some of these items are common materials, others are quite valuable to the right sellers. An Arcana or Nature Check (or other related Knowledge check) DC 27 identify the rare components (see Treasure for value).

Griselda	Level 10 Elite Skirmisher
Medium fey humanoid (aquatic)	XP 1,000

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

Compelling Presence aura 2; enemies in the aura only gain half the normal hit points from healing surges.

HP 214; **Bloodied** 107; see also *bloodied claws*

AC 26, **Fortitude** 23, **Reflex** 23, **Will** 21

Saving Throws +2

Speed 8 (swamp walk), swim 8

Action Points 1

⚔ **Claw** (standard; at-will)

+16 vs. AC; 1d6 + 8 damage

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

Griselda makes two basic attacks.

⚔ **Bloodied Claws** (standard; recharge ☰ ☱)

If both claws attacks hit, Griselda deals an extra 5 damage to one of the targets

Deceptive Form (minor; at-will) • **Polymorph**

Griselda can alter her physical form to appear as a beautiful female human or elf.

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

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

Alignment Neutral **Languages** Common, Elven

Skills Intimidate +13, Nature +13, Stealth +15

Str 23 (+11) **Dex** 19 (+9) **Wis** 14 (+7)

Con 18 (+9) **Int** 13 (+6) **Cha** 15 (+7)

Terrain: Griselda's Lodge and the immediate area around it (30 feet in all directions) is on solid ground and is not considered difficult terrain.

Walls: The walls are covered with packed mud and greenery. Hidden in the walls are Griselda's animated servants, who she'll call upon if the encounter turns aggressive. A Perception check DC 25 reveals that they are there.

Tactics

Using Deceptive Form, Griselda does not begin the encounter hostile. She deems herself the Lady of the Swamp and will assist the party with information but at a price (see Quest). If the encounter turns hostile, her living lodge allows her to use Plantport to teleport both in and out of and within her lodge, while her hoarfrost bramble and root animate(s) come out from the walls and attack with their basic melee attacks while Griselda strikes with her claws. The hoarfrost bramble will use its Hoarfrost Burst to both deal damage to enemies

Hoarfrost Bramble			Level 11 Elite Controller		
Large natural animate (plant)			XP 1,200		
Initiative +5			Senses Perception +7; darkvision		
Cold Aura (Cold) aura 2; enemies that enter or start their turns in the aura take 5 cold damage.					
HP 238; Bloodied 119					
Regeneration 10 (if the hoarfrost bramble takes fire damage, regeneration does not function until the end of its next turn)					
AC 24, Fortitude 23, Reflex 21, Will 19					
Immune cold, see also <i>cold affinity</i>					
Saving Throws +2					
Speed 8 (swamp walk)					
Action Points 1					
⊕ Brambles (standard; at-will) • Cold					
Reach 2; +15 vs. AC; 1d6 + 7 damage plus 1d8 cold damage.					
⊕ Double Attack (standard; at-will) • Cold					
The hoarfrost bramble makes two basic attacks.					
↩ Hoarfrost Burst (standard; encounter) • Cold					
Close blast 3; +15 vs. Reflex; 3d10 + 5 cold damage. <i>Miss:</i> Half damage.					
Cold Affinity (immediate reaction, when hit by cold attack; at-will) • Healing					
The hoarfrost bramble regains 15 hit points. The hoarfrost bramble can use its hoarfrost burst to heal itself in this fashion.					
Alignment Unaligned		Languages –			
Skills Stealth +10					
Str 20 (+10)		Dex 9 (+4)		Wis 13 (+6)	
Con 22 (+11)		Int 4 (+2)		Cha 6 (+3)	

and heal itself and any root animates nearby while not hurting Griselda. She will retreat into the swamp if all her animates are killed.

Treasure

Party Level 9

Ritual Book (water breathing), *Potion of Healing*, rare natural components (500 gp), silver and ivory vanity set (100 gp), marble statuette (50 gp), charm bracelet (75 gp), wax and seal (25 gp), 100 gp, 200 sp, 500 cp

Party Level 10

Ritual Book (water breathing), *Potion of Healing*, rare natural components (600 gp), silver and ivory vanity set (150 gp), marble statuette (50 gp), charm bracelet (100 gp), signet ring (50 gp), 150 gp, 250 sp, 700 cp

Party Level 11

Ritual Book (water breathing), *Potion of Healing*, rare natural components (800 gp), silver and ivory vanity set (200 gp), marble statuette (100 gp), charm bracelet (300 gp), signet ring (50 gp), embroidered gloves (75 gp), wax and seal (25 gp), necklace and pendant (150 gp), 200 gp, 400 sp, 500 cp

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 cold; see also <i>cold 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.			
Cold Healing (immediate reaction, when hit by a cold attack; at-will) • Health			
The root animate regains 15 hit points.			
Alignment Unaligned		Languages –	
Skills Stealth +10			
Str 23 (+10)		Dex 13 (+5)	
Con 21 (+9)		Int 4 (-1)	
		Wis 11 (+4)	
		Cha 11 (+4)	

Quest

Griselda is cooking up a new brew and wants the triple tongue of the Flesh of the Toad in area 8 to make the concoction all the more potent. Griselda can supply directions to the area and, should the party require it, potions that allow them to breathe water (as the ritual water breathing) for 4 hours, although she will not offer it upfront.

Party Level 9: 400 XP

Party Level 10: 500 XP

Party Level 11: 600 XP

2. BOG HORRORS' LAIR

The bog horrors are fierce creatures whose brute strength and bloodlust are matched only by their love of shiny things. They stalk the swamp for food and more pretties, bringing their trophies to their lair, a loose conglomerate of fallen tree trunks fencing in a patch of solid ground.

Monsters

Party Level 9 (1,600 XP)

4 Bog Horrors (400 XP each) (B)

Party Level 10 and Level 11 (2,000 XP)

5 Bog Horrors (400 XP each) (B) (B₁₀)

Features

Fallen Trees: The bog horrors have built a defensive perimeter with fallen trees. It is considered a barrier to movement that must be climbed over (Athletics check DC 15).

Stone Block: Deep in the lair is a solid block of stone 1 foot wide, 2 1/2 feet long, and 2 feet deep weighing over 700 pounds. This stone is actually a chest that contains all the bog horrors' treasure and it only opens when bog horror blood is applied on the surface. All other attempts to break it open or smash it into pieces result in a bolt of lightning to all targets within range (Ranged 5; +15 vs. Reflex; 2d8 + 4 lightning damage). If the stone is broken into pieces, all the contents within are destroyed.

Tactics

Bog horrors attack with their claws and fight to the death to defend their lair and stone of treasures, making an additional attack when they bloody an opponent.

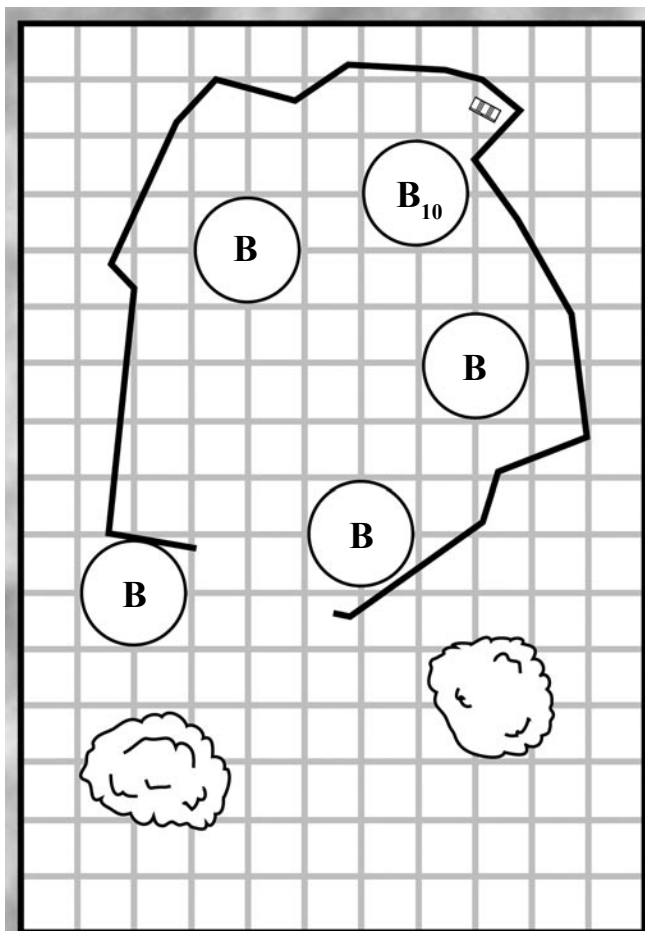
Treasure

Party Level 9

Potion of Healing, bejeweled golden chalice (400 gp), platinum ring with gold filagree (300 gp), polished ornamental bronze shield (50 gp), 5 ornamental stones (10 gp each), 1 precious stone (500 gp), 150 gp, 300 sp, 500 cp

Party Level 10

Potion of Healing, bejeweled golden chalice (400 gp), platinum ring with gold filagree (300 gp), silver and gold seal (250 gp), 10 ornamental stones (10 gp each), 1 precious stone



Bog Horror **Level 9 Brute**

Large natural humanoid

XP 400

Initiative +8

Senses Perception +10; darkvision

HP 100; **Bloodied** 50

Regeneration 15

AC 20, **Fortitude** 21, **Reflex** 18, **Will** 17

Speed 8

⊕ **Claw** (standard; at-will)

Reach 2; +14 vs. AC; 2d6 + 4 damage; see also *bloodlust*.

