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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 rolling hills
and steep canyons

The Wild Hills

An adventure setting for
5 players levels 3–5



Expeditious Retreat Press

LANDS OF DARKNESS



The Wild Hills

An adventure setting for 5 players levels 3–5

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Table of Contents

Introduction.....	2
1. Waylaid!.....	3
2. Oh What a Tangled Web We Weave.....	5
3. Stone Rats.....	6
4. Dust in the Wind.....	7
5. Let Sleeping Bears Lie.....	8
6. Food For Worms.....	9
7. Last Refuge.....	10
8.And the Dead Keep it.....	12
9. The Wonders of Nature.....	13
10. Home Sweet Home.....	15
11. Home Sweet Home, Room 2.....	17
12. Dust Wyrms.....	18
Player Handouts.....	20

introduction

Lands of Darkness #6: The Wild Hills is designed for a party of 5, levels 3-5. While this work details 12 encounters, the hills themselves 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 campaigns 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 Wild Hills* is designed for parties levels 3-5, so each encounter will have monsters, treasures, quests, and starting position maps for a party level 3, party level 4, and party level 5. 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 5, the adolescent mountain bear is only present for Party Level 5 and is not present for Party Levels 3 and 4. Also note the addition of more monsters of the same type. For example in area 1, a Party Level 5 encounters 4 footpads denoted on the map as (F) (F₄) (F₅).

History

The wild hills are an ecological buffer between a point of light and the true barbarism that lies beyond. Dotted throughout the hills are large tufa deposits covered with basalt, spires of rock dotted with caves both natural and engineered. Once home to a thriving civilization when water was more bountiful, decades of drought caused the people to flee their stony homes, leaving the arid canyons to those who can eek out an existence in the wild hills.

Hooks

If the party needs some incentive to explore the Wild Hills, here are three potential adventure hooks. If used, they are treated as Quests with token treasure if they are successful. (Party Level 3 - 150 Experience, 50 gp; Party Level 4 - 175 Experience, 75 gp; Party Level 5 - 200 Experience, 100gp).

- A up and coming naturalist is working on a theory of evolutionary adaptation, and while he has been able to support his theory in the laboratory, he wants samples from nature. He hires the party to search through the wild hills for a rare breed of rat rumored to pass through stone. (area 3)
- Renowned anthropologist Alfred Dire hires the party to explore and map the cave complexes of the past civilizations of the wild hills. (area 11)
- A wizened master of the arcane requires a unique component: the ashes of a Large dust elemental. Such creatures are rumored to haunt the wild hills and the party will be handsomely rewarded should they obtain a vial's worth. (area 12)

Features of the Wild Hills

Terrain: The area is rocky and hilly with large stone features dotting the landscape, the larger ones riddled with caves.

Road: Once a river bed, a lone road winds through the wild hills following the lay of the land. The southern entrance is the low ground.

Overview Map: The encounters detailed in this supplement are labeled with numbers and white while other structures are filled in grey. GM's are encouraged to adapt the map to suit their needs and create more encounters germane to their particular campaigns and story arcs.

