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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 perilous peaks!

The iron mountains

An adventure setting for
5 players levels 12–14

Expeditious Retreat Press



LANDS OF DARKNESS



The iron mountains

An adventure setting for 5 players levels 12–14

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introduction

Lands of Darkness #5: The Iron Mountains is designed for parties Levels 12-14. While this work details 12 encounters, the mountains 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 Iron Mountains* is designed for parties Levels 12-14, so each encounter will have monsters, treasures, quests, and starting position map for a party level 12, party level 13, and party level 14. 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, there are mountain hulks present for all party levels, but the mountain bear is only present for Party Level 14. Also note the addition of more monsters of the same type. For example in area 1, there is only 1 forest ogre for Party Level 12 (denoted on the map as (F)), while Party Level 13 encounters 2 forest ogres (denoted on the map as (F) and (F₁₃)) and Party Level 14 encounters 3 forest ogres (F) (F₁₃) and (F₁₄).

History

The Iron Mountains is a chain of rugged peaks and perilous passes, spires reaching for the heavens. Once an abundant source of ore, the mining operations ceased long ago. No one is certain what happened, but there is no lack of conjectures and fables, passed down generation to generation as bedtime stories told by candlelight. Some say human ambition and greed woke the spirit of the mountain, who repelled the miners from gouging and goring its sides and innards. Other will say the easy veins were exhausted and the area was abandoned to the less civilized of the gods' creatures.

Hooks

If the party needs some incentive to explore the Iron Mountains, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Level 12-700 Experience, 500 gp; Level 13-800 Experience, 600 gp; Level 14-1,000 Experience, 700gp).

- A well-to-do socialite wants to wear something no one else owns and has her heart set on a heisenbear coat. The problem is no one has ever caught a heisenbear. However, there have been sightings of the illusive creature in the Iron Mountains and the party has been hired to bring back a pelt (area 4).

- A renowned entomologist has speculated the existence of insect in extreme climates, but his theory has met strong resistance. Digging deep into research and lore, he hires the party to find the fabled glacier scorpion and return a specimen (dead or alive) to lend credibility to his theory (area 6).

- Everyone has a black sheep in the family and the Davinkars are no exception. One branch of their family led by a patriarch said to be driven mad by his desire for knowledge took his family into a life of seclusion in the Iron Mountains. Somewhere amongst the peaks is their base and the party has been hired to search for it and infrom the family of details from that lost branch.

Features

The mountains present a unique set of features.

Abandoned Mine Entrances: Along the mountain side are entrances to abandoned mines that can be used for shelter. Typically the first 20 feet in are stable, but after there is a chance of collapse (see the D&D 4E DUNGEON MASTER'S GUIDE, Hazards: Cave-In).

Altitude Sickness: Triggered by the lower concentration of oxygen in the air at higher altitudes, it is not uncommon for people to experience some form of altitude sickness. Unless native to the mountains, players have a chance of contracting altitude sickness each day the party moves higher in altitude.

Hazards: Once past area 2, the mountains soar into higher altitudes and the hazards of ice and snow become more pressings (see Treacherous Ice Sheet)

Treacherous Ice Sheet	Level 5 Elite Obstacle
Hazard	XP 400

A slick sheet of ice creates a hazardous obstacle.

Hazard: This sheet of ice fills 20 contiguous squares, turning then into difficult terrain.

Perception

No check is necessary to notice the ice.

Additional Skill: Nature

- DC 24: A character identifies the squares of treacherous ice.

Trigger

The ice attacks when a creature enters or begins its turn in a square of treacherous ice. It also attacks when a creature stands up from prone in a square of treacherous ice.

Attack

Opportunity Action **Melee**

Target: Creature on the ice

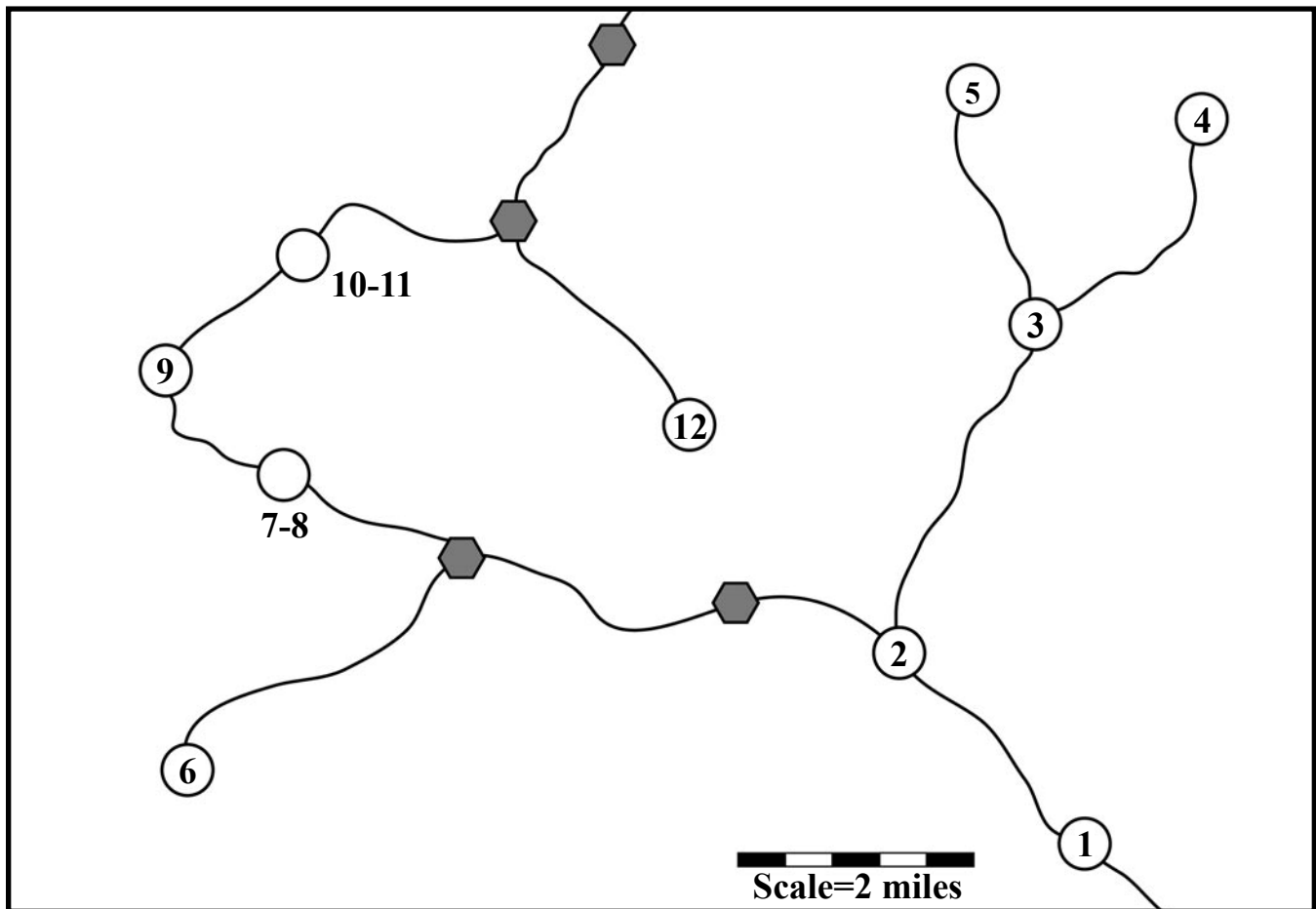
Attack: +10 vs. Reflex

Hit: 1d6+2 damage and fall prone. If the creature is already prone, no damage but its turn ends immediately.

Countermeasures

- With a DC 27 Acrobatics check and a move action, a character can move into a square of treacherous ice without risk of falling. If the check fails or the character moves more than 1 square, the ice attacks.

Overview map of The iron mountains



Passes: Even after all this time, the roads that once brought ore down from the mines are still in relatively good repair. The lower altitude roads are still paved (the road between area 1 and area 2 and the roads immediately branching off of area 2), but as the route goes higher and to more remote areas, the roads are little more than mountain paths.

Using This Map

The paths move around the peaks along steep valley cliffs. The paths are generally moving higher in altitude with area 9 being the highest point on this map and area 10-12 descending along the back side of the mountain ridge.

Altitude Sickness

Level 12 Disease

Contracted at high altitudes, victims suffer headaches in conjunction with any of the following: loss of appetite, nausea, vomiting, fatigue, weakness, dizziness, light-headedness, confusion, staggering gait, and difficult sleeping.

Attack: + 15 vs. Fortitude.

Endurance: improve DC 25, maintain DC 22, worse DC 20 or lower

The target is cured.

◆ **Initial Effect:** Target loses 1 healing surge and is weakened.

◆ The target loses 1 healing surge and is weakened and dazed.

Final State: The target loses 1 healing surge and is weakened, dazed and slowed.

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

1. Last Homely House

Where the mountain and forest meet is the last homely house before venturing into the peaks of the Iron Mountain. A group of forest ogres made a clearing beside the road and built a house with the timber. These ambitious entrepreneurs carved a niche in collecting tolls along the road, offering a night's lodging for their "protective" tax. For traders, they typically require 25% of the value of the traded goods. For travelers, they size each person up and set a toll, varying from 5 gp to 100 gp.

Monsters

Party Level 12 (2,550 XP)

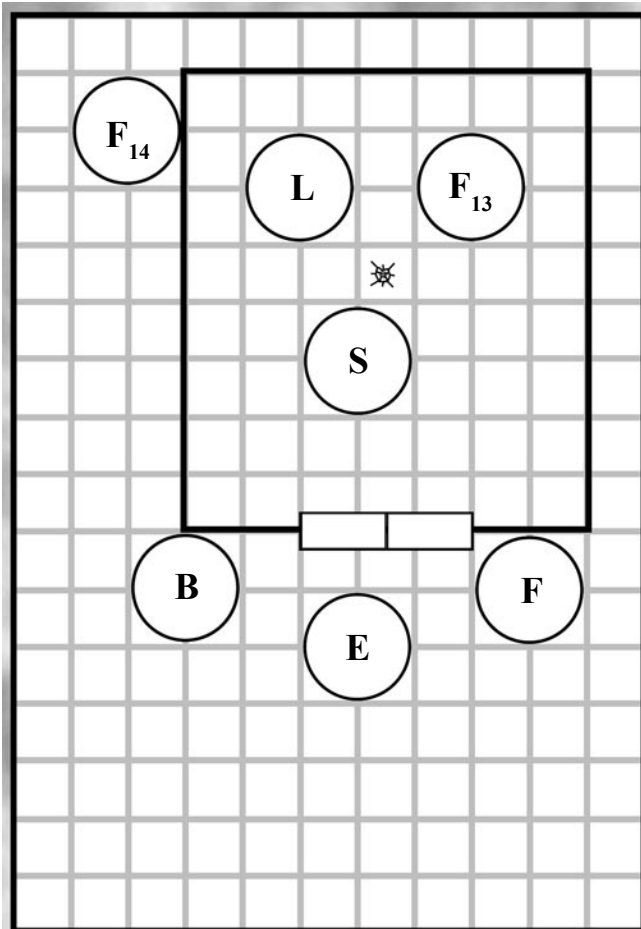
Elgrond and Elgrak (1,200 XP each) (E) (L)
Forest Ogre (150 XP) (F)

Party Level 13 (3,050 XP)

Elgrond and Elgrak (1,200 XP each) (E) (L)
Stumpy (350 XP) (S)
2 Forest Ogre (150 XP each) (F) (F₁₃)

Party Level 14 (3,550 XP)

Elgrond and Elgrak (1,200 XP each) (E) (L)
Stumpy (350 XP) (S)
Boogrit (350 XP) (B)
3 Forest Ogre (150 XP) (F) (F₁₃) (F₁₄)



Features

The House: The house is positioned so that the front is closest to the road. Inside, there is little here in the way of furnishing, just a firepit in the center of the room and sleeping areas around the fire. There is a cookpot hanging over the fire, emitting a foul odor, no doubt dinner in the making. Elgrond and Elgrak (the brains of the operation) sleep in the far back corner of the house. Hidden among and buried under their bedding are the spoils of their work.