⊕ **Bloodlust** (free, when a bog horror's attack bloodies an enemy; at-will)

The bog horror makes a claw attack.

Alignment Evil

Languages Giant

Skills Athletics +16, Endurance +15

Str 23 (+10)

Dex 17 (+7)

Wis 15 (+6)

Con 21 (+9)

Int 4 (+1)

Cha 11 (+4)

(300 gp), 250 gp, 500 sp, 1000 cp.

Party Level 11

Potion of Healing, bejeweled golden chalice (400 gp), platinum ring with gold filagree (300 gp), silver and gold seal (250 gp), silver buckle encrusted with gems (600 gp), 10 ornamental stones (10 gp each), 9 fancy stones (100 gp each),

3. Steaming grove

This area of the swamp is home to a group of elementals. It is noticeably warmer and hazy mist hangs over the area.

Monsters

Party Level 9 (2,000 XP)

Sentient Flame (1,200 XP) (S)
2 Fire Serpents (400 XP each) (F)

Party Level 10 (2,400 XP)

Sentient Flame (1,200 XP) (S)
3 Fire Serpents (400 XP each) (F) (F₁₀)

Party Level 11 (3,200 XP)

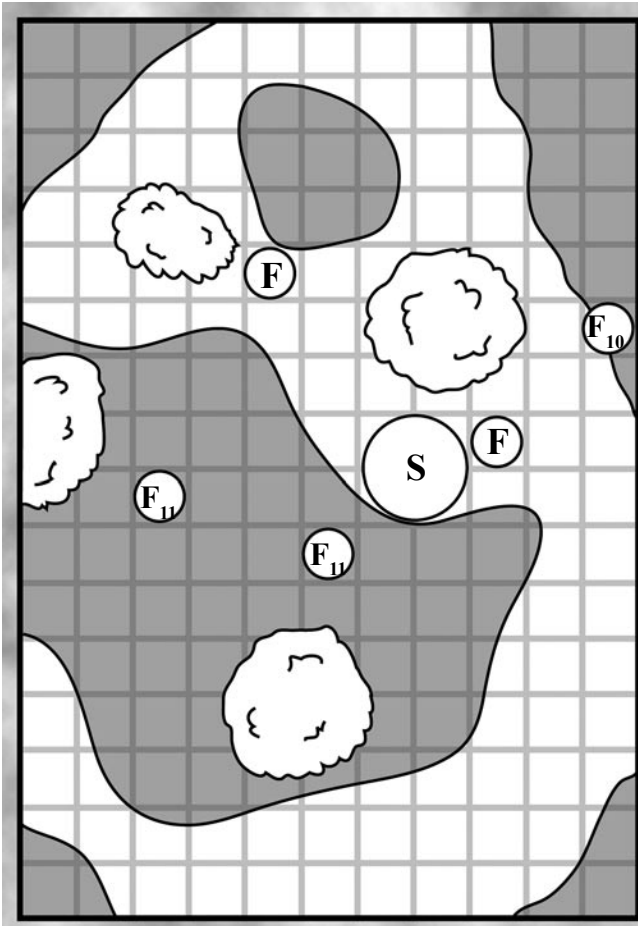
Sentient Flame (1,200 XP) (S)
5 Fire Serpents (400 XP each) (F) (F₁₀) (F₁₁)

Features

Terrain: The area in white is solid ground. However, the gray area is a thick mud covered with a few inches of water. The gray area is considered difficult terrain.

Tactics

The sentient flame attacks with its Fire Whip and uses Backdraft if it is surrounded by enemies. It also uses Wildfire to maneuver in combat. The fire serpents use their Flaming



Poison and prefer to stay in the gray area, where they move freely but others find the terrain difficult. Fire serpents will also attack with their bites if necessary.

Treasure

None

Sentient Flame	Level 11 Skirmisher
Large elemental magical beast (air, fire)	XP 600

Initiative +11 **Senses** Perception +5; darkvision
HP 108; **Bloodied** 54
AC 25, **Fortitude** 21, **Reflex** 25, **Will** 20
Immune disease, poison; **Resist** 25 fire
Speed 8 (hover)

⬇ **Fire Whip** (standard; at-will) • **Fire**
Reach 2; +13 vs. Reflex; 2d6 + 7 fire damage.

⬅ **Backdraft** (standard; recharge ☞, ☞) • **Fire**
Close burst 2; +13 vs. Reflex; 2d6 + 7 fire damage, and the target is pushed 1 square and knocked prone. *Miss:* Half damage.

Wildfire (standard; recharge ☞, ☞) • **Fire**
The sentient flame can move up to twice its speed. It can move through spaces occupied by other creatures without provoking opportunity attacks. It must end its move in an unoccupied space. Any creature whose space the sentient flame enters takes 10 fire damage.

Alignment Unaligned	Languages Primordial	
Str 10 (+5)	Dex 20 (+10)	Wis 10 (+5)
Con 13 (+6)	Int 76(+3)	Cha 9 (+4)

Fire Serpent	Level 9 Artillery
Medium elemental beast (fire, reptile)	XP 400

Initiative +8 **Senses** Perception +11; darkvision
HP 74; **Bloodied** 37
AC 23, **Fortitude** 19, **Reflex** 22, **Will** 20
Resist 20 fire
Speed 6 (swamp walk); swim 6

⬇ **Bite** (standard; at-will) • **Fire**
+13 vs. AC; 1d6 + 4 damage plus 1d6 fire damage.

⚡ **Flaming Poison** (standard; at-will) • **Fire, Poison**
Ranged 10; +12 vs. Reflex; 2d6 + 3 fire damage, and ongoing 5 fire damage (save ends) and the fire serpent makes a secondary attack against the same target. *Secondary Attack:* +10 vs. Fortitude; 1d8 + 2 poison damage, and ongoing 5 poison damage (save ends).

Alignment Unaligned	Languages –	
Str 10 (+4)	Dex 21 (+9)	Wis 17 (+7)
Con 15 (+6)	Int 1 (+0)	Cha 11 (+4)

4. STRANGE FRUIT

This marshy pool is home to the longneck hydra, a multi-headed beast with unusual reach that likes to stash its food in the trees out of reach from scavengers and to lure in opportunistic predators to be the next meal with the scent of food.

Monsters

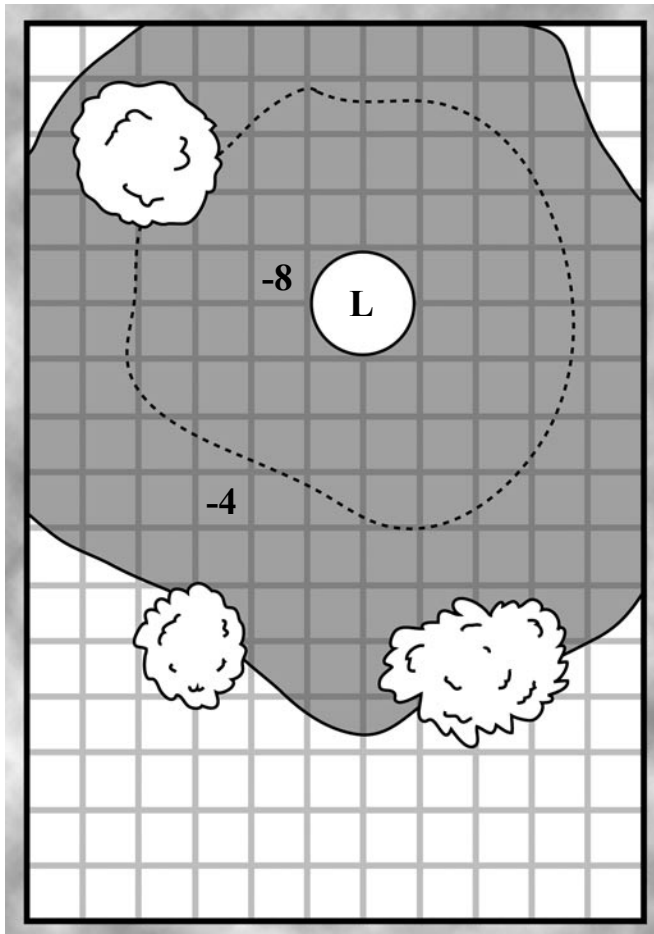
Party Level 9-11 (3,500 XP)

Longneck Hydra (3,500 XP) (L)

Features

Pool: The center of the pool is 8 feet deep, enough for the longneck hydra to comfortably hide among the reeds and lily pads. Closer to shore is a ledge where the water is only 4 feet deep, however the water in the pool is murky and it is hard to gauge its depth from the surface.

Trees: Three large mangrove trees are near the pool, each bearing the remains of the longneck hydra's past meals. All the treasure is on the tree deepest in the water. To climb the trees requires an Athletics check DC 15.



Tactics

The longneck hydra prefers to stalk her prey from the depths of the pool then launching into combat with her three Bites.