Random Encounters in the Wild Hills

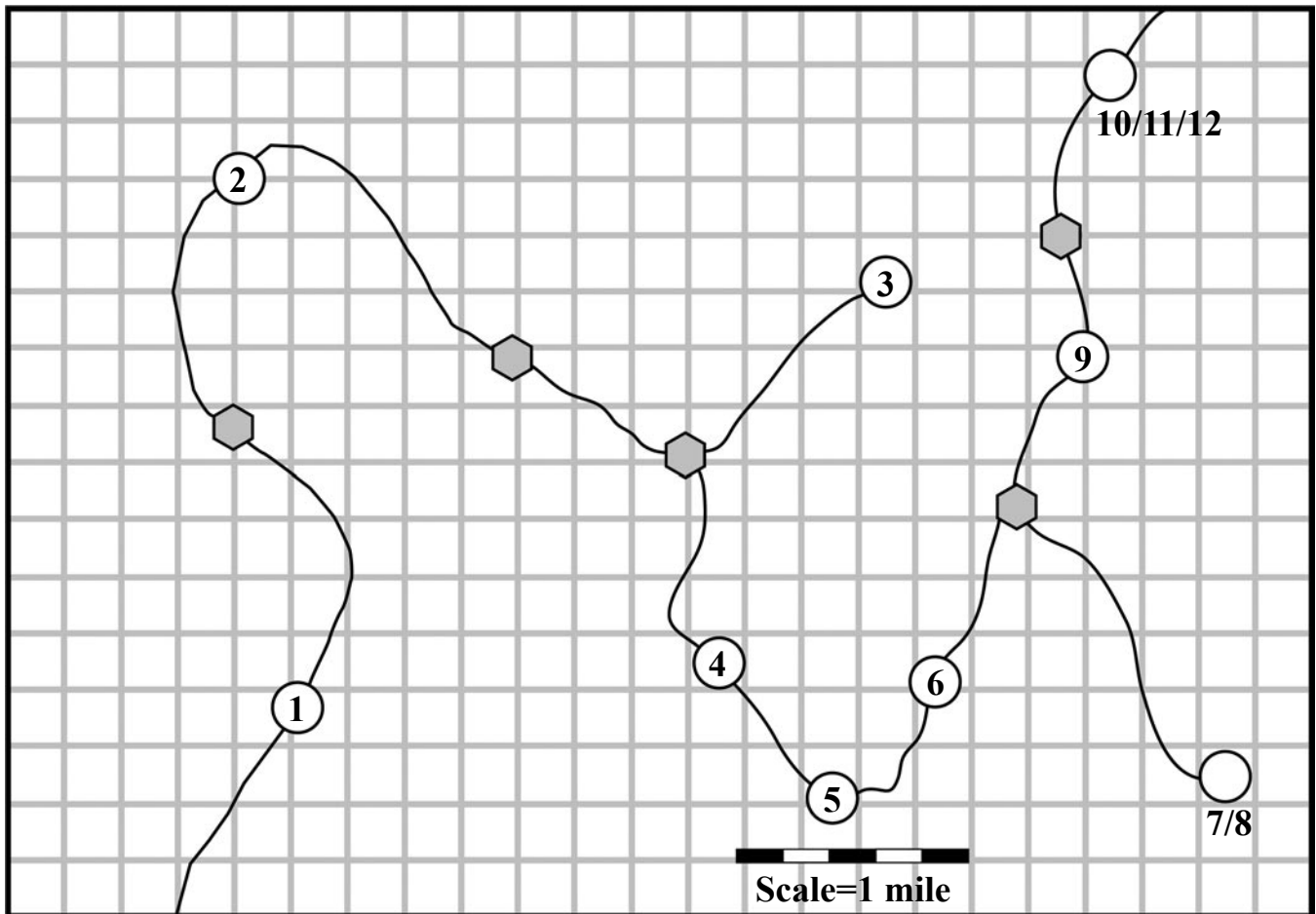
While life in general is scarcer in the wild hills, that makes potential prey all the more desirable. Roll on the following table every 6 hours during the day and every 4 hours at night for random encounters.



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Overview map of the Wild Hills



Random Encounters (1d6)

- 1 5 Hyenas
- 2 1 Giant Mound Worm
- 3 2 Dust Cats
- 4 5 Stormclaw Scorpions
- 5 No Encounters
- 6 No Encounters

Party Level 4 (900 XP)

- 1 Thaumaturge (175 XP) (T)
- 2 Thugs (175 XP each) (H)
- 3 Footpads (125 XP each) (F) (F₁)

Party Level 5 (1,025 XP)

- 1 Thaumaturge (175 XP) (T)
- 2 Thugs (175 XP each) (H)
- 4 Footpads (125 XP each) (F) (F₁) (F₂)

1. Waylaid!

Hidden amongst the caves and rocks of the lowland, a band of brigands have taken to ambushing the few travelers and traders that pass through the wild hills.