Tactics

Elgrond and Elgrak take turns outside collecting tolls, with Boogrit and the forest ogre(s) around for extra muscle. Stumpy likes being inside, relegated to using a club and javelins after

Elgrond and Elgrak	Level 11 Elite Brute
Large natural humanoid	XP 1,200

Initiative +6 **Senses Perception** +5

HP 286; **Bloodied** 143

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

Saving Throws +2

Speed 8

Action Points 1

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

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

↵ **Axe Flurry** (standard; encounter) • **Weapon**

Requires greataxe; close burst 2; +13 vs. AC; 2d8 + 5 damage, and a Medium 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 greataxe, hide armor

Forest Ogre	Level 11 Minion
Large natural humanoid	XP 150

Initiative +5 **Senses Perception** +6

HP 1; a missed attack never damages a minion

AC 23; **Fortitude** 25, **Reflex** 20, **Will** 20

Speed 8

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

Reach 2; +14 vs. AC; 8 damage.

Alignment Chaotic evil	Languages Common, Giant	
Str 20 (+10)	Dex 10 (+5)	Wis 10 (+5)
Con 20 (+10)	Int 5 (+2)	Cha 7 (+3)

Equipment greataxe

he inadvertently lost part of his left leg in an unfortunate greataxe incident. Combat itself is simple: hit hard, hit often. Those inside will come out ready to fight if they hear the sounds of combat outside (Perception check DC 5).

Treasure

Party Level 12

2 mink pelts (75 gp each), 2 bolts of fine linen (100 gp each), wooden flute (75 gp), assorted earrings and beads (100 gp), 2 gold rings (25 gp each), 50 10gp gems, 2 100gp gems, 10,000 cp, 5,000 sp, 1,000 gp

Party Level 13

3 mink pelts (75 gp each), 2 bolts of fine linen (100 gp each), wooden flute (75 gp), assorted beads and bangles (150 gp), 5 gold rings (25 gp each), 75 10 gp gems, 2 100 gp gems, 12,000 cp, 7,000 sp, 1,250 gp

Party Level 14

5 mink pelts (75 gp each), 4 bolts of fine linen (100 gp each), mandolin (100 gp), wooden flute (75 gp), assorted beads and bangles (200 gp), 10 gold rings (25 gp each), 100 10 gp gems, 5 50 gp gems, 2 100 gp gems, 20,000 cp, 10,000 sp, 1,500 gp

Stumpy		Level 8 Skirmisher	
Large natural humanoid		XP 350	
Initiative +8		Senses Perception +4	
HP 91; Bloodied 45			
AC 22; Fortitude 22, Reflex 20, Will 18			
Speed 6			
⊕ Club (standard; at-will) • Weapon			
Reach 2; +13 vs. AC; 1d8 + 6 damage; also see <i>harassing rush</i>			
↘ Javelin (standard; at-will) • Weapon			
Ranged 10/20; +12 vs. AC; 1d10 + 4 damage; see also <i>harassing rush</i> .			
↘ ⊕ Harassing Rush (standard; encounter) • Weapon			
Stumpy makes a javelin attack followed by a charge attack.			
Keep Moving +1d8			
If, on his turn, Stumpy ends his move at least 3 squares away from his starting point, he deals an extra 1d8 damage on his melee attacks until the start of its next turn.			
Alignment	Chaotic evil	Languages	Common, Giant
Str	19 (+8)	Dex	15 (+6)
Con	18 (+8)	Int	5 (+1)
		Wis	10 (+4)
		Cha	7 (+2)
Equipment hide armor, club, quiver of 6 javelins			

Boogrit		Level 8 Brute	
Large natural humanoid		XP 350	
Initiative +4		Senses Perception +5	
HP 111; Bloodied 55			
AC 19; Fortitude 21, Reflex 16, Will 16			
Speed 8			
⊕ Hamfist Slam (standard; at-will)			
Reach 2; +12 vs. AC; 1d10 + 4 damage.			
⊕ Accurate Slam (standard; recharge Ⓢ, Ⓢ)			
Boogrit makes a slam, but gets two attack rolls and takes the better result.			
Alignment	Chaotic Evil	Languages	Common, Giant
Str	20 (+9)	Dex	10 (+4)
Con	20 (+9)	Int	5 (+1)
		Wis	10 (+4)
		Cha	7 (+2)
Equipment hide armor			

2. a Fork in the Road

At the fork in the road is another toll station created by the mountain hulks, creatures of superior size, strength and intellect in comparison to the forest ogres. At one time, the mountain hulks fought the forest ogres over tolling rights; however an aberrantly smart mountain hulk (Int 10) decided to make peace in exchange for a cut of the forest ogre's toll without ceasing their own tolling operations further up the road. For traders, they typically require 25% of the value of the traded goods. For travelers, they size each person up and set a toll accordingly.

One mountain hulk is positioned on the cliffs to see what approaches and to Throw Rocks should they refuse to pay the toll. The other mountain hulks start gathered around the fire to keep warm, but they will take more defensive positions with proper warning from the scout.

Monsters

Party Level 12 (3,200 XP)

4 Mountain Hulks (800 XP each) (H)

Party Level 13 (4,000 XP)

5 Mountain Hulks (800 XP each) (H) (H₁₀)

Party Level 14 (5,200 XP)

5 Mountain Hulks (800 XP each) (H) (H₁₀)

1 Mountain Bear (1,200 XP) (B)

Features

Cliffs: The mountain hulks set up at a nature bottle neck in the pass. The sides of the path are rugged terrain leading up to sheer cliffs. The first 10 ft. along the ridge is considered difficult terrain and moving beyond the first 10 ft. requires an Athletics check (climb DC 25).

Firepit: In the center of the group is a firepit with a splayed animal roasting on a spit.

Treasure Chest: The mountain hulks keep their tolling profits in a chest placed deep in their ranks.

Tactics

In combat, there is little subtlety in their tactics; they throw rocks at opponents far away and cut away with their greataxes in melee. The mountain bear (when present) will enter combat when the mountain hulks do.

Treasure

Party Level 12

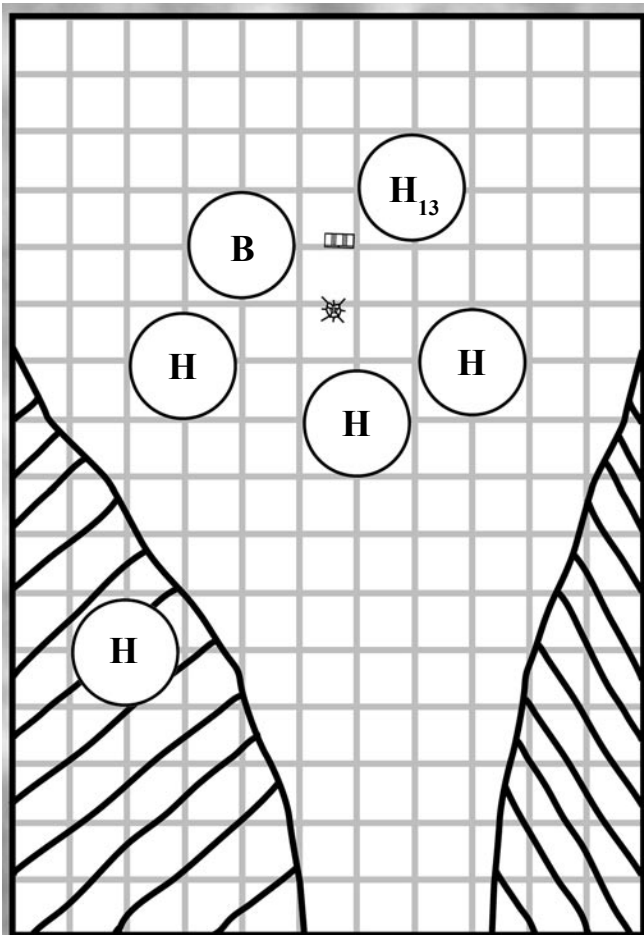
Elven Battle Hide Armor +3, assortment of silver jewelry (125 gp), platinum necklace (200 gp), 1 bolt of silk (200 gp), 100 10 gp gems, 20 25 gp gems, 2 50gp gems, 1 100 gp gem, 10,000 cp, 5,000 sp, 1,500 gp

Party Level 13

Bloodcut Hide Armor +3, assortment of silver jewelry (205 gp), platinum necklace (200 gp), 2 bolt of silk (200 gp each), 100 10 gp gems, 20 25 gp gems, 6 50gp gems, 2 100 gp gem, 15,000 cp, 7,000 sp, 2,000 gp

Party Level 14

Deathcat Hide Armor +3, assortment of silver jewelry (205 gp), platinum necklace (200 gp), 2 bolt of silk (200 gp each), 120 10 gp gems, 30 25 gp gems, 7 50gp gems, 2 100 gp gem, 20,000 cp, 10,000 sp, 2,500 gp



Mountain Hulk

Level 13 Brute

Large natural humanoid (giant)

XP 800

Initiative +5

Senses Perception +7

HP 159; Bloodied 79

AC 25, Fortitude 27, Reflex 21, Will 23

Speed 7

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

Reach 2; +16 vs. AC; 1d10 + 6 damage

⬇ **Double the Fun** (standard; encounter) • **Weapon**

The mountain hulk makes a greataxe attack against two Medium or smaller targets on a hit, the target is pushed 2 squares and knocked prone.

➤ **Throw Rock** (standard; at-will)

Ranged 8/16; +14 vs. AC; 2d6 + 4 damage.