Treasure

Party Level 9

Exalted armor +2, *magic mace* +1, *amulet of protection* +1, 2 *potions of healing*, 85 gp, 150 sp, 500 cp

Party Level 10

Chain armor +3, *magic mace* +1, *amulet of protection* +1, 3 *potions of healing*, 150 gp, 500 sp, 1,000 cp

Party Level 11

Dwarven chain armor +3, *magic mace* +1, *amulet of protection* +1, *gloves of piercing*, 2 *potions of healing*, 135 gp, 400 sp, 1,000 cp.

Longneck Hydra

Level 12 Solo Brute

Large natural beast (reptile)

XP 3,500

Initiative +10

Senses Perception +14; all-around vision

HP 620; **Bloodied** 310

AC 25, **Fortitude** 26, **Reflex** 24, **Will** 23

Saving Throws +5

Speed 6, swim 12

Action Points 2

⚡ **Bite** (standard; at-will)

Reach 3; +15 vs. AC; 1d8 + 6 damage.

⚡ **Three Heads** (standard; at-will)

The longneck hydra can make three bite attacks.

Multi-Brained

Each time the longneck hydra becomes dazed or stunned, it loses one attack on its next turn instead. Multiple such effects stack.

Extreme Reach

The longneck hydra can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned **Languages** –

Skills Stealth +15

Str 21 (+11)

Dex 17 (+9)

Wis 15 (+8)

Con 21 (+11)

Int 3 (+2)

Cha 9 (+5)

5. Temple of the Toad

This two story stone building is nestled deep in the swamp on a rare large piece of solid ground. Intricate carvings cover the walls and doors. A successful Religion Check DC 20 reveals that it is a temple of the toad.

Monsters

Party Level 9 (2,100 XP)

Greater Toadskin Golem (1,400 XP) (G)
Toadskin Golem (700 XP) (T)

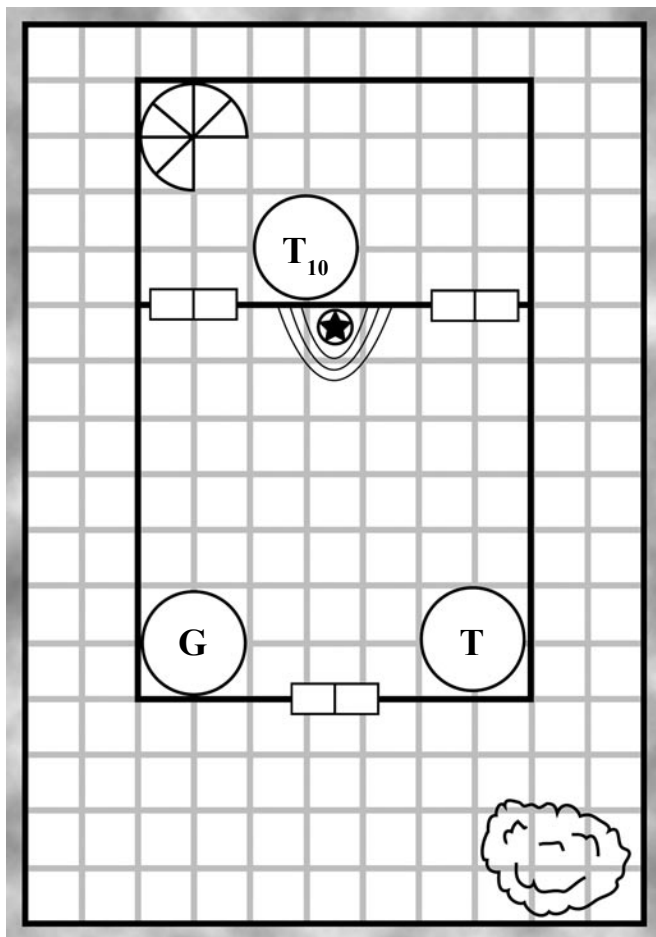
Party Level 10-11 (2,800 XP)

Greater Toadskin Golem (1,400 XP) (G)
2 Toadskin Golem (700 XP each) (T) (T₁₀)

Features

Dais: Against the back wall of the front room is a raised dais (+2 feet). Atop the dais is an altar with a 5 foot tall stone statue of a toad whose mouth is open. Placed around the statue are offerings from devotees (see Treasure). A Perception check DC 22 reveals a stash of 6 stone dragonflies hidden in the toad's mouth.

Doors: None of the doors are locked or barred.



Greater Toadskin Golem Level 12 Elite Brute

Large natural animate (construct) XP 1,400

Initiative +5 **Senses** Perception +6; darkvision

HP 304; **Bloodied** 152

AC 26, **Fortitude** 29, **Reflex** 21, **Will** 22

Saving Throws +2

Speed 7

Action Points 1

⊕ **Tongue Slam** (standard; at-will)

Reach 2; +17 vs. AC; 2d10 + 5 damage, and the target is dazed (save ends).

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

The toadskin golem makes two slam attacks.

‡ **Hopping Mad** (standard; recharge Ⓢ, Ⓢ)

The toadskin golem moves up to its speed plus 2 and can move through enemies' spaces, providing opportunity attacks as normal. When it enters a creature's space (ally or enemy), the toadskin golem makes a slam attack against that creature. the creature remains in its space, and the toadskin golem must leave the space after it attacks. The golem must end in an unoccupied space.

Alignment Unaligned **Languages** –

Str 21 (+11) **Dex** 6 (+4) **Wis** 9 (+5)

Con 23 (+12) **Int** 2 (+2) **Cha** 2 (+2)

Toadskin Golem Level 12 Brute

Large natural animate (construct) XP 700

Initiative +4 **Senses** Perception +5; darkvision

HP 152; **Bloodied** 76

AC 24, **Fortitude** 27, **Reflex** 21, **Will** 20

Speed 7

⊕ **Tongue Slam** (standard; at-will)

Reach 2; +13 vs. AC; 2d6 + 3 damage, and the target is dazed (save ends).

‡ **Hopping Mad** (standard; recharge Ⓢ, Ⓢ)

The toadskin golem moves up to its speed plus 2 and can move through enemies' spaces, providing opportunity attacks as normal. When it enters a creature's space (ally or enemy), the toadskin golem makes a slam attack against that creature. the creature remains in its space, and the toadskin golem must leave the space after it attacks. The golem must end in an unoccupied space.

Alignment Unaligned **Languages** –

Str 17 (+9) **Dex** 6 (+4) **Wis** 9 (+5)

Con 21 (+11) **Int** 2 (+2) **Cha** 2 (+2)

Lighting: The area is dark, although there are empty sconces and lantern hooks to testify that once there was light in this sacred place.

Stairway: In the far corner of the back room is a spiral staircase that leads both up and down. However, the stairs leading down are completely submersed. The stairways are enchanted so that no one going up or down the stairs without a stone dragonfly in their possession can reach their intended destination and will instead appear at the stairwell on the same level.

Tactics

The toadskin golem(s) and greater toadskin golem are caretakers of the temple and will not interfere with devotees leaving tokens or worshipping the stone toad (Religion check DC 15 to recall appropriate worship protocol). However, they will become hostile if things are taken from the altar or the party tries to enter the double doors without showing a stone dragonfly. The golems each carry a stone dragonfly, so they can

travel up and down the stairwell in pursuit if necessary, but they prefer to stay on this level to protect the offerings to the toad.

Treasure

Party Level 9

Potion of Healing, silver and gold anklet (100 gp), turtle shell and pearl combs (50 gp), 13 semi-precious stones (10 gp each), 3 gems (50 gp each), 50 gp, 220 sp, 1,400 cp

Party Level 10

Potion of Healing, silver and gold anklet (100 gp), turtle shell and pearl combs (50 gp), 13 semi-precious stones (10 gp each), 3 gems (50 gp each), 75 gp, 350 sp, 1,500 cp

Party Level 11

Potion of Healing, silver and gold anklet (100 gp), golden chain (100 gp), turtle shell and pearl combs (50 gp), 13 semi-precious stones (10 gp each), 3 gems (50 gp each), 1 jewel (250 gp), 125 gp, 500 sp, 4,500 cp

6. Temple of the Toad, Upper Level

The upper chamber of the temple is the domain of the agents of the toad. Here they realign themselves with the way of the toad as they walk down the galley, purifying their being before viewing the countenance of the great toad.