Monsters

Party Level 3 (775 XP)

- 1 Thaumaturge (175 XP) (T)
- 2 Thugs (175 XP each) (H)
- 2 Footpads (125 XP each) (F)

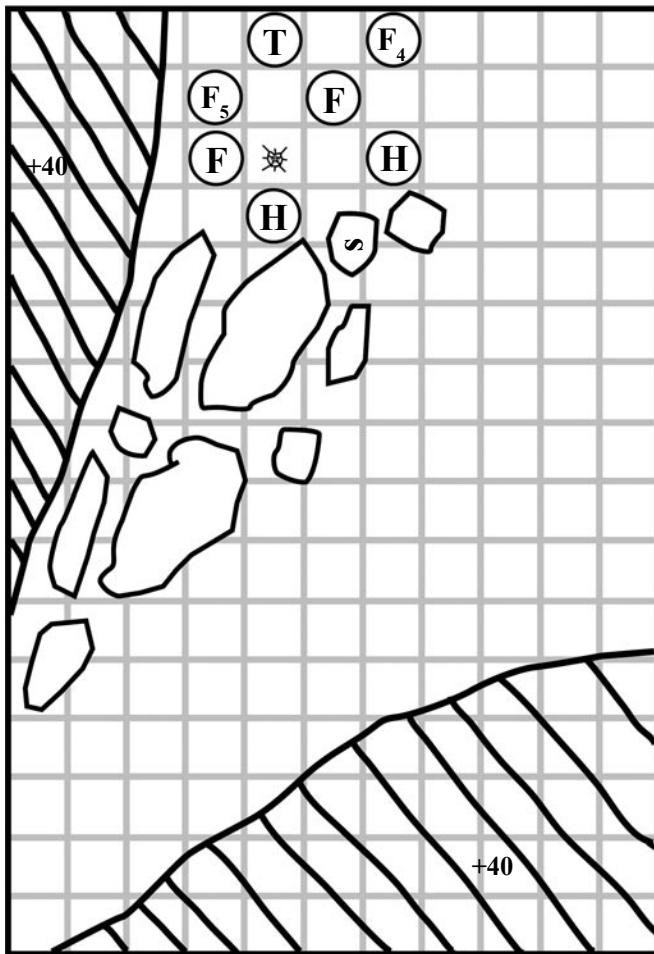
Features

Boulders: The brigands hide behind the large boulders previously fallen from the surrounding cliff side. Most are 3-5 feet tall while the largest are up to 7 feet tall.

Camp Fire: During the evening, the camp fire is lit for warmth and cooking, but during the day, the fire is unlit.

Cliffs: On the sides of this clearing are steep cliffs, requiring a DC 25 Athletics check to climb.

Hidden Stash: Underneath a small boulder nearest the campfire is a hidden cache (see Treasure).



Tactics

Their tactics are simple yet effective. The thaumaturge starts the combat with *arcane slap*, the thugs and footpads get 1 round of ranged attacks off before switching to melee. The thaumaturge hangs back using his *tri-icicle* and then his *energy blast*, the thugs used *pissed off*, and the footpads maneuver for *combat advantage* and use *dazing flurry* on any opponents that were not dazed by the initial *arcane slap*.

Treasure

Party Level 3

Potion of Healing, golden chain (20 gp), ornate silver broach with lock of hair (25 gp), turtle shell combs with ivory inlay (100 gp), 20 gp, 50 sp, 100 cp

Party Level 4

Potion of Healing, golden chain (25 gp), ornate silver broach with lock of hair (35 gp), turtle shell combs with ivory inlay (100 gp), 30 gp, 100 sp, 200 cp

Party Level 5

Potion of Healing, golden chain (25 gp), ornate silver broach with lock of hair (35 gp), turtle shell combs with ivory inlay (100 gp), coral and pearl earrings (200 gp), 50 gp, 100 sp, 200 cp

Thaumaturge Level 4 Artillery

Medium natural humanoid XP 175

Initiative +4 **Senses** Perception +5

HP 42; **Bloodied** 21

AC 17; **Fortitude** 13, **Reflex** 14, **Will** 15

Speed 6

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

+3 vs. AC; 1d8 damage.