Alignment Chaotic evil **Languages** Common, Giant

Skills Athletics +16

Str 20 (+11)

Dex 9 (+5)

Wis 13 (+7)

Con 18 (+10)

Int 6 (+4)

Cha 8 (+5)

Equipment hide armor, greataxe, 3 rocks

Mountain Bear

Level 11 Elite Brute

Large natural beast

XP 1,200

Initiative +8

Senses Perception +10

HP 276; Bloodied 138

AC 25; Fortitude 25, Reflex 22, Will 23

Saving Throws +2

Speed 5

Action Points 1

⬇ **Paw** (standard; at-will)

Reach 2; +14 vs. AC; 2d8 + 7 damage.

⬇ **Bear Buffet** (standard; at-will)

The mountain bear makes two claw attacks. If both claw attacks hit the same target, the mountain bear makes a secondary attack against the target. *Secondary Attack:* +14 vs. AC; the target is grabbed (until escape).

⬇ **Bear Hug** (standard; at-will)

The mountain bear deals 3d8 + 8 damage to a grabbed creature (no attack roll required).

Alignment Unaligned **Languages** –

Str 22 (+11)

Dex 17 (+8)

Wis 19 (+9)

Con 19 (+9)

Int 3 (+1)

Cha 17 (+8)

3. Circle of Stones

Along the rugged mountain path is a circle of stones, seemingly placed with deliberate care. The creatures of the mountain know better than to enter the circle as it is a sacred place to the mountain fey, a breed of mischievous and sometimes cruel essential beings borne of the mountains.

Monsters

Party Level 12 (3,600 XP)

3 Mountain Guardians (1,200 XP each) (G)

Mountain Fae (350 XP) (F)

Mountain Spirit (250 XP) (S)

Party Level 13 (3,950 XP)

3 Mountain Guardians (1,200 XP each) (G)

2 Mountain Fae (350 XP) (F) (F₁₃)

Mountain Spirit (250 XP) (S)

Party Level 14 (4,950 XP)

4 Mountain Guardians (1,200 XP each) (G) (G₁₄)

2 Mountain Fae (350 XP) (F) (F₁₃)

Mountain Spirit (250 XP) (S)

Features

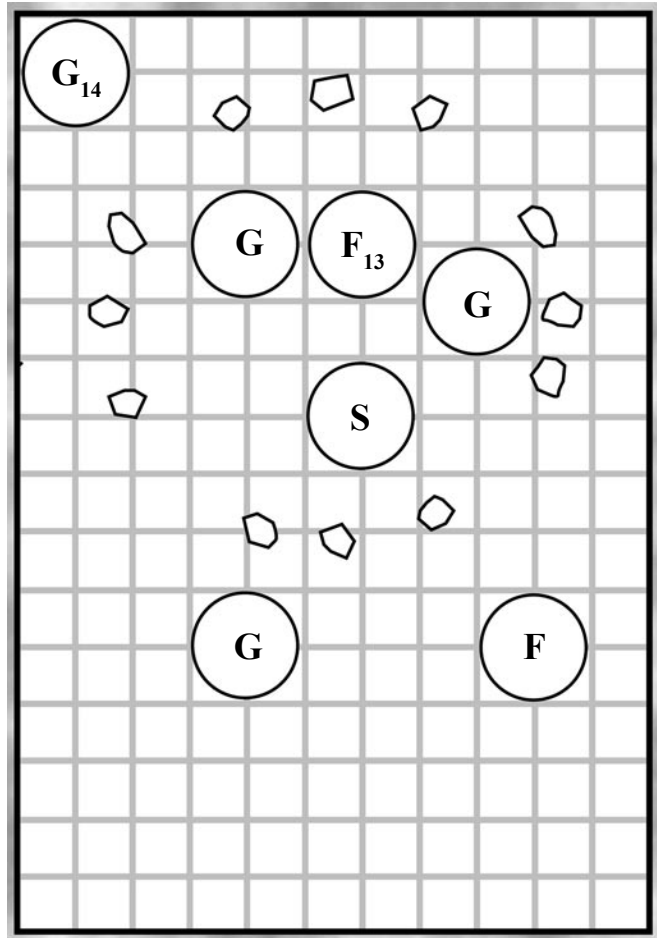
Circle of Stones: The circle of the stones is imbued with a special fey magic. Creatures that rest within the circle are protected from extreme cold and winds and need not fear wandering monsters. Placed along the outside of the circle are offerings from the mountain people who still respect the ancient things of the mountain (see Treasure).

Rare Mountain Flora: Growing both within and outside of the circle are rare plants used in potion making and as medicinal agents and will fetch a fine price to the right seller. A Knowledge (nature) check DC 30 will identify which plants are valuable.

Tactics

The mountain guardians are neutral, closely watching the party. They will attack if aggressed upon, if any of the items or plants are taken, or if the circle is entered. They are willing to parley briefly with anyone that speaks Elven, but the fey are capricious creatures prone to boredom and will tell the party to go about their business if they aren't going to leave anything shiny. Should the party leave a substantial gift (worth 1,000 gp or more), the fey will allow them to rest the night in the circle.

In combat, the mountain guardians that are attacking at range will use Wrath of the Mountain each round and open with Impaling Volley. They will melee attack with their spears when they have exhausted all but one of their spears. Even if they find themselves in melee reach, they still prefer to attack at range once their Impaling Volley is recharged. The mountain fae and spirit will close for melee attack with their Stone Club, using their Stand and Fight and Retribution powers (respectively) when appropriate.



Treasure

Party Level 12

Potion of vitality, bejeweled dagger (200 gp), beaded silver necklace (50 gp), 20 10gp gems, 5 50gp gems, 3,000 cp, 1,000 sp, 200 gp; 400 gp worth of valuable herbs and plants.

Party Level 13

Potion of vitality, ceremonial scabbard (300gp), platinum necklace (100 gp), coral earrings (100 gp), fine wooden inlay puzzle box (150 gp), 50 10gp gems, 6 50gp gems, 2 100gp gems, 4,000 cp, 2,000 sp, 500 gp; 500 gp worth of valuable herds and plants.

Party Level 14

Potion of vitality, ceremonial chakram (500 gp), platinum necklace with black pearls (250 gp), fine wooden inlay puzzle box (150 gp), 100 10gp gems, 10 50gp gems, 3 100gp gems, 6,000 cp, 4,000 sp, 750 gp; 500 gp worth of valuable herds and plants.

Mountain Guardian **Level 14 Artillery**Large fey humanoid XP 1,000**Initiative** +10 **Senses** Perception +16; truesight 6**HP** 111; **Bloodied** 55**AC** 28; **Fortitude** 28, **Reflex** 25, **Will** 26**Speed** 8⊕ **Spear** (standard; at-will) • **Weapon**

Reach 2; +20 vs. AC; 1d10 + 4 damage.

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

Ranged 10/20; +20 vs. AC; 1d10 + 4 damage.

↘ **Impaling Volley** (standard; recharge ☹️) • **Weapon, Cold**

The mountain guardian makes 2 ranged spear attacks; ranged 10; +20 vs. AC; 2d6 damage, and ongoing 5 cold damage (save ends).

↘ **Wrath of the Mountain** (minor; at-will)

Ranged sight; the mountain guardian gains a +1 bonus to ranged attacks made against the target.

Alignment Unaligned **Languages** Elven**Skills** Athletics +18**Str** 22 (+13) **Dex** 17 (+10) **Wis** 18 (+11)**Con** 20 (+12) **Int** 11 (+7) **Cha** 13 (+8)**Equipment** leather armor, 12 spears (in sheaf over back)**Mountain Spirit** **Level 14 Minion**Large fey humanoid XP 250**Initiative** +8 **Senses** Perception +13; truesight 6**HP** 1; a missed attack never damages a minion.**AC** 27; **Fortitude** 26, **Reflex** 23, **Will** 23**Speed** 6⊕ **Stone club** (standard; at-will) • **Weapon**

Reach 2; +17 vs. AC; 7 damage.

⊕ **Retribution** (immediate reaction, when a melee attack misses the mountain spirit; at-will)

The mountain spirit makes a melee basic attack against the attacker.

Alignment Unaligned **Languages** Elven**Str** 23 (+11) **Dex** 17 (+8) **Wis** 16 (+8)**Con** 21 (+10) **Int** 10 (+5) **Cha** 10 (+5)**Equipment** hide armor, heavy shield, stone club**Mountain Fae** **Level 16 Minion**Large fey humanoid XP 350**Initiative** +11 **Senses** Perception +18; truesight 6**HP** 1; a missed attack never damages a minion.**AC** 32; **Fortitude** 31, **Reflex** 27, **Will** 29**Speed** 6⊕ **Stone club** (standard; at-will) • **Weapon**

Reach 2; +22 vs. AC; 8 damage.

⊕ **Stand and Fight** (immediate reaction, when a melee attack hits the mountain fae; encounter)

The mountain fae is instantly healed to full hit point.

Alignment Unaligned **Languages** Elven**Str** 24 (+15) **Dex** 17 (+11) **Wis** 21 (+13)**Con** 23 (+14) **Int** 11 (+8) **Cha** 12 (+9)**Equipment** hide armor, heavy shield, stone club

4. an uncertain lair

This cave is home to a mated pair of heisenbears, an elusive creature not unlike a sloth bear in appearance. These creatures are shy but very territorial, particularly with their young.

Monsters

Party Level 12 (3,200 XP)

2 Heisenbears (1,600 XP each) (H)

Party Level 13 (3,600 XP)

2 Heisenbears (1,600 XP each) (H)

1 Young Heisenbear (400 XP) (Y)

Party Level 14 (4,000 XP)

2 Heisenbears (1,600 XP each) (H)

2 Young Heisenbears (400 XP each) (Y) (Y₁₄)

Features

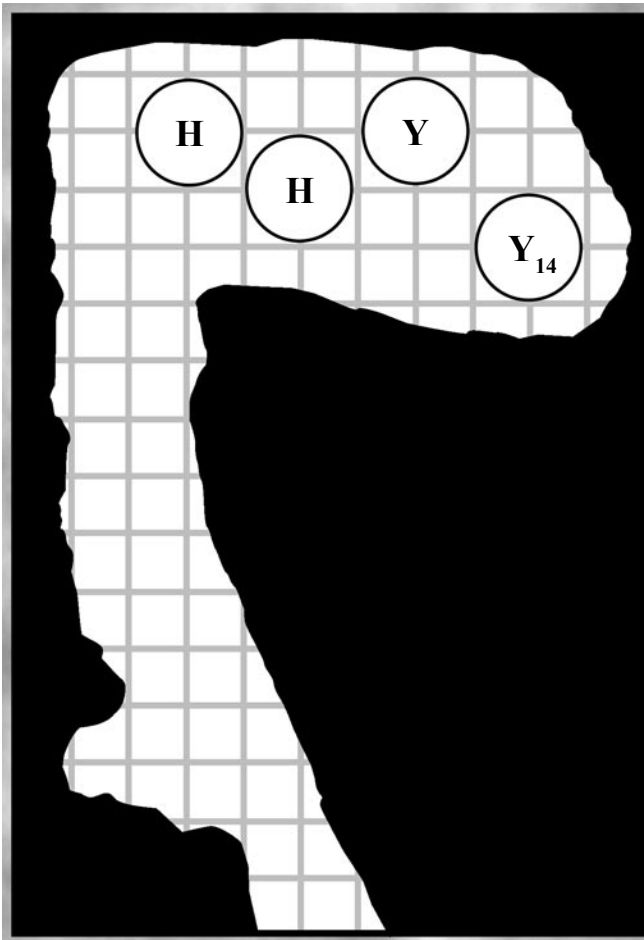
Lighting: A phosphorescent mold is growing on the cave walls, giving the heart of the cave a soft glow (like torch light).