Monsters

Party Level 9 (2,100 XP)

Bufonidae Guardian (1,400 XP) (B)
Thunder Toad (700 XP) (T)

Party Level 10 (2,800 XP)

Bufonidae Guardian (1,400 XP) (B)
2 Thunder Toad (700 XP each) (T) (T₁₀)

Party Level 11 (3,500 XP)

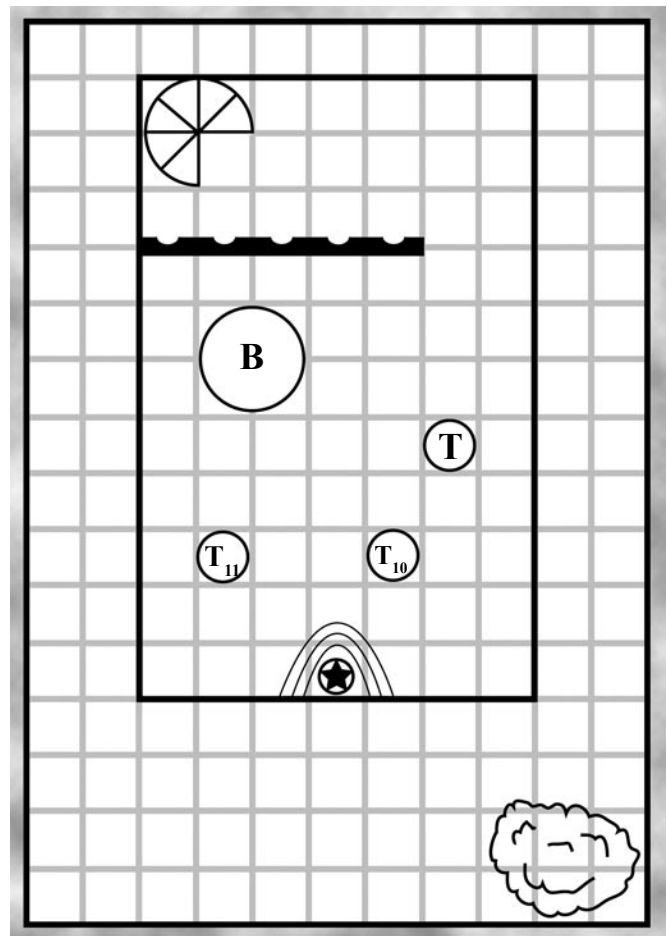
Bufonidae Guardian (1,400 XP) (B)
3 Thunder Toad (700 XP each) (T) (T₁₀) (T₁₁)

Features

Alcoves: Along the dividing wall are a series of five tall alcoves, each housing a statue depicting the path of the toad.

Dais: On the far end of the room is a raised dais (+2 feet). Placed atop an altar on a woven prayer mat is a golden statue of the toad, encrusted with gems and decorated with filigree.

Guardians: The bufonidae guardian and the thunder toad are not as easily fooled as the toadskin golems downstairs, however a Religion DC 30 will allow a character to sufficiently mime through the appropriate acts as a toad priest, including dress, recitations and response, and etiquette. They can be a source of information: the tombs of the toad have been overrun by the restless souls of the once faithful. They



(along with the golems downstairs) are the last remaining guardians of the temple of the toad, awaiting those who will put the dead to rest once and for all. Any attempts to move the sacred items (the statues) will be answered with hostility and attack.

Bufonidae Guardian **Level 12 Elite Artillery**Large immortal magical beast **XP 1,400****Initiative** +11 **Senses** Perception +14; darkvision**HP** 186; **Bloodied** 93**AC** 25, **Fortitude** 23, **Reflex** 24, **Will** 22**Saving Throws** +2**Speed** 8**Action Points** 1⊕ **Jump Kick** (standard; at-will)

Reach 2; +15 vs. AC; 1d10 + 3 damage, and the target is pushed 3 squares.

↷ **Will of the Toad** (standard; at-will) • **Psychic**

Ranged 20; +18 vs. Will; 2d8 + 2 psychic damage, and the target is immobilized (save ends).

↶ **Mind of the Toad** (free; when first bloodied; encounter) • **Poison**

Close burst 3; toads are immune; +15 vs. Will; 1d8 + 2 poison damage, the target takes ongoing 5 poison damage and the target is dazed (save ends all).

✱ **Croak** (standard; recharge ☐, ☐) • **Thunder**

Area burst 1 within 20; +15 vs. Fortitude; 2d12 + 2 thunder damage, and the target is dazed (save ends).

Miss: Half damage, and the target is not dazed.**Alignment** Any **Languages** Common, Supernal**Skills** Arcana +16, History +16, Insight +14**Str** 17 (+9) **Dex** 19 (+10) **Wis** 15 (+8)**Con** 14 (+8) **Int** 19 (+10) **Cha** 13 (+7)

Tactics

The thunder toad closes in melee using its Tintinnabulation attack as often as possible but otherwise attacking with its Tongue Slam. The bufonidae guardian will open an attack with its Croak and attack at range with Will of the Toad. If an enemy gets too close, the bufonidae guardian will use its Jump Kick to push them back and continue with ranged attacks.

Treasure

Party Level 9

5 statutes depicting the path of the toad (50 gp each), golden toad statute encrusted with gems and filigree (675 gp)

Party Level 10

5 statutes depicting the path of the toad (75 gp each), golden toad statute encrusted with gems and filigree (725 gp)

Party Level 11

5 statutes depicting the path of the toad (100 gp each), golden toad statute encrusted with gems and filigree (1,500 gp)

Thunder Toad**Level 12 Brute**Medium elemental humanoid (thunder) **XP 700****Initiative** +11 **Senses** Perception +14; darkvision**Croaking Cloud (Thunder)** aura 1; any creature that begins its turn in the aura takes 5 thunder damage.**HP** 151; **Bloodied** 75**AC** 24, **Fortitude** 21, **Reflex** 22, **Will** 18**Immune** disease, poison; **Resist** 30 thunder**Speed** 8⊕ **Tongue Slam** (standard; at-will) • **Thunder**

+14 vs. AC; 2d6 + 4 damage plus 1d10 thunder damage.

⊖ **Tintinnabulation** (standard; recharge ☐, ☐, ☐) • **Thunder**

+14 vs. AC; 2d6 + 4 damage plus 1d10 thunder damage, and ongoing 5 thunder damage (save ends).

Alignment Evil **Languages** Common, Primordial**Str** 16 (+9) **Dex** 23 (+12) **Wis** 15 (+8)**Con** 20 (+11) **Int** 15 (+8) **Cha** 13 (+7)

7. TOMBS OF THE TOAD

This 8-foot tall chamber is the resting place of the faithful; however some devotees of the toad have risen again and roam this area.

Monsters

Party Level 9 (1,600 XP)

Priest of the Toad (1,600 XP) (P)

Party Level 10 (1,950 XP)

Priest of the Toad (1,600 XP) (P)

Acolyte of the Toad (350 XP) (A)

Party Level 11 (2,650 XP)

Priest of the Toad (1,600 XP) (P)

3 Acolytes of the Toad (350 XP each) (A) (A₁₁)

Features

Burial Chambers: The bodies were entombed in chambers carved out of the wall and sealed with plaques. Making a checkerboard pattern, these plaques line the walls of this area, although some are already open. Due to the flooding, all the textiles and paper items are ruined, but a thorough search (Perception check DC 12, 30 minutes of searching) reveal the listed treasure.

Environment: In a state of disrepair, the tombs of the toad have not been properly cared for since the appearance of the undead. It is currently flooded with the entire area submerged in water and completely dark; however spiral stairs and empty sconces tell of a time when this area was absent of the water.

Stairways: The spiral stairs in the northwest corner are from the surface level while the spiral stairs in the southeast corner go down further.

Tactics

The monsters in the area are immediately aggressive. The priest of the toad attacks with its Spear, saving Fearful Blow and Necrosis for advantageous use against the enemy that poses the greatest threat or grants its allies a strategic advantage in combat. Its Dread, Regeneration, and Quick Heal make the priest of the toad a fierce opponent that does not go down easily. If present, the acolytes of the toad are also tough creatures with their abilities Not Dead Yet and Still Not Dead.

Treasure

Party Level 9

Potion of Healing, silver and gold medallion (70 gp), embossed bronze arm-ring (50 gp), golden locket with pearl inlay (100 gp), 7 rings (25 gp each), fine ceramics (25 gp), 25 gp, 100 sp, 1,100 cp

Party Level 10

Potion of Healing, silver and gold medallion (70 gp), embossed bronze arm-ring (50 gp), golden locket with pearl

inlay (100 gp), 7 rings (25 gp each), fine ceramics (25 gp), ornamental dagger (50 gp), 50 gp, 250 sp, 1,000 cp

Party Level 11

Potion of Healing, silver and gold medallion (70 gp), embossed bronze arm-ring (50 gp), golden locket with pearl inlay (100 gp), 7 rings (25 gp each), fine ceramics (25 gp), ornamental dagger (50 gp), 3 rings with stones (100 gp each), bejeweled ornamental sword and sheath (100 gp), 90 gp, 300 sp, 1,000 cp

Priest of the Toad Level 13 Elite Controller

Medium natural humanoid (undead) XP 1,600

Initiative +7 **Senses** Perception +11; darkvision

Dread (Fear) aura 4; enemies within the aura take a -2 penalty to attack rolls against the priest of the toad.

HP 252; **Bloodied** 126

Regeneration 10 (if the priest of the toad takes radiant damage, regeneration doesn't function on its next turn)

AC 27; **Fortitude** 25, **Reflex** 23, **Will** 27

Saving Throws +2

Speed 5, swim 5

Action Points 1

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

+15 vs. AC; 2d8 + 6 damage.

⚔ **Fearful Blow** (standard; encounter) • **Fear, Weapon**

Requires spear; +14 vs. Will; 2d8 + 6 damage, and the target is immobilized (save ends).

☞ **Necrosis** (standard; encounter) • **Necrotic**

Ranged 10; +15 vs. Fortitude; 2d8 + 9 necrotic damage, and the target takes a -2 penalty to all defenses (save ends).

Unaffected (immediate interrupt, when the priest of the toad

suffers an effect that a save can end; recharge ☰, ☱)

The priest of the toad automatically saves against the triggering effect.

Quick Heal (standard; encounter) • **Healing**

The priest of the toad regains 51 hit points. The priest of the toad gains a +2 bonus to all defenses until the start of its next turn.