Tactics

Once the heisenbears hear intruders, they will let out a monstrous low growl deep in their throat, warning the intruders to leave the cave. If they continue to perceive intruders, they hide and wait to attack with their claws and bite, using their Heisenbear Hug as much as possible. Their coat gives them a great defensive advantage in combat with Uncertainty, and they use Super State Change to better position themselves in combat. The young (if present) will enter combat as soon as their parents do.

Treasure

None



Young Heisenbear **Level 9 Skirmisher**
 Large fey magical beast XP 400

Initiative +11 **Senses** Perception +12; low-light vision
HP 97; **Bloodied** 48
AC 23; **Fortitude** 21, **Reflex** 22, **Will** 20; see also *uncertainty*
Speed 8

⊕ **Claw** (standard; at-will)
 Reach 2; +13 vs. AC; 1d6 + 4 damage.

‡ **Bite** (standard; at-will)
 +13 vs. AC; 1d10 + 4 damage.

‡ **Heisenbear Hug** (standard; at-will)
 As heisenbear.

Uncertainty • Illusion
 As heisenbear, except see also *state change*.

State Change (free, when an attack misses the young heisenbear because of its uncertainty; at-will)
 The young heisenbear shifts 1 square.

Alignment Unaligned **Languages** –
Skills Stealth +14
Str 19 (+8) **Dex** 21 (+9) **Wis** 16 (+7)
Con 16 (+7) **Int** 5 (+1) **Cha** 11 (+4)

Heisenbear **Level 13 Elite Skirmisher**
 Large fey magical beast XP 1,600

Initiative +14 **Senses** Perception +15; low-light vision

HP 258; **Bloodied** 124
AC 27; **Fortitude** 28, **Reflex** 26, **Will** 24; see also *uncertainty*

Saving Throws +2
Speed 8; see also *path of least resistance*

Action Points 1

⊕ **Claw** (standard; at-will)
 Reach 2; +18 vs. AC; 2d6 + 7 damage.

‡ **Bite** (standard; at-will)
 +18 vs. AC; 3d6 + 7 damage.

‡ **Heisenbear Hug** (standard; at-will)
 Requires combat advantage; the heisenbear makes two claw attacks and a bite attack against a single target.

Uncertainty • Illusion
 All melee and ranged attacks have a 50% chance to miss the heisenbear. The effect ends when the heisenbear is hit by an attack, but it recharges as soon as the heisenbear moves 2 or more squares on its turn. Critical hits ignore uncertainty. (See also *superior state change*).

Path of Least Resistance
 The heisenbear ignores difficult terrain and speed penalties for squeezing.

Superior State Change (free, when an attack misses the heisenbear because of its uncertainty; at-will)

The heisenbear makes a basic melee attack and shifts 1 square.

Controlling Reach
 The heisenbear can make opportunity attacks against all enemies within its reach (2 squares).

Alignment Unaligned **Languages** –
Skills Stealth +17
Str 25 (+13) **Dex** 22 (+12) **Wis** 19 (+10)
Con 16 (+9) **Int** 11 (+6) **Cha** 13 (+7)

5. Cave of the Diggers

This cave is the home of an odd group: stone terrors and far ooze. Stone terrors are called so because of their diet. They nourish themselves by eating stone, which is how this cave was originally carved out of the side of the mountain. The far ooze, immune to the stone terror's creative methods of creating their food, later settled in the cave poaching live creatures before they fall victim to the stone terror's petrifying body. No one is certain why the far ooze doesn't prey on the stone terrors, perhaps because something tastier always seems to wander in the cave looking for shelter.

Monsters

Party Level 12 and 13 (3,700 XP)

Far Ooze (1,600 XP) (F)

3 Stone Terrors (700 XP each) (S)

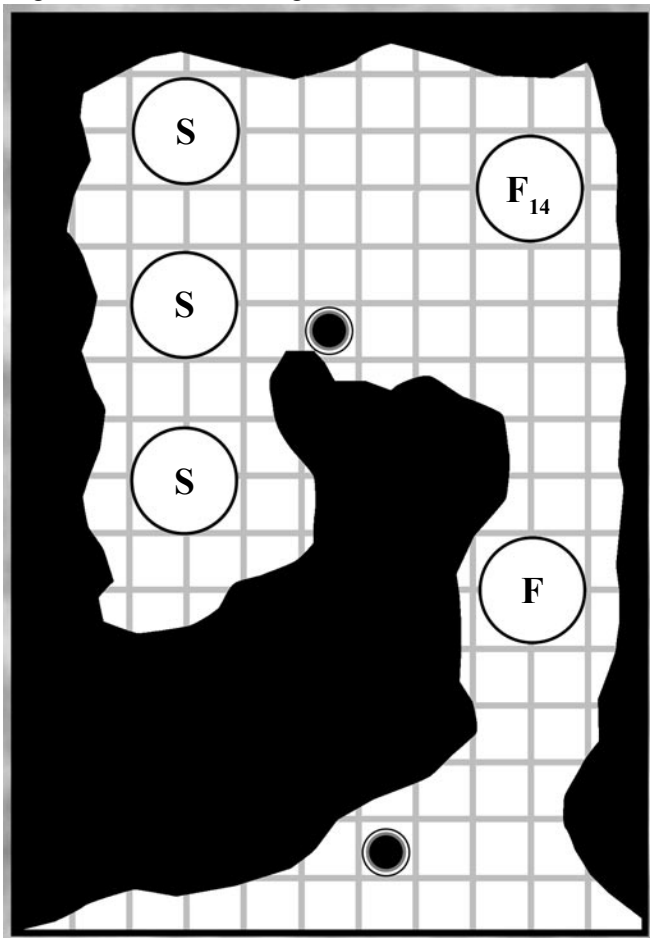
Party Level 14 (5,300 XP)

2 Far Oozes (1,600 XP each) (F) (F₁₄)

3 Stone Terrors (700 XP each) (S)

Features

Lighting: The inner part of the cave is naturally dark, although flecks of metallic elements in the rock sparkle and brighten the cave when a light source is introduced.



Statues: There are 2 statues: one at the entrance depicting a man picking up his sword and one deeper in the cave that is half-eaten.

Tactics

The far ooze hides in the darkness near the cave entrance, starting combat with his Whipping Pseudopodia. Then it uses its Invisibility before moving. When present, the second far ooze will use its Far Shift to move into combat. The stone terrors are fairly ambivalent about hunting as they have abundant supplies of stone, but they are very territorial. Once enemies turn the corner, the stone terrors will become agitated, first relying on their Petrifying Body to take care of intruders, then attacking outright with their bite. The far ooze(s) and the stone terrors don't attack each other, but they don't actively help one another either.

Treasure

None

Far Ooze	Level 13 Elite Lurker
Large aberrant natural beast (blind, ooze)	XP 1,600

Initiative +18

Senses Perception +16;
blindsight 10

HP 216; **Bloodied** 108

AC 28; **Fortitude** 27, **Reflex** 26, **Will** 24

Immune gaze, illusion

Saving Throws +2

Speed 4, climb 4 (spider climb); see also *far shift*

Action Points 1

⊕ **Pseudopod** (standard; at-will)

Reach 3; +16 vs. AC; 1d8 + 10 damage.

↶ **Whipping Pseudopodia** (standard; at-will)

Close burst 3; targets enemies; +16 vs. AC; 1d8 + 10 damage, and the target slides to any other square of the far ooze's choosing within the burst area.

Combat Advantage

The far ooze deals an extra 2d8 damage against any target it has combat advantage against.

Invisibility (minor; at-will) • **Illusion**

The far ooze can turn invisible until the end of its next turn. It turns visible if it takes a standard action.

Far Shift (move; at-will) • **Teleportation**

The far ooze can teleport 10 squares. Enemies adjacent to the far ooze before it teleports are dazed until the end of its next turn. The far ooze automatically gains combat advantage against creatures it teleports adjacent to.

Alignment Chaotic Evil **Languages** –

Skills Stealth +19

Str 28 (+15)

Dex 26 (+14)

Wis 21 (+11)

Con 25 (+13)

Int 2 (+2)

Cha 9 (+5)

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

⊕ **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)

6. glacier mouth

The glacial scorpions make their home beside a scenic glacial lake, ambushing creatures that come for fresh water. Unlike most scorpions, glacier scorpions have been known to act together to bring down a large prey or large groups of prey.

Monsters

Party Level 12 (4,000 XP)

5 Glacier Scorpions (800 XP each) (G)

Party Level 13 (4,800 XP)

6 Glacier Scorpions (800 XP each) (G) (G₁₃)

Party Level 14 (6,400 XP)

8 Glacier Scorpions (800 XP each) (G) (G₁₃) (G₁₄)

Features

Glacier's End: The end of the glacier sheered off leaving a 40 foot cliff. Climbing the cliff is a foolhardy endeavor (Athletics check DC 30, 50% chance of causing another piece of the glacier to slide off into the lake).

Lake: The lake is 30 feet deep and a chilly 30°F with a slight current flowing deep in the water as it moves downstream. Creatures take 5 cold damage every round they are in icy water (Fort save DC 20 to ignore damage).

Tactics

The glacial scorpions are hiding in their burrows covered by a thin layer of snow. They ambush prey, first grabbing them with their claws, then injecting their poison through their Glacial Sting.

Treasure

None

Glacier Scorpion **Level 13 Soldier**
 Large immortal beast XP 800

Initiative +12 **Senses** Perception +10; tremorsense 5
HP 130; **Bloodied** 65
AC 28; **Fortitude** 26, **Reflex** 26, **Will** 25
Resist 30 cold
Speed 8, burrow 6

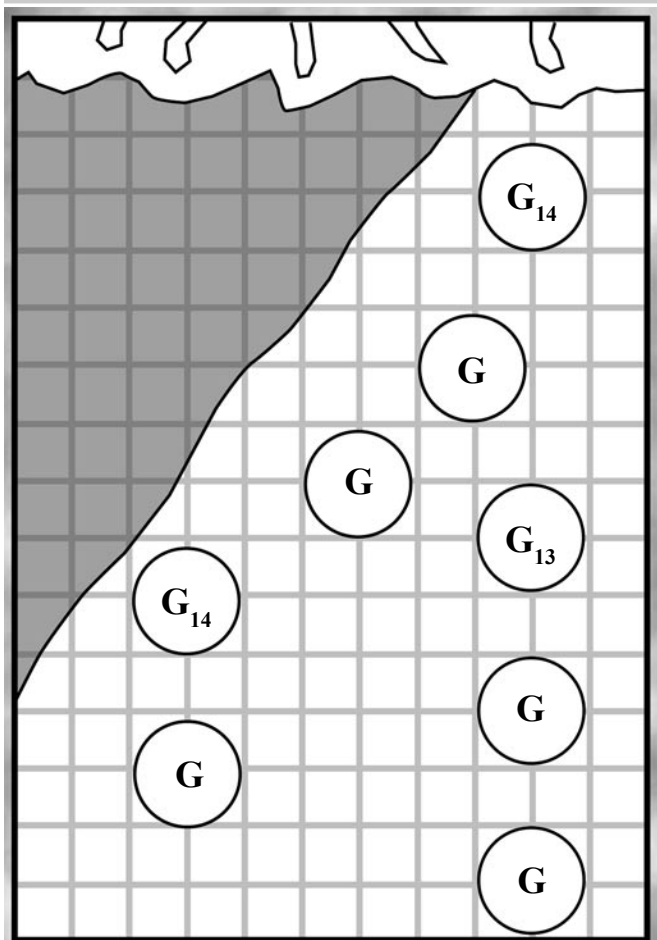
⊕ **Claws** (standard; at-will) • Cold
 +20 vs. AC; 2d6 + 6 damage, and a Medium or smaller target is grabbed (until escape). A grabbed target takes 10 cold damage at the start of the glacier scorpion's turn.

⊕ **Glacial Sting** (standard; at-will) • Cold, Poison
 +18 vs. Fortitude; 1d8 + 6 damage, and the target takes ongoing 5 cold and poison damage and is slowed (save ends both). The glacier scorpion can use this attack against a target it has grabbed.

⊕ **Reactive Sting** (immediate reaction, when an enemy grabbed by the scorpion escapes; at-will)

The scorpion makes a *glacial sting* against the enemy.

Alignment Unaligned **Languages** –
Skills Stealth +15
Str 18 (+10) **Dex** 18 (+10) **Wis** 17 (+9)
Con 19 (+10) **Int** 1 (+1) **Cha** 12 (+7)



7. Mountain Temple

Rising out of the mountains stands a stone structure frosted with snow and ice. This temple is kept by elementals of the mountain, creatures of air and earth.

Monsters

Party Level 12 (3,200 XP)

Earthcaller (1,600 XP) (C)

2 Earthdancers (800 XP each) (D)

Party Level 13 (4,000 XP)

Earthcaller (1,600 XP) (C)

3 Earthdancers (800 XP each) (D) (D₁₃)

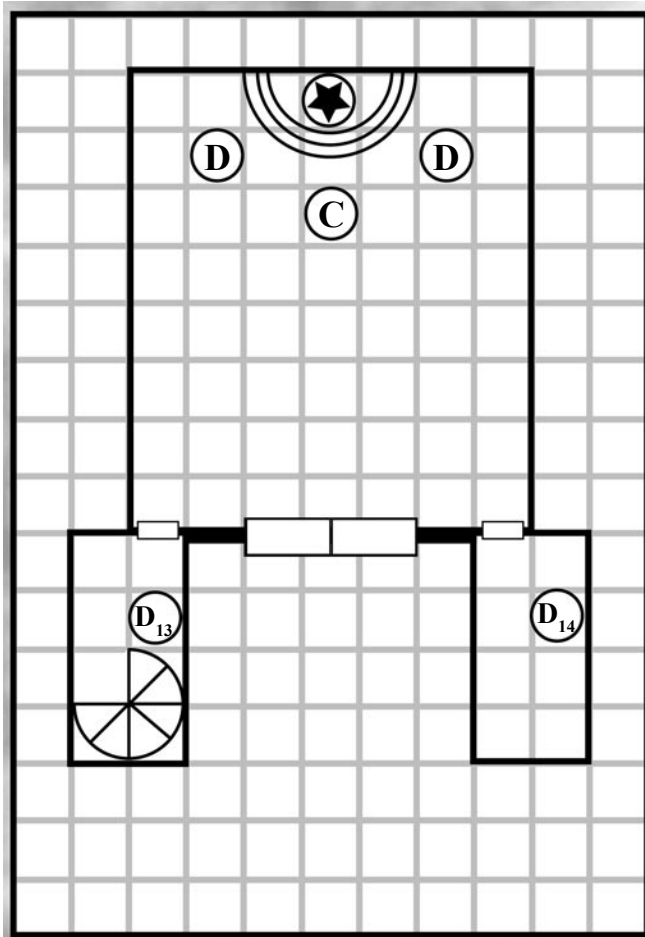
Party Level 14 (4,800 XP)

Earthcaller (1,600 XP) (C)

4 Earthdancers (800 XP each) (D) (D₁₃) (D₁₄)

Features

Altar: In the back of the main room sits a human-sized bronze statue, captured dancing with rare mountain bloom in one hand and an opal in the other. A Knowledge (religion) check DC 20 reveals it to be a likeness of the earth mother, a local deity with



deep roots among the indigenous people of the Iron Mountains, and allows the player to know the appropriate steps of worshipping the earth mother, including bringing an offering.

Double Doors: On the double doors at the entrance of the temple glows a carved knotted loop that spans both doors. The door is warded against those who do not worship the earth mother, dealing 2d10 + 8 thunder damage to those who attempt to open the door or enter without following the proper procedure. Additionally, the thunder will alert those within the temple that there are potential visitors outside. A Knowledge (arcana), Knowledge (history) or Knowledge (religion) check DC 15 recognizes the knotted design as an ancient rune for element of earth. With that information, players can make a DC 15 Wisdom check to deduce that holding earth while opening the door and entering the temple will bypass the magic of the rune.

Inside Doors: The doors inside are not locked, but they are closed.

Lighting: The walls are lined with braziers every 20 feet, giving a soft light around the room (like torches). These are actually lesser fire elementals that have dedicated their life to service of the earth mother goddess. They do not attack, but refused to be carried off from the main sanctuary.

Earthcaller

Level 17 Controller

Medium elemental natural beast (air, earth)

XP 1,600

Initiative +13

Senses Perception +13

Mountain Majesty (Healing, Thunder) aura 10; allies in the aura at the start of their turns regain 5 hit points, while enemies in the aura at the start of their turns take 5 thunder damage.

HP 164; **Bloodied** 82

AC 31; **Fortitude** 29, **Reflex** 29, **Will** 32

Immune charm, disease, fear, poison, sleep; **Resist** 20 thunder

Speed 7

⚡ **Slam** (standard; at-will) • **Thunder**

+22 vs. AC; 1d10 + 3 damage, and the earthcaller makes a secondary attack against the same target. *Secondary Attack:* +20 vs. Fortitude; ongoing 10 thunder damage (save ends).

✂ **Enthralling Runes** (standard; recharge ☐☐, ☐☐☐, ☐☐☐☐) • **Charm**

Ranged 5; the target must be able to see the earthcaller; +24 vs. Will; the target is dominated (save ends). *Aftereffect:* The target is dazed (save ends).

Alignment Unaligned **Languages** Primordial

Skills Bluff +20, History +17, Insight +16, Religion +17, Stealth +17

Str 16 (+11) **Dex** 20 (+13) **Wis** 18 (+12)

Con 20 (+13) **Int** 20 (+13) **Cha** 26 (+16)

Stairs: In the southwest corner of the temple is a spiral staircase going down to the lower level of the temple.

Tactics

If the rune on the door has been triggered, the earthcaller will be cautious, noting that the visitors are not familiar with the ways of the earth mother and all the creatures will be on alert. Upon entrance into the temple, the party has 5 rounds to start appropriate worship of the earth mother or begin parley in Primordial (the earthcaller is unfriendly but peaceful). After that time, the earthcaller will demand that the party leave the holy temple. If the party does not leave or manage to turn the earthcaller to friendly through parley (Diplomacy check DC 25 and in Primordial), the earthcaller and earthdancers attack.

If the party attacks or attempts to take any of the treasure placed around the statue, the earthcaller and earthdancers will attack. If the elementals were on alert before the attack, they get a surprise round on the party (as if they won initiative and were delaying action).

The earthcaller begins combat with Enthralling Runes while the earthdancers attack with their Slam, using Split Kick as soon as they can. The earthcaller uses its Slam until its Enthralling Runes recharges. Once combat begins, the elementals will not stop their attack, even if the party leaves the temple or attempts supplication to the earth mother.

Earthdancer		Level 13 Soldier
Medium elemental natural beast (air, earth)		XP 800
Initiative +11	Senses Perception +15; darkvision, truesight 10	
HP 131; Bloodied 65		
Regeneration 5		
AC 29, Fortitude 28, Reflex 23, Will 24		
Immune charm, disease, fear, poison, sleep; Resist 20 thunder		
Speed 8		
⊕ Slam (standard; at-will) • Thunder +20 vs. AC; 1d10 + 12 damage plus 1d10 thunder damage.		
⊕ Split Kick (standard; encounter) • Thunder The earthdancer makes a slam attack against two different targets within reach.		
Earth Step (free, when the earthdancer hits with an opportunity attack; at-will) The earthdancer shifts 2 squares.		
Alignment Unaligned	Languages Primordial	
Skills Insight +15		
Str 24 (+13)	Dex 16 (+9)	Wis 18 (+10)
Con 19 (+10)	Int 10 (+6)	Cha 14 (+8)

Treasure

Party Level 12

Potion of vitality, carved ivory statute (200 gp), finely wrought silver set (bracelet, necklace, earrings and armband) (100 gp), 85 gp worth of gold dust, 20 10gp gems, 10 25gp gems, 5 50gp gems, 2 100gp gems, 1,000 cp, 500 sp, 100 gp

Party Level 13

Potion of vitality, carved ivory statute (200 gp), golden bangles (200 gp), finely wrought silver set (bracelet, necklace, earrings and armband) (150 gp), 200 gp worth of gold dust, 40 10gp gems, 20 25gp gems, 7 50gp gems, 4 100gp gems, 2,000 cp, 1,000 sp, 250 gp

Party Level 14

Potion of vitality, carved ivory statute (200 gp), golden bangles (300 gp), finely wrought silver set (bracelet, necklace, earrings and armband) (200 gp), golden ring (65 gp) 300 gp worth of gold dust, 50 10gp gems, 25 25gp gems, 10 50gp gems, 7 100gp gems, 4,000 cp, 2,000 sp, 500 gp

8. MOUNTAIN TEMPLE, LOWER LEVEL

The lower level of the temple is the more sacred altar where the elementals worship the earth mother and where the most precious of offerings are kept.