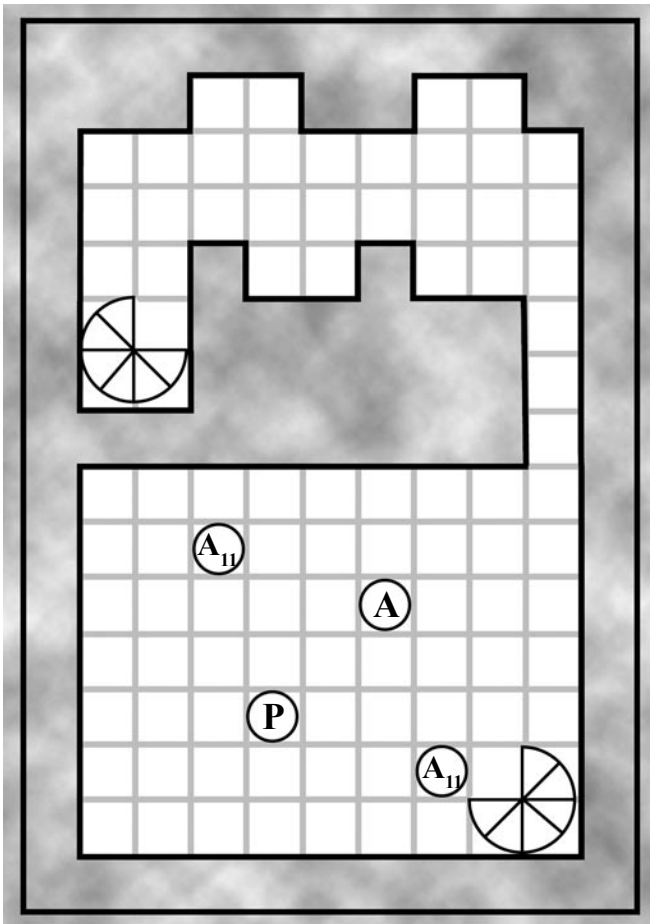
Alignment Unaligned **Languages** Common

Skills History +13, Insight +15, Intimidate +13, Religion +13

Str 19 (+10) **Dex** 13 (+7) **Wis** 19 (+10)

Con 14 (+8) **Int** 15 (+8) **Cha** 14 (+8)

Equipment spear



Acolyte of the Toad**Level 8 Brute**

Medium natural humanoid (undead)

XP 350

Initiative +6 **Senses** Perception +10; darkvision**HP** 108; **Bloodied** 54**Regeneration** 10 (if the acolyte of the toad takes radiant damage, regeneration doesn't function on its next turn)**AC** 20; **Fortitude** 18, **Reflex** 16, **Will** 17**Speed** 5, swim 5⚔ **Spear** (standard; at-will) • **Necrotic, Weapon**

+11 vs. AC; 2d8 + 3 damage plus 1d10 necrotic damage.

Not Dead Yet (the first time the acolyte of the toad drops to 0 hit points)

Make a new initiative check for the acolyte of the toad. On its next turn, the acolyte of the toad rises (as a move action) with 54 hit points.

Still Not Dead (the second time the acolyte of the toad drops to 0 hit points)

Make a new initiative check for the acolyte of the toad. On its next turn, the acolyte of the toad rises (as a move action) with 54 hit points.

Alignment Unaligned **Languages** Common**Str** 17 (+7) **Dex** 15 (+6) **Wis** 13 (+5)**Con** 19 (+8) **Int** 7 (+2) **Cha** 17 (+7)**Equipment** spear

8. TOMBS OF THE TOAD, LOWER LEVEL

The lower level of the tombs was reserved for the most beloved of servants of the toad who actually took physical aspects of the toad itself. Disturbed by the state of the tombs and temple, they have awoken from death to protect the great likeness of the toad.

Monsters

Party Level 9 (2,500 XP)

Flesh of the Toad (1,000 XP) (F)

3 Skeletal Toads (500 XP each) (S)

Party Level 10 (3,000 XP)

Flesh of the Toad (1,000 XP) (F)

4 Skeletal Toads (500 XP each) (S) (S₁₀)**Party Level 11 (3,500 XP)**

Flesh of the Toad (1,000 XP) (F)

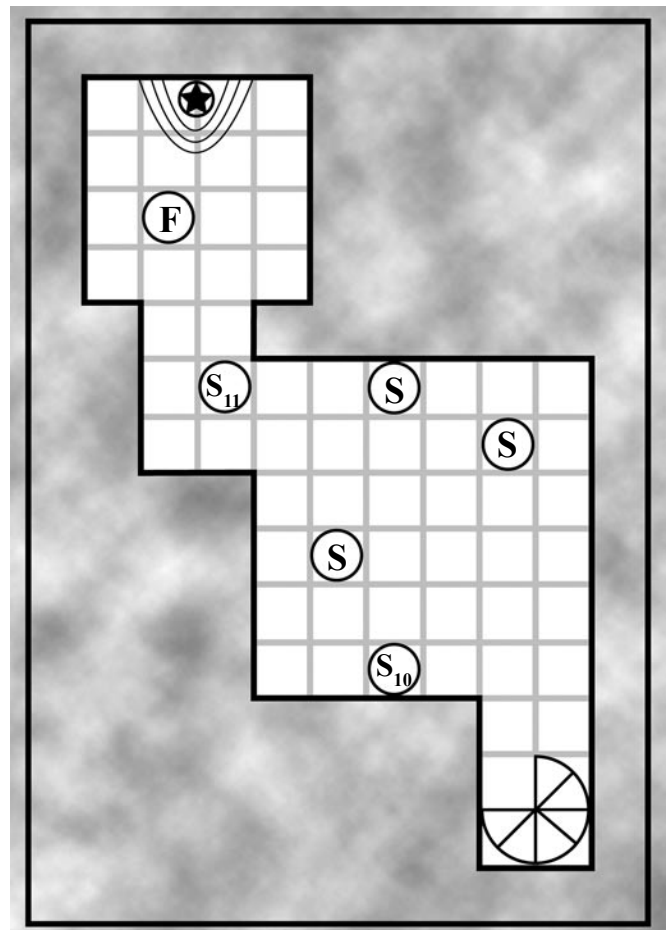
5 Skeletal Toads (500 XP each) (S) (S₁₀) (S₁₁)

Features

Burial Chambers: Just like the room above, the bodies were entombed in chambers carved out of the wall and sealed with plaques. However, some of the plaques are in pieces, as if they were kicked out from the inside. Due to the flooding, all the textiles and paper items are ruined, but a thorough search (Perception check DC 12, 30 minutes of searching) reveal the listed treasure.

Dias: A set of stairs leads to an altar 5 feet from the floor, forcing Medium sized creatures or larger to approach the altar in a form of submission. Atop of the altar is an ancient stone likeness of a toad. A Religion check DC 30 reveals this object to be a most sacred relic for devotees of the toad, a fossil of what is thought to be the first toad. Only the most worthy can pick up the relic. If anyone from the party picks up the stone, they bear the curse of the toad. For 1 year and 1 day, the person takes a -5 to all Stealth checks as a toad appears drawing attention to his or her presence whenever that person is trying to be stealthy. People inflicted with this curse are not necessarily aware of the particulars, but a Wisdom check DC 12 get the feeling that picking up the stone likeness of the toad was a bad idea.

Environment: The area is dark and completely submersed with murky water. The ceilings are 8 feet tall.



Flesh of the Toad **Level 10 Elite Artillery**
 Medium natural humanoid (undead) XP 1,000

Initiative +8 **Senses** Perception +8; darkvision
Drawing the Flies (Healing) aura 5; undead allies in the aura gain regeneration 5 and a +2 bonus to saving throws.
HP 80; **Bloodied** 40
AC 26; **Fortitude** 23, **Reflex** 24, **Will** 23
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Saving Throws +2
Speed 8, swim 8
Action Points 1

⚡ **Jump Kick** (standard; at-will) • **Necrotic**
 +13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage and the target is pushed 2 squares.

☠ **Tongue of Fear** (minor 1/round; at-will) • **Cold, Fear**
 Ranged 10; +14 vs. Will; 1d6 + 4 cold damage, and the target is pushed 5 squares.

☠ **Tongue of Death** (minor 1/round; at-will) • **Fear, Necrotic**
 Ranged 10; +14 vs. Fortitude; 1d6 + 4 necrotic damage, and the target is pushed 5 squares.

☠ **Tongue of Flame** (minor 1/round; at-will) • **Fear, Fire**
 Ranged 10; +14 vs. Reflex; 1d6 + 4 fire damage, and the target is pushed 5 squares.

Triple Tongues (standard; recharge 3)
 Flesh of the toad makes all three tongue attacks as a standard action.

Alignment Evil	Languages Common	
Skills Bluff +15, Insight +12, Intimidate +15		
Str 15 (+7)	Dex 17 (+8)	Wis 14 (+7)
Con 16 (+8)	Int 17 (+8)	Cha 20 (+10)

Tactics

The Flesh of the Toad prefers to stay in the back, using his Triple Tongue to attack at a distance while staying within range of the skeletal toads to give them the benefits of his Drawing the Flies Aura. However, the Flesh of the Toad will use Jump Kick against enemies if they get too close. The Flesh of the Toad is quite intelligent and will use its abilities to isolate enemies and make it easier for the skeletal toads to destroy opponents. The creatures in this area will not follow up the stairs as their purpose is to protect the great likeness of the toad. The magic symbol (see Treasure) is on the Flesh of Toad.