Monsters

Party Level 12 (4,400 XP)

Earthcaller (1,600 XP) (C)
2 Thundersnakes (1,000 XP each) (S)
1 Earthdancer (800 XP) (D)

Party Level 13 (5,200 XP)

Earthcaller (1,600 XP) (C)
2 Thundersnakes (1,000 XP each) (S)
2 Earthdancers (800 XP each) (D) (D₁₃)

Party Level 11 (6,100 XP)

Earthcaller (1,600 XP) (C)
2 Thundersnakes (1,000 XP each) (S)
3 Earthdancers (800 XP each) (D) (D₁₃) (D₁₄)

Features

Altar: Set in the back of the lower level is an altar to the earth mother in her true form, a sculpted hulk of stone surrounded by a ring of loose dirt. Piled around the altar is the listed treasure within the ring of dirt, which is actually a trap.

Lighting: The walls are lined with braziers every 20 feet, giving a soft light around the room (like torches). These are actually lesser fire elementals that have dedicated their life to service of the earth mother goddess. They do not attack, but refuse to be carried off from the lower level.

Stairs: In the northwest corner is a circular stairwell that leads up to the main level of the temple.

Tactics

Only elementals that serve the earth mother goddess are allowed in the lower level and the creatures in the area attack immediately. The earthcaller begins with Enthralling Runes and follows up with Slam attacks until his Enthralling Runes has recharged. Earthdancers Slam their opponents, using Split Kick the first opportunity in combat. The thundersnake prefers to use its Earth Pull and Bite grabbed opponents but will simply Slam using its reach if that is more advantageous.

Treasure

Party Level 12/13/14

Dragonslayer Rapier +3/*Lightning Rapier* +3/*Magic Rapier* +4, *potion of vitality*, embroidered silk wrap (300 gp) bejeweled ceremonial dagger (400 gp), flakes of rare ore (200 gp) 2 500gp gem, 100 pp

Ring of Earth Level 19 Blaster
Trap XP 2,400

A ring of dirt encircles a warded area.

Trap: When a creature that is not keyed to bypass the trap (determined at creation) crosses or tries to brush away the ring of earth, a source of power within the ring shoots thunder damage, pushing the creature 2 squares outside of the ring and rendering them prone.

Perception

- DC 30: A character detects that the ring of earth is trapped, but does not know how the trap works per se.

Additional Skill: Arcana or Religion

- DC 30: The focus of the ring of earth is the statue of the earth mother.

Trigger

When a creature that is not an elemental tries to pass through or disturb the ring of earth.

Attack

Immediate Reaction Close burst 1

Target: All creatures in burst

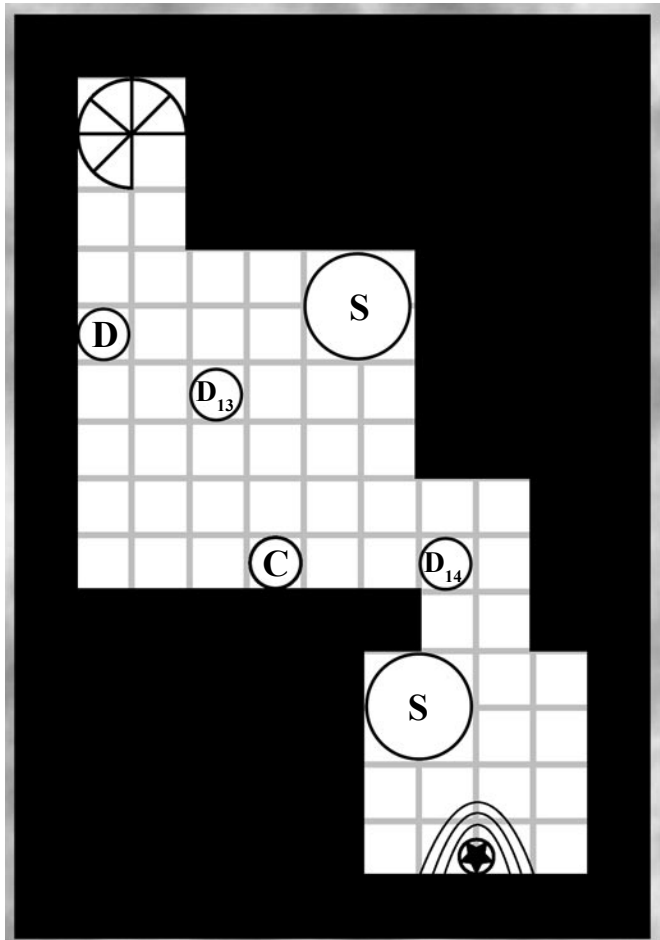
Attack: +22 vs. Reflex

Hit: 3d10+5 thunder damage and push 2 squares outside of ring and knock prone.

Miss: Half damage

Countermeasures

- A character can attack the focus of the ring of earth (AC 30, other defenses 27, hp 80). Destroying the focus disables the trap.



Thundersnake Level 14 Solider
Large elemental natural beast (air, earth) XP 1,000

Initiative +13 **Senses** Perception +10

HP 140; **Bloodied** 70

AC 30; **Fortitude** 30, **Reflex** 28, **Will** 27

Immune charm, disease, fear, poison, sleep; **Resist** 20 thunder

Speed 8, climb 8

⊕ **Slam** (standard; at-will) • **Thunder**

Reach 2; +20 vs. AC; 2d6 + 6 damage, and the target is marked until the end of the thundersnake's next turn and takes ongoing 5 thunder damage (save ends).

‡ **Earth Pull** (minor 1/round; at-will)

+18 vs. Reflex; the target is pulled 1 square and grabbed (until escape). The thundersnake can grab only one creature at a time.

‡ **Bite** (standard; at-will) • **Thunder**

Grabbed target only; +18 vs. Fortitude; 2d6 + 5 thunder damage, and ongoing 10 thunder damage (save ends).

Alignment Unaligned **Languages** Primordial

Skills Endurance +15, Intimidate +14, Stealth +14

Str 23 (+13)

Dex 19 (+11)

Wis 17 (+10)

Con 21 (+12)

Int 13 (+8)

Cha 15 (+9)

9. Peak of The Stone Dragon

Here at the highest point in the Iron Mountains resides the stone dragon, overlooking his rocky realm. An old elemental of the mountain, the stone dragon is content to sit on his peak. He has seen much pass from his perch that wise men are known to trek the Iron Mountains in search of his knowledge. His majestic form also draws attention from the treasure seekers, looking for the elusive dragon hoard. Ironically, the stone dragon's only hoard is those magic items left by such treasure hunters which he sits upon in draconic fashion. The stone dragon is a solitary creature, occasionally visited by thundersnakes that transport non-magical items (if any) to the Mountain Temple (area 7 and 8).

Monsters

Party Level 12 (4,000 XP)

Stone Dragon (4,000 XP) (S)

Party Level 13 (5,000 XP)

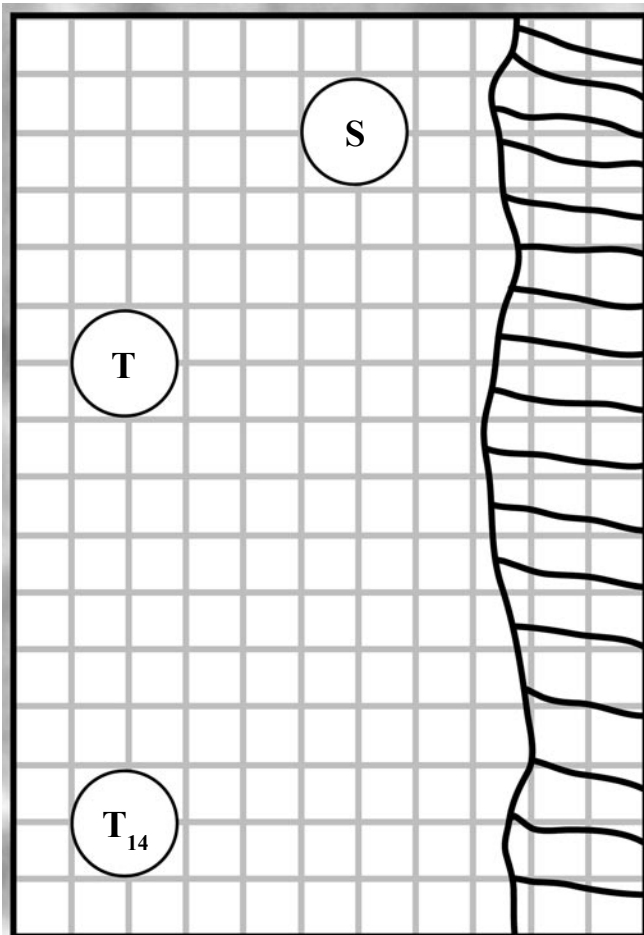
Stone Dragon (4,000 XP) (S)

Thundersnake (1,000 XP) (T)

Party Level 14 (6,000 XP)

Stone Dragon (4,000 XP) (S)

2 Thundersnakes (1,000 XP each) (T) (T₁₄)



Features

Cliff: The edge of the cliff is a sheer 70-foot drop.

Tactics

The stone dragon starts combat with a Thunder Burst before attacking melee. His preferred melee tactic is Earth's Wrath. If there are thundersnakes present, the stone dragon will use Earth's Breath before engaging in melee combat. The thundersnake(s) use brute force to overcome combatants, preferring Earth Pull and Bite, but using their Slam when tactically wise to do so.

Treasure

Party Level 12

Magic Staff +4, symbol of battle +1, frost shortsword +1, resounding flail +2

Party Level 13

Staff of Fiery Might +4, magic holy symbol +2, frost shortsword +1, resounding flail +2, dwarven plate +1

Party Level 14

Staff of the War Mage +4, symbol of life +2, terror shortsword +1, resounding flail +2, barkskin scale +1



Area 9: Peak of the Stone Dragon

Stone Dragon Level 13 Solo Artillery

Large elemental natural beast (air, earth) XP 4,000

Initiative +9 **Senses** Perception +14; darkvision

HP 655; **Bloodied** 327; see also *shower of stone*

AC 30; **Fortitude** 31, **Reflex** 28, **Will** 27

Immune charm, disease, fear, poison, sleep; **Resist** 20 thunder

Saving Throws +5

Speed 8; fly 10 (hover), overland flight 15

Action Points 2

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

Reach 2; +18 vs. AC; 1d8 + 4 thunder damage, and the target is pushed 1 square and knocked prone.

⊕ **Claw** (standard; at-will)

Reach 2; +18 vs. AC; 1d6 + 4 damage.

⊕ **Earth's Wrath** (standard; at-will)

The stone dragon makes a bite attack and two claw attacks.