Skeletal Toad **Level 10 Brute**
 Medium natural animate (undead) XP 500

Initiative +10 **Senses** Perception +12; darkvision
HP 126; **Bloodied** 63
AC 23; **Fortitude** 22, **Reflex** 23, **Will** 20
Immune disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant
Speed 5, swim 5

⚡ **Jump Kick** (standard; at-will) • **Necrotic**
 +13 vs. AC; 1d8 + 2 damage plus 1d6 necrotic damage and the target is pushed 2 squares.

⚡ **Double Attack** (standard; at-will)
 The skeletal toad makes two jump kicks.

Not Dead Yet (the first time the skeletal toad drops to 0 hit points)

Make a new initiative check for the skeletal toad . On its next turn, the skeletal toad rises (as a move action) with 63 hit points.

Alignment Unaligned	Languages –	
Str 19 (+9)	Dex 21 (+10)	Wis 15 (+7)
Con 17 (+8)	Int 2 (+1)	Cha 2 (+1)

Treasure

Party Level 9
Symbol of Life +3, silver and gold seal (200 gp), 12 gold clasps (10 each gp), golden medallion (100 gp), pearl earrings (200 gp), 10 gems (50 gp each), 150 gp, 300 sp, 1,000 cp

Party Level 10
Symbol of Hope +3, silver and gold seal (200 gp), 12 gold clasps (20 each gp), golden medallion (100 gp), pearl earrings (200 gp), 15 gems (50 gp each), 150 gp, 300 sp, 1,000 cp

Party Level 11
Symbol of Victory +3, silver and gold seal (200 gp), 12 gold clasps (20 each gp), pearl earrings (200 gp), jewel encrusted crown (1,000 gp), ceremonial sword and sheath (500 gp), diadem (500 gp), 200 gp, 500 sp, 1,100 cp

Quest

Return the triple tongue of the Flesh of the Toad to Griselda in area 1 to complete a quest.

9. Clearing of Stone

This piece of solid ground is covered in reeds and tall grasses with deeper waters all around. Home to the stone terrors, there are chunks of stone and partially eaten statues that dot the clearing. The stone terrors prefer to stay in the water during the heat of the day, but they will always emerge for the promise of more food stores.

Monsters

Party Level 9-10 (2,100 XP)

3 Stone Terrors (700 XP each) (S)

Party Level 11 (2,800 XP)

4 Stone Terrors (700 XP each) (S) (S₁₁)

Features

Statues: While there are plenty of small stone insects and swamp critters, there are larger partially eaten statues, marked on the map as black circles. One of these statues is holding a *Potion of Healing* which was not turned to stone.

Swampy Waters: Alongside the clearing are 5-foot deep swampy waters. A Perception check DC 15 reveals the edge of the clearing within 2 squares.

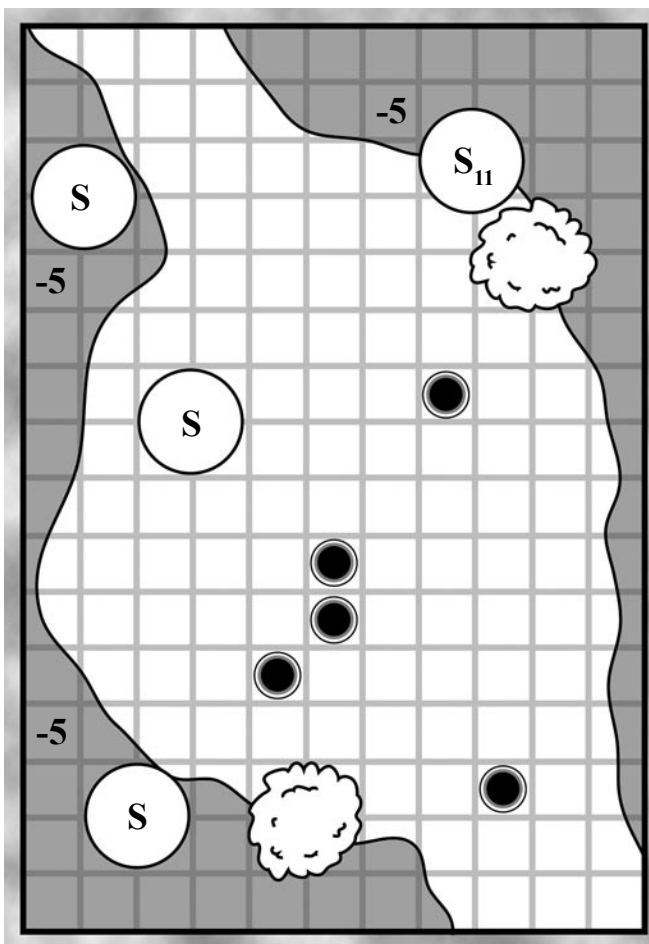
Tactics

Stone terrors are called so because of their diet. They nourish themselves by eating stone, which is direly scarce in the swamp. The stone terrors of the swamp have adapted by turning their victims into stone. Using Petrifying Body, any living creature viewing the stone terror turns to stone after 2 sequential failed saves. When feeding on their petrified victims, they automatically deal damage as if they critically hit an opponent.

Treasure

Party Level 9-11

Potion of Healing



Stone Terror Level 12 Soldier

Large natural beast (reptile) XP 700

Initiative +9 **Senses** Perception +12

HP 126; **Bloodied** 63

AC 28; **Fortitude** 26, **Reflex** 22, **Will** 22

Immune petrification

Speed 4 (swamp walk)

⚔ **Bite** (standard; at-will)

+18 vs. AC; 2d8 + 6 damage.

☞ **Petrifying Body** (immediate interrupt, when viewed by any living creature; at-will)

Ranged 20; +16 vs. Fortitude; the target is slowed (save ends). *First Failed Save:* The target is immobilized (save ends). *Second Failed Save:* the target is petrified (no save).

Alignment Unaligned **Languages** –

Str 21 (+11) **Dex** 13 (+7) **Wis** 15 (+8)

Con 23 (+12) **Int** 3 (+2) **Cha** 9 (+5)

10. esmeralda's Lodge

This is the lodge of Griselda's estranged sister Esmeralda. Unlike her sister, Esmeralda kept to herself and sought the company of extraplanar beings through which she hoped to accumulate more power. Unfortunately, her mostly recent summoning went awry and unleashed Legion into the world.

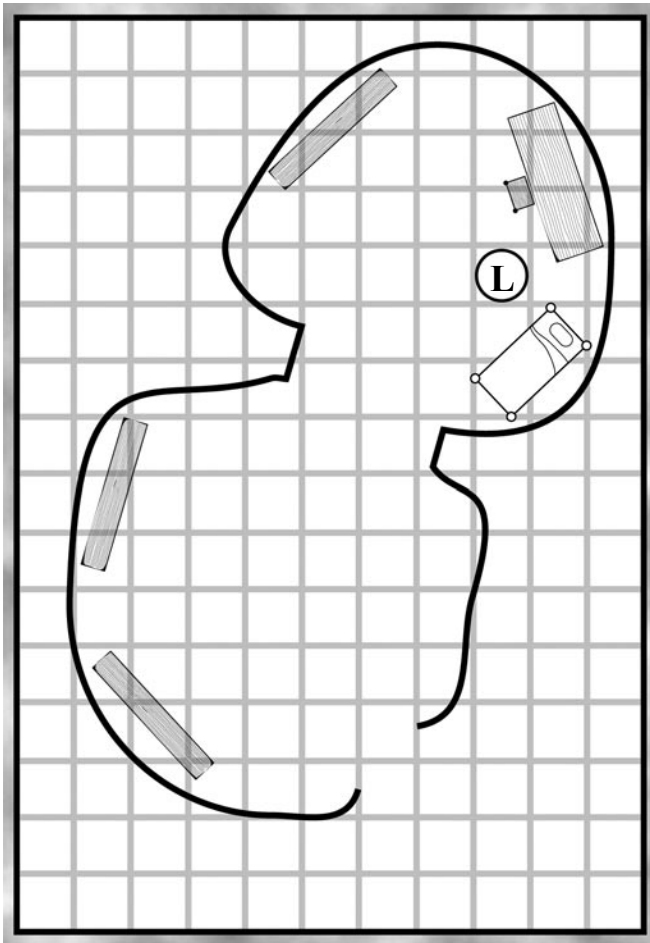
Monsters

Party Level 9-11 (2,500 XP)

Legion (2,500 XP) (L)

Features

Desk: The contents of the desk are scattered across the room as drawers and cabinets have been turned out. A Perception Check DC 30 reveals a hidden compartment in one of the drawers containing the magic orb (wrapped in a satin bag and stored in an ornate wooden box).



Esmeralda's Body: What is left of Esmeralda is stuffed under the bed. The smell is musky but far from nauseating. The jewelry listed in the treasure are on her person and hidden in small sewn-in pockets of Esmeralda's clothes (Perception Check DC 28) are stashes of gems and coin.

Salt circle: In the front portion of the lodge is a nearly complete circle of salt on the floor.

Shelves: The shelves in the front of the lodge are used as storage while the shelves in the back are lined with books, papers, scrolls, and other odd bits of writing. The contents on all the shelves have been rifled through.