↗ **Earth's Breath** (standard; recharge Ⓢ, Ⓢ)

The stone dragon targets up to three creatures with its earth's breath; the first target must be within 10 squares of the stone dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +18 vs. Reflex; 2d10 + 10 damage. *Miss*: Half damage. This attack does not provoke opportunity attacks.

↗ **Shower of Stone** (free, when first bloodied; encounter)

The stone dragon's earth's breath recharges, and the stone dragon uses it immediately.

✦ **Thunder Burst** (standard; at-will) • **Thunder**

Area burst 3 within 20; +20 vs. Reflex; 2d6 + 4 thunder damage. *Miss*: Half damage.

Alignment Unaligned **Languages** Primordial

Skills Athletics +23, Insight +14, Nature +14

Str 23 (+12) **Dex** 16 (+9) **Wis** 14 (+8)

Con 19 (+10) **Int** 13 (+7) **Cha** 14 (+8)

10. Crypt of Davinkar

This structure is all that is left of the lost branch of the Davinkar family that trekked to the mountains for ancient knowledge and solitude otherwise shunned by most lowlanders. One by one, the Davinkars succumbed to the cold, illness, or old age, turning the entire structure into a large mausoleum.

Some evil has touched the crypt of Davinkar, tearing the dead from their rest and rearranging themselves into creatures most terrible. An amalgam of all the limbs forms an amorphous mass, numerous once-hands grasping to draw more in. Another is a ball of guts and intestines, writhing and wrenching to digest more life. Last is a mostly human form decorated with the heads of others.

Monsters

Party Level 12 (3,000 XP)

Limbed Horror (1,200 XP) (L)

2 Gut Wrenchers (700 XP each) (G)

1 Necrotic Reaper (400 XP) (N)

Party Level 13 (3,400 XP)

Limbed Horror (1,200 XP) (L)

2 Gut Wrenchers (700 XP each) (G)

2 Necrotic Reaper (400 XP each) (N) (N₁₃)

Party Level 14 (3,800 XP)

Limbed Horror (1,200 XP) (L)

2 Gut Wrenchers (700 XP each) (G)

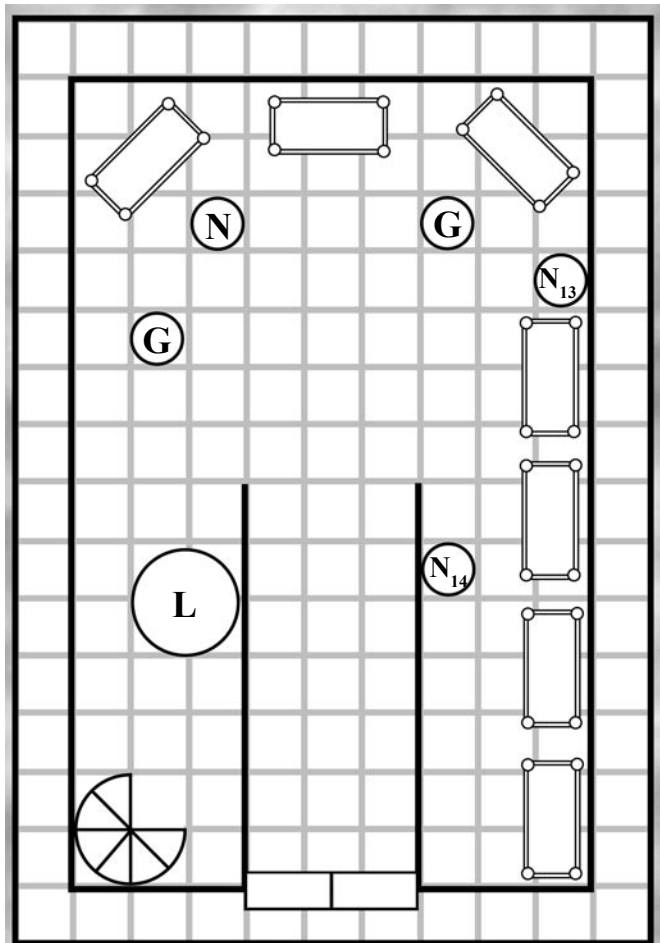
3 Necrotic Reaper (400 XP each) (N) (N₁₃) (N₁₄)

Features

Hallway: The entrance hallway is lined with sconces bearing long-burnt torches. Fine carvings once graced the walls of the entrance hall, only to be covered with mad writings, arcane runes, and disturbing pictures.

Sarcophagi: There are seven sarcophagi lining the walls of the room. They are absent of remains, but the listed treasure to scattered amongst all seven.

Stairs: A circular staircase in the southwest corner of the structure leads down.



Tactics

The gut wrenchers attack with their Slam and use their Gut Grind. Once they have at least 1 grabbed opponent, they use their Life Absorption if they have taken any damage. Otherwise, they will grab as many opponents as possible. The necrotic reaper attacks with its Blackblade, and uses Necrotic Reap for the first time only after losing at least 20 hp. The limbed horror uses either Curse of the Slow Death or Healing Burst before Clawing opponents and using Necrotic Grab. They are very territorial and will not leave the crypt, not even to plague the living.

Treasure

Party Level 12

Amulet of protection +1, gloves of piercing, ceremonial plate mail (500 gp), finely carved scabbard (100 gp), longsword with bejeweled hilt (100 gp), rare wooden statues (300 gp), platinum and onyx hair combs (200 gp), opal earrings and

Limbed Horror Level 15 Controller

Large shadow humanoid (blind, undead) XP 1,200

Initiative +10 **Senses** Perception +9; blindsight 10

Necrotic Aura (Necrotic) aura 1; any creature that enters or starts its turn in the aura take 10 necrotic damage.

HP 153; **Bloodied** 76

AC 27; **Fortitude** 28, **Reflex** 24, **Will** 25

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

Speed 8

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

Reach 4; +20 vs. AC; 1d10 + 6 necrotic damage, and ongoing 5 necrotic damage (save ends).

⊖ **Necrotic Grab** (standard; at-will) • **Necrotic**

The limbed horror makes a claw attack (see above) against a Large or smaller target. On a hit, the target slides into a square adjacent to the limbed horror and is grabbed (until escape). While grabbed, the target loses any resistance it has to necrotic. A limbed horror can hold up to five grabbed creatures using this power.

⚔ **Curse of the Slow Death** (minor; at-will) • **Necrotic**

Ranged 10; +17 vs. Will; the target is slowed (save ends). *Aftereffect:* The target takes ongoing 5 necrotic damage (save ends).

⚡ **Healing Burst** (minor 1/round; at-will) • **Healing**

Close burst 4; undead in the burst (including the limbed horror) regain 5 hit points.

Alignment	Evil	Languages		Common
Str	23 (+13)	Dex	17 (+10)	Wis 14 (+9)
Con	24 (+14)	Int	8 (+6)	Cha 19 (+11)

pendant (150 gp), 10 gold rings (25 gp each), inlaid box with rare herbs and spices (500 gp), 7,000cp, 3,000 sp, 825 gp

Party Level 13

Acrobat boots, amulet of health +1, gauntlets of ogre power, ceremonial plate mail (500 gp), finely carved scabbard (100 gp), longsword with bejeweled hilt (100 gp), rare wooden statues (300 gp), platinum and onyx hair combs (200 gp), opal earrings and pendant (150 gp), 10 gold rings (25 gp each), inlaid box with rare herbs and spices (500 gp), 7,000cp, 3,000 sp, 1,000 gp

Party Level 14

Amulet of health +1, boots of spider climbing, cloak of resistance +1, gauntlets of ogre power, ceremonial plate mail (500 gp), finely carved scabbard (100 gp), longsword with bejeweled hilt (100 gp), rare wooden statues (300 gp), ivory-faced brass statuettes (325 gp), platinum and onyx hair combs (200 gp), opal earrings and pendant (150 gp), 10 gold rings (25 gp each), inlaid box with rare herbs and spices (500 gp), 7,000cp, 3,000 sp, 1,000 gp

Gut Wrencher Level 12 Controller

Medium shadow humanoid (blind, undead) XP 700

Initiative +8 **Senses** Perception +6; blindsight 10

HP 124; **Bloodied** 63

AC 28; **Fortitude** 26, **Reflex** 23, **Will** 24; see also *blocked bowel*

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

Speed 6

⊕ **Slam** (standard; at-will)

+16 vs. AC; 2d6 + 2 damage.

⊖ **Gut Grind** (minor; at-will)

+15 vs. AC; the creature wraps a bowel around the target; 1d6 + 3 damage, and the target is grabbed (until escape). A gut wrencher has four bowels and can grab up to four creatures, or multiple bowels can grab a single target (the target takes -2 penalty to escape checks per additional bowel grabbing it).

⚡ **Life Absorption** (minor 1/round; at-will) • **Healing, Necrotic**

The gut wrencher draws life energy from every living target it has grabbed. A grabbed target takes 5 necrotic damage per bowel grabbing it, and the gut wrencher regains the same amount of hit points.

⚡ **Blocked Bowel**

The gut wrencher gains a +2 bonus to all defenses while it is grabbing one or more creatures.

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

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

Initiative +7 **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

11. Crypt of Davinkar, Lower Level

The lower level contains the sarcophagi of the oldest Davinkars who managed to retain some concept of individuality in undeath and escaped the fate of their descendents upstairs. The original Davinkar that lead his family to the Iron Mountains even retains the family name.

Monsters

Party Level 12 (3,700 XP)

Davinkar (2,000 XP) (D)

Spikefist Corpse (1,000 XP) (S)

Necrotic Commander (700 XP) (N)

Party Level 13 (4,400 XP)

Davinkar (2,000 XP each) (D)

Spikefist Corpse (1,000 XP each) (S)

2 Necrotic Commanders (700 XP each) (N) (N₁₃)

Party Level 14 (5,100 XP)

Davinkar (2,000 XP each) (D)

Spikefist Corpse (1,000 XP each) (S)

3 Necrotic Commanders (700 XP each) (N) (N₁₃) (N₁₄)

Features

Sarcophagi: There are five sarcophagi that line the eastern wall and a single sarcophagus (that of Davinkar) against the western wall, cut off from the main room by a wall.

Stairs: The circular stairs lead up.

Wall: On the wall separating Davinkar's sarcophagus from the room bears a poetic inscription and the names of the dead with dates.

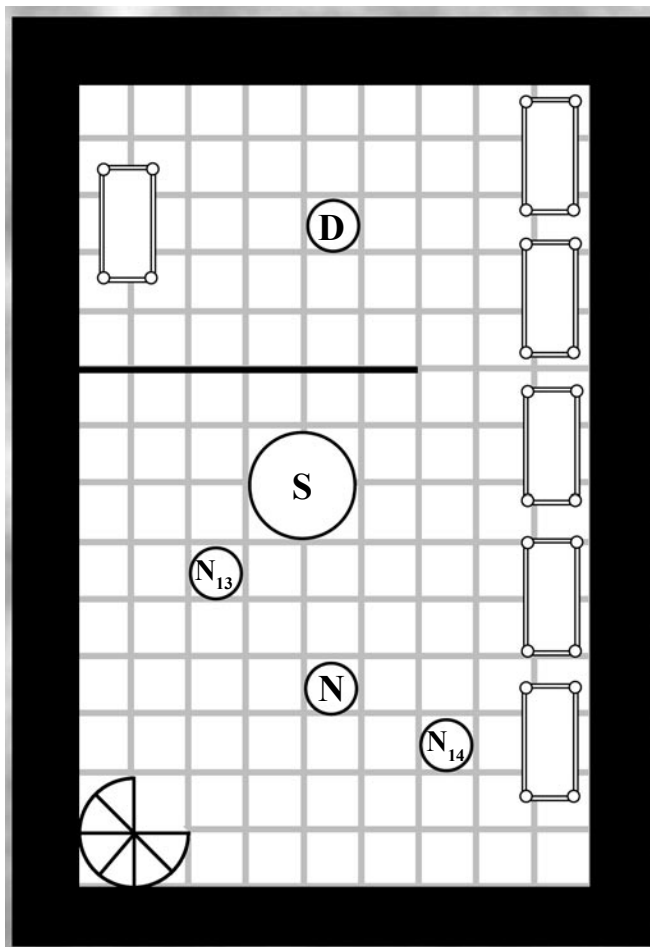
Tactics

The spikefist corpse and necrotic commander will enter melee attacking with its Spike. Davinkar will step out from behind the wall and use Zone of Death first, they attack with his Ray of Death. The necrotic commander(s) use Necrotic Reap when they and their allies begin taking damage.

Treasure

Party Level 12

Symbol of battle +3, *bag of holding*, *potion of vitality*, 10 rare tombs (worth 150 gp each), platinum and stone aegis of the goddess (300 gp)



Party Level 13

Magic holy symbol +4, *bag of holding*, *shield of protection* (heroic tier), *potion of vitality*, 10 rare tombs (worth 150 gp each), platinum and stone aegis of the goddess (500 gp)

Party Level 14

Symbol of power +4, *circlet of authority*, *potion of vitality*, 10 rare tombs (worth 150 gp each), platinum and stone aegis of the goddess (500 gp)

Davinkar Level 14 Elite Controller

Medium natural humanoid (undead) XP 2,000

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

Death Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.

HP 218; **Bloodied** 109

Regeneration 10

AC 28; **Fortitude** 24, **Reflex** 28, **Will** 26

Saving Throws +2

Speed 8

Action Points 1

☞ **Ray of Death** (standard; at-will) • **Necrotic**

Ranged 20; +19 vs. Reflex; 3d6 + 4 necrotic damage.

✱ **Zone of Death** (standard; sustain minor; recharge ☞),

☞, ☞) • **Necrotic, Zone**

Area burst 2 within 20; +18 vs. Fortitude; 4d6 + 4 necrotic damage. The burst creates a zone that lasts until the end of Davinkar's next turn. The zone is considered difficult terrain. Any creature that starts its turn within the zone takes 5 necrotic damage. Davinkar can sustain or dismiss the zone as a minor action.

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

Make a new initiative check for the Davinkar. On his next turn, Davinkar rises (as a move action) with 54 hit points.

Still Not Dead (the second time Davinkar drops to 0 hit points)

Make a new initiative check for the Davinkar. On his next turn, Davinkar rises (as a move action) with 54 hit points.

Alignment Evil **Languages** Abyssal, Common

Skills Arcana +18, History +18, Insight +13

Str 10 (+7) **Dex** 13 (+8) **Wis** 12 (+8)

Con 15 (+9) **Int** 23 (+13) **Cha** 19 (+11)

Spikefist Corpse

Level 14 Soldier

Large aberrant humanoid (undead) XP 1,000

Initiative +15 **Senses** Perception +12; darkvision

HP 136; **Bloodied** 68; see also *necrotic wave*

AC 30; **Fortitude** 24, **Reflex** 27, **Will** 25

Immune disease, poison; **Resist** 20 necrotic

Speed 8

⊕ **Spike** (standard; at-will)

Reach 2; +20 vs. AC; 2d12 + 3 damage.

↩ **Necrotic Wave** (when first bloodied; encounter) • **Healing, Necrotic**

Close burst 10; undead allies in the burst regain 15 hit points, and enemies in the burst take 5 necrotic damage.

Combatant

If the spikefist corpse hits with an opportunity attack, it can make another opportunity attack against the different target during the current turn.

Long Arm

The spikefist corpse can make opportunity attacks against all enemies within its reach (2 squares).

Alignment Evil **Languages** Common

Skills Intimidate +16, Stealth +18

Str 16 (+10) **Dex** 22 (+13) **Wis** 13 (+8)

Con 17 (+10) **Int** 110 (+7) **Cha** 19 (+11)

Necrotic Commander Level 12 Soldier (Leader)

Medium natural humanoid (undead) XP 700

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

HP 106; **Bloodied** 53

AC 28; **Fortitude** 26, **Reflex** 23, **Will** 26

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

Speed 5

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

+19 vs. AC; 1d8 + 7 necrotic damage, and the target is immobilized and weakened (save ends both).

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

Ranged 6; affects an immobilized target only; +13 vs. Fortitude; 2d6 + 7 necrotic damage, and the necrotic commander and all undead allies within 2 squares of it regain 10 hit points.

Alignment Evil **Languages** Common

Skills Intimidate +18

Str 25 (+13) **Dex** 18 (+10) **Wis** 15 (+7)

Con 23 (+12) **Int** 14 (+7) **Cha** 25 (+13)

Equipment plate armor, heavy shield, longsword

12. Reclusive Enclave

This simple hut and fire are home to a clutch of mad recluses that shunned their worldly possessions and sought the vision beyond the illusion of flesh. These unkempt men speak in riddles when they speak at all.

Monsters

Party Level 12 (3,600 XP)

4 Mad Monks (800 XP each) (M)

Party Level 13 (4,000 XP)

5 Mad Monks (800 XP each) (M) (M₁₃)

Party Level 14 (4,800 XP)

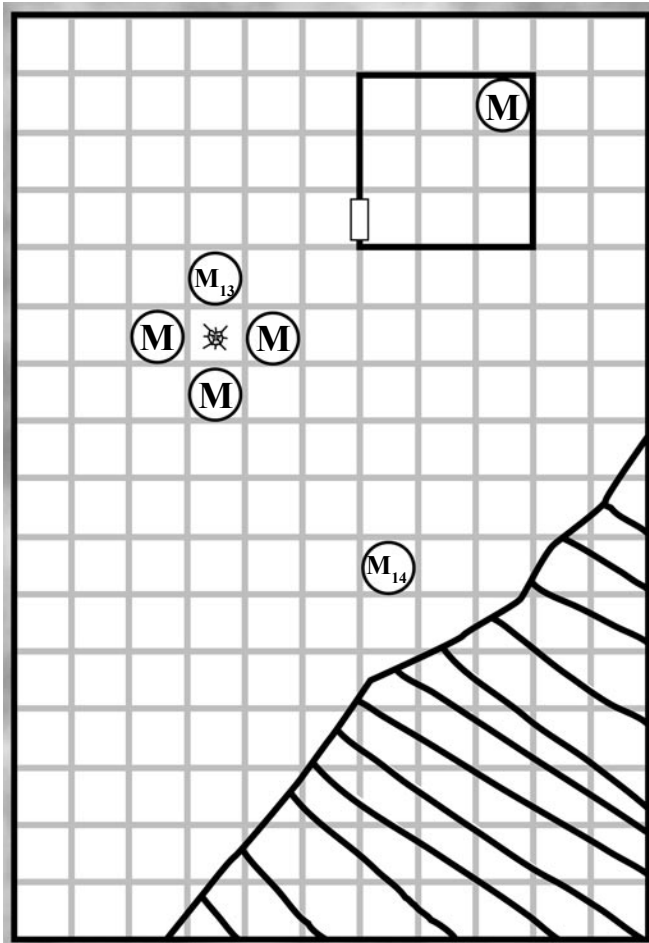
6 Mad Monks (800 XP each) (M) (M₁₃) (M₁₄)

Features

Cliff: To the southeast is a cliff dropping 50 ft. to a small landing 5 feet across (Athletics check DC 30 to climb). A Perception check 30 reveals the remaining worldly possession of the mad monks who threw their things over the cliff in a fit of fervor buried under debris and snow.

Fire: A modest fire is where most the madmen congregate and non-hostile visitors are allowed to warm themselves beside it.

Hut: The mad monks sleep in the crude hut in poor weather; otherwise it is of no interest.



Tactics

The mad monks begin the encounter as indifferent, but it doesn't take much to set off these unstable recluses. They turn hostile if someone other than themselves enters the hut, if someone comes up the cliff with any of the possession they threw down, or if attacked. The mad monks take turns using Feel My Power! while the others use their Slam.

Treasure

Party Level 12

Ceremonial breast plate (125 gp), ornate cloak clasp (50 gp), 5 golden rings (25 gp each), 30 10gp gems, 3,000 cp, 1,000 sp, 500 gp, 20 pp

Party Level 13

Ceremonial breast plate (125 gp), ornate cloak clasp (50 gp), 5 golden rings (25 gp each), 35 10gp gems, 4,000 cp, 1,500 sp, 800 gp, 25 pp

Party Level 14

Ceremonial breast plate (125 gp), ornate cloak clasp (50 gp), 5 golden rings (25 gp each), 40 10gp gems, 6,000 cp, 2,000 sp, 1,000 gp, 40 pp

Mad Monk	Level 13 Skirmisher
Medium natural humanoid (human)	XP 800
Initiative +12	Senses Perception +7; low-light vision
HP 128; Bloodied 64; see also <i>not there</i>	
AC 27; Fortitude 25, Reflex 26, Will 24	
Speed 12	
⊕ Slam (standard; at-will)	
+ 18 vs.AC; 3d6 + 1 damage, and the mad monk makes a secondary attack against the same target. Secondary Attack: +16 vs. Fortitude; on a hit, the target loses a healing surge.	
⚔ Your Problem, Not Mine (immediate interrupt, when hit by an attack that applies any conditions; recharge Ⓛ, Ⓜ, Ⓢ)	
Ranged 5; +16 vs. Fortitude; conditions applied by the triggering attack affect the target instead of the mad monk	
↩ Feel My Power! (standard; encounter)	
Close burst 3; +16 vs. Will; 1d8 + 2 damage, and the target shifts 3 squares and is knocked prone.	
Not There (free, when first bloodied; encounter) • Teleportation	
The mad monk teleports 8 squares and becomes insubstantial until the end of its next turn.	
Alignment Unaligned	Languages Common
Skills Athletics +13, Stealth +15	
Str 14 (+8)	Dex 19 (+10) Wis 13 (+7)
Con 17 (+9)	Int 8 (+5) Cha 15 (+8)