Tactics

Legion is a wily skirmisher that creates more of itself (Create Duplicate) who then position themselves for maximum Sneak Attack damage with their Claw attacks. As soon as Legion hears the party outside of the lodge, it will create duplicates. As long as Legion has duplicates, it will use Damage Transfer. When a severely damaged duplicate is in the midst of enemies and Legion has plenty of hit points, Legion will use Collateral Damage; otherwise, Legion uses Absorb Duplicate and regains 50 hit points.

Treasure

Party Level 9

Orb of Inevitable Continuance +3, ornate wooden box with inlay (50 gp), embroidered satin bag (75 gp), pewter and coral earrings (50 gp), golden ring (25 gp), silver locket containing a piece of hair (25 gp), pinned cameo (50 gp), charm bracelet (100 gp), 5 semi-precious stones (10 gp each), 1 gem (30 gp), 15 gp, 40 sp, 100 cp

Party Level 10

Orb of Reversed Gravity +3, ornate wooden box with inlay (75 gp), embroidered satin bag (75 gp), pewter and coral earrings (50 gp), golden ring (50 gp), silver locket containing a piece of hair (25 gp), pinned cameo (75 gp), charm bracelet (100 gp), 5 semi-precious stones (10 gp each), 1 gem (30 gp), 15 gp, 40 sp, 100 cp

Party Level 11

Orb of Sanguinary Repercussions +3, ornate wooden box with inlay (100 gp), satin bag (150 gp), platinum and pearl earrings (100 gp), golden ring (50 gp), silver locket containing a piece of hair (25 gp), pinned cameo (100 gp), charm bracelet (100 gp), 5 semi-precious stones (25 gp each), 2 gems (100 gp), 15 gp, 40 sp, 100 cp

Legion **Level 10 Solo Skirmisher**
 Medium immortal humanoid (demon) XP 2,500

Initiative +13 **Senses** Perception +8; darkvision
HP 408; **Bloodied** 204
AC 25; **Fortitude** 22, **Reflex** 25, **Will** 21; see also *damage transfer*
Resist 15 psychic
Saving Throws +5
Speed 6, fly 8
Action Points 2

⚔ **Claw** (standard; at-will)
 +15 vs. AC; 1d8 + 5 damage.

Create Duplicate (minor; at-will) • **Conjuration, Psychic**
 Legion manifests an exact duplicate of itself in an unoccupied adjacent square. It can have no more than four duplicates at once, and duplicates cannot create other duplicates. When a duplicate appears, it makes an initiative check and joins the battle on that initiative count. All damage a duplicate deals is treated as psychic damage.
 A duplicate has the same statistics as Legion except for its hit points. When Legion creates a duplicate, Legion loses one-quarter of its current hit points. Legion's maximum number of hit points remains the same.

Duplicates last until Legion reaches 0 hit points, absorbs them, or uses *collateral damage*. A duplicate must stay within 10 squares of Legion at all times or it disappears.

Absorb Duplicate (standard; at-will) • **Healing**
 Legion absorbs a duplicate adjacent to it and regains 50 hit points.

Legion Sneak Attack
 Legion or a duplicate that flanks an enemy with another duplicate deals an extra 1d8 damage on melee attacks against that enemy.

✱ **Collateral Damage** (standard; at-will) • **Psychic**
 Area burst 2 centered on a duplicate; Legion can cause one of its duplicates to explode in a burst of psychic gore; +14 vs. Fortitude; 1d8 + 3 psychic damage, plus the target is dazed (save ends). *Hit* or *Miss*: Legion takes 25 damage.

Damage Transfer (immediate reaction, when Legion is damaged by an attack; at-will) • **Psychic**
 Legion can deflect the damage it takes from an attack to one of its duplicates. Any effects or secondary attacks included in the attack are also deflected to the duplicate. The damage a duplicate takes in this way is considered psychic damage.

Alignment Evil **Languages** Abyssal, Supernal
Str 17 (+8) **Dex** 23 (+11) **Wis** 12 (+6)
Con 15 (+7) **Int** 15 (+7) **Cha** 14 (+7)

11. WARRIORS' MOUND

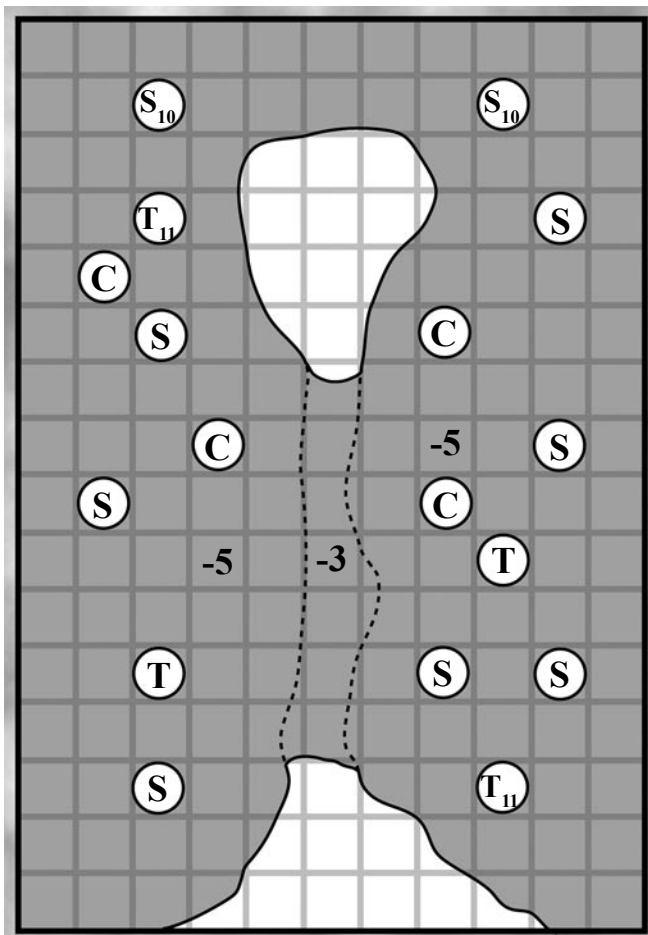
This area is the resting place of many men who were lead into the swamp in a folly of a military campaign. Some say this area is not so much solid ground as bodies all the way down. Atop the mounded hill is a sword planted into the ground with a banner hanging limply in the stale still air of the swamp.

Monsters

Party Level 9 (2,600 XP)
 2 Turncoat Shadow (250 XP each) (T)
 7 Shadow Slain (200 XP each) (S)
 4 Chillspirit Blackshadow (175 XP each) (C)

Party Level 10 (3,000 XP)
 2 Turncoat Shadow (250 XP each) (T)
 9 Shadow Slain (200 XP each) (S) (S₁₀)
 4 Chillspirit Blackshadow (175 XP each) (C)

Party Level 11 (3,500 XP)
 4 Turncoat Shadow (250 XP each) (T) (T₁₁)
 9 Shadow Slain (200 XP each) (S) (S₁₀)
 4 Chillspirit Blackshadow (175 XP each) (C)



Features

Mound: The mound is barely clear of the water, and planted in the middle of the mound is the magic longsword. If the party takes the time to search (Perception check DC 31, 1 hour digging and searching), they find a few items of value that were overlooked before burial.

Walkway: There is a 5 foot wide path that is covered with only 3 feet of murky water. It is considered difficult terrain.

Tactics

The restless souls of the fallen haunt this mound, their insubstantial forms twisted by the agony and pain of their death. They hide in the murky waters and attack as people cross the walkway, effectively granting them an initial surprise round and total concealment from enemies (-5 to hit) as they attack.

Turncoat shadows will attack first with their Touch of Shame, lowering Will defense by 2 and then follow up with Touch of Betrayal, in which targets take damage and attack their nearest ally as a free action, all the while their aura deals psychic damage to enemies.

The shadow slain prefers to attack with combat advantage (surprised, flanked, or characters knocked prone characters from the chillspirit blackshadow's Shadow Ram), but will never pass up a chance to Shadow Slam the living.

Chillspirit Blackshadow		Level 4 Lurker	
Medium shadow humanoid (undead)		XP 175	
Initiative +8	Senses Perception +8; darkvision		
Chill Spirit (Cold) aura 3; an enemy that starts its turn in the aura takes 2 cold damage and takes a -2 penalty to all defenses.			
HP 30; Bloodied 15			
AC 16; Fortitude 16, Reflex 16, Will 17			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant			
Speed fly 5 (hover); phasing			
⊕ Blacken Spirit Touch (standard; at-will) • Necrotic +6 vs. Reflex; 1d6 + 2 necrotic damage.			
↩ Shadow Ram (standard; recharge ☞ ☞) • Illusion, Psychic Close burst 2; targets enemies; +8 vs. Will; 2d6 psychic damage, and the target is knocked prone.			
Invisibility (standard; at-will) • Illusion The chillspirit blackshadow becomes invisible until it attacks or until it is hit by an attack.			
Alignment Chaotic evil	Languages Common		
Skills Stealth +9			
Str 11 (+2)	Dex 14 (+4)	Wis 9 (+1)	
Con 12 (+3)	Int 7 (+0)	Cha 14 (+4)	

Turncoat Shadow		Level 6 Controller	
Medium shadow humanoid (undead)		XP 250	
Initiative +10	Senses Perception +8; darkvision		
Words of Betrayal (Psychic) aura 2; any enemy in the aura at the start of its turn takes 5 psychic damage.			
HP 54; Bloodied 27			
AC 18; Fortitude 15, Reflex 18, Will 17			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>words of betrayal</i> above)			
Speed fly 6 (hover); phasing			
⊕ Touch of Shame (standard; at-will) • Psychic +7 vs. Will; 1d6 + 4 psychic damage, and the target takes a -2 penalty to Will defense (save ends).			
⊕ Touch of Betrayal (standard; recharge ☞ ☞ ☞ ☞) • Psychic +10 vs. Will; 2d6 + 2 psychic damage, and the target moves up to its speed and makes a basic attack against its nearest ally as a free action.			
Alignment Chaotic evil	Languages Common		
Skills Stealth +13			
Str 7 (+1)	Dex 21 (+8)	Wis 7 (+1)	
Con 13 (+4)	Int 10 (+3)	Cha 18 (+7)	
Shadow Slain		Level 5 Lurker	
Medium shadow humanoid (undead)		XP 200	
Initiative +10	Senses Perception +3; darkvision		
HP 37; Bloodied 18			
Regeneration 5 (if the shadow slain takes radiant damage, regeneration is negated until the end of the shadow slain's next turn)			
AC 16; Fortitude 13, Reflex 16, Will 14			
Immune disease, poison; Resist 10 necrotic, insubstantial; Vulnerable 5 radiant (see also <i>regeneration</i> above)			
Speed fly 8 (hover); phasing; see also <i>shadow shift</i>			
⊕ Shadow Slam (standard; at-will) • Necrotic +9 vs. Reflex; 1d6 + 5 necrotic damage, and the target is weakened (save ends).			
Combat Advantage • Necrotic The shadow slain deals an extra 1d6 necrotic damage against any target it has combat advantage against.			
Shadow Shift (move; encounter) The shadow slain shifts 6 squares.			
Alignment Chaotic evil	Languages Common		
Skills Stealth +11			
Str 5 (-1)	Dex 19 (+6)	Wis 11 (+2)	
Con 12 (+3)	Int 7 (+0)	Cha 14 (+4)	

Chillspirit blackshadow starts with its Shadow Ram ability on its initial surprise round, using it as often as possible (recharge 5-6). Its Chill Spirit aura deals damage as well as lowering defenses of enemies, making the chillspirit blackshadow a popular ally to fight nearby amongst the other undead. Of all the creatures, chillspirit blackshadows are most likely to leave the water to attack and use their Invisibility between attacks to grant them similar concealment bonuses within having to stay in the water.

Treasure

Party Level 9

Magic +3 *Longsword*, lacquered breast plate (200 gp), fine greaves (50 gp), ceremonial dagger (100 gp), 5 golden metals (50 gp each), 10 silver darts (10 gp each), 5 fine shields (50 gp each), 10 silver darts (10 gp each), 5 fine shields (50

gp each), sealed ornate metal box (100 gp) containing 16 precious stones (25 gp each)

Party Level 10

Vicious +3 *Longsword*, lacquered breast plate (200 gp), fine greaves (50 gp), ceremonial dagger (100 gp), 5 golden metals (50 gp each), 10 silver darts (10 gp each), 5 fine shields (50 gp each), sealed ornate metal box (100 gp) containing 24 precious stones (25 gp each)

Party Level 11

Frost +3 *Longsword*, lacquered breast plate (400 gp), fine greaves (50 gp), ceremonial dagger (200 gp), 5 golden metals (75 gp each), 10 fine silver darts (20 gp each), 5 fine shields (50 gp each), sealed ornate metal box (100 gp) containing 20 precious stones (75 gp each)

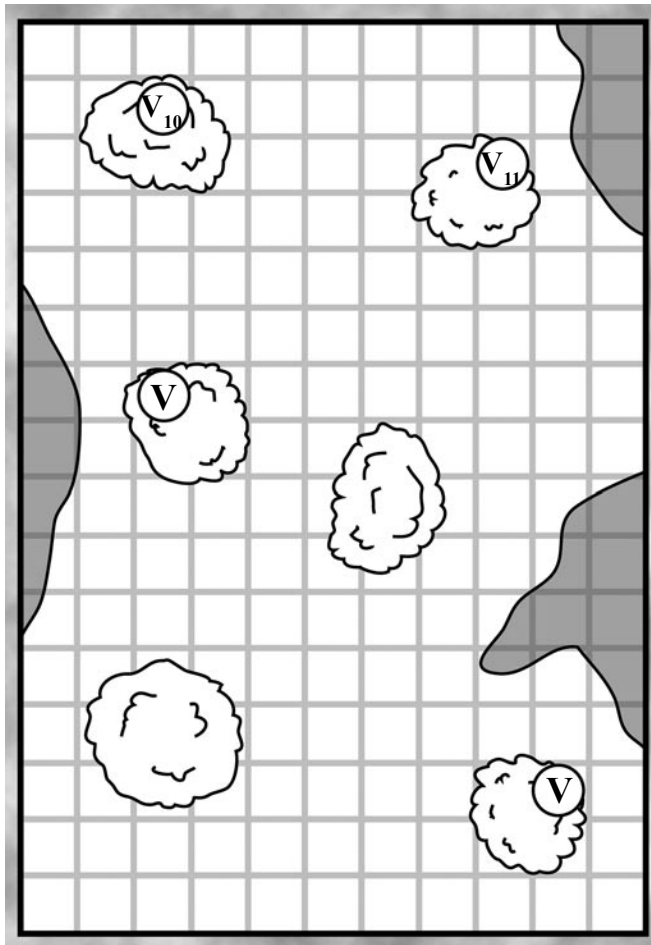
12. BLOODSUCKING GROVE

This treed grove of solid ground is home to vampire moths, a blood sucking insect that makes its home in the trees.

Monsters

Party Level 9 (1,400 XP)

2 Vampire Moth Swarm (700 XP each) (V)



Party Level 10 (2,100 XP)

3 Vampire Moth Swarm (700 XP each) (V) (V₁₀)

Party Level 11 (2,800 XP)

4 Vampire Moth Swarm (700 XP each) (V) (V₁₀) (V₁₁)

Features

None

Tactics

The vampire moth swarms come out of the trees and attack in a Feeding Frenzy.

Treasure

None

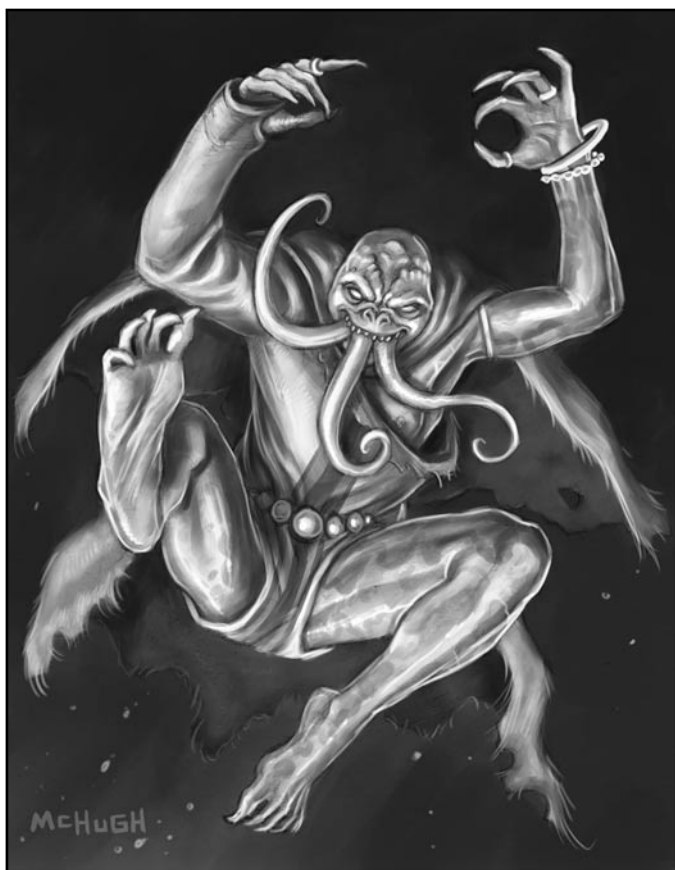
Vampire Moth Swarm	Level 12 Brute
Medium natural beast (swarm)	XP 700
Initiative +9	Senses Perception +7; darkvision
Swarm Attack aura 1; the vampire moth swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 141; Bloodied 70	
AC 24; Fortitude 21, Reflex 24, Will 23	
Resist half damage from melee and ranged attacks;	
Vulnerable 10 against close and area attacks	
Speed 2, fly 6 (hover)	
⊕ Feeding Frenzy (standard; at-will)	
+15 vs. AC; 2d8 + 2 damage, and ongoing 5 damage (save ends).	
Alignment Unaligned	Languages –
Skills Stealth +14	
Str 9 (+5)	Dex 15 (+9) Wis 11 (+6)
Con 10 (+6)	Int 1 (+1) Cha 5 (+3)



Area 2: Bog Horrors' Lair



Area 4: Strange Fruit



Area 8: Tombs of the Toad, Lower Level



Area 10: Esmeralda's Lodge