☞ **Energy Blast** (standard; at-will) • **Force**

Ranged 20; +8 vs. Reflex; 2d4 + 4 force damage.

☞ **Tri-icicle** (standard; encounter) • **Cold**

The thaumaturge makes a separate attack against 3 different targets; ranged 10; +6 vs. Reflex; 1d6 + 4 cold damage.

✱ **Arcane Slap** (standard; encounter) • **Force**

Area burst 1 within 10; +8 vs. Fortitude; 1d8 + 2 force damage, and the target is dazed (save ends).

Alignment Evil **Languages** Common

Skills Arcana +10

Str 11 (+2) **Dex** 15 (+4) **Wis** 16 (+5)

Con 13 (+3) **Int** 19 (+6) **Cha** 13 (+3)

Equipment robes, quarterstaff, wand

Footpad Level 2 Skirmisher

Medium natural humanoid XP 125

Initiative +7 **Senses** Perception +2

HP 37; **Bloodied** 18

AC 16; **Fortitude** 12, **Reflex** 14, **Will** 12

Speed 6

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

+4 vs. AC; 1d8 + 1 damage, and the footpad shifts 1 square.

☞ **Dagger** (standard; at-will) • **Weapon**

Ranged 5/10; +5 vs. AC; 1d4 + 3 damage.

⚔ **Dazing Flurry** (standard; encounter) • **Weapon**

Requires scimitar; +5 vs. AC; 1d8 + 1 damage, the target is dazed until the end of the footpad's next turn, and the footpad shifts 1 square.

Combat Advantage

The footpad deals an extra 1d6 damage on melee and ranged attacks against any target it has combat advantage against.

Alignment Evil **Languages** Common

Str 13 (+2) **Dex** 16 (+4) **Wis** 10 (+1)

Con 12 (+2) **Int** 11 (+1) **Cha** 13 (+2)

Equipment leather armor, 4 daggers, scimitar

Thug **Level 4 Brute**
 Medium natural humanoid XP 175

Initiative +2 **Senses** Perception +3

HP 66; **Bloodied** 33; see also *pissed off*

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

Speed 6

⬇ **Greataxe** (standard; at-will) • **Weapon**
 +8 vs. AC; 1d12 + 3 damage (crit 1d12 + 12).

⬇ **Pissed Off** (standard; at-will)
 The thug makes a melee basic attack with a +5 bonus to the attack roll and deals an extra 1d6 damage on a hit.

⚔ **Handaxe** (standard; at-will) • **Weapon**
 Ranged 5/10; +6 vs. AC; 1d6 + 4 damage.

Alignment Evil **Languages** Common
Str 16 (+5) **Dex** 13 (+3) **Wis** 10 (+2)
Con 17 (+5) **Int** 11 (+2) **Cha** 13 (+3)

Equipment hide armor, greataxe, 2 handaxes

2. Oh What a Tangled Web We Weave

This cave is conveniently located off the main road with a bundle of dry tinder and wood just inside the entrance. A part of a system of rest stops, such caves were kept by the travelers, free to use the caves to rest on their journey but expected to replenish the firewood for the next traveler who would stop there. While many of the caves have fallen to disuse, this cave is still maintained by the new residents, a family of jumping giant spiders who live on the ceiling and dine on whoever wanders in for refuge from the cold and wind.

Monsters

Party Level 3 (700 XP)

4 Jumping Giant Spider (175 XP each) (J)

Party Level 4 (875 XP)

5 Jumping Giant Spider (175 XP each) (J) (J₄)

Party Level 5 (1050 XP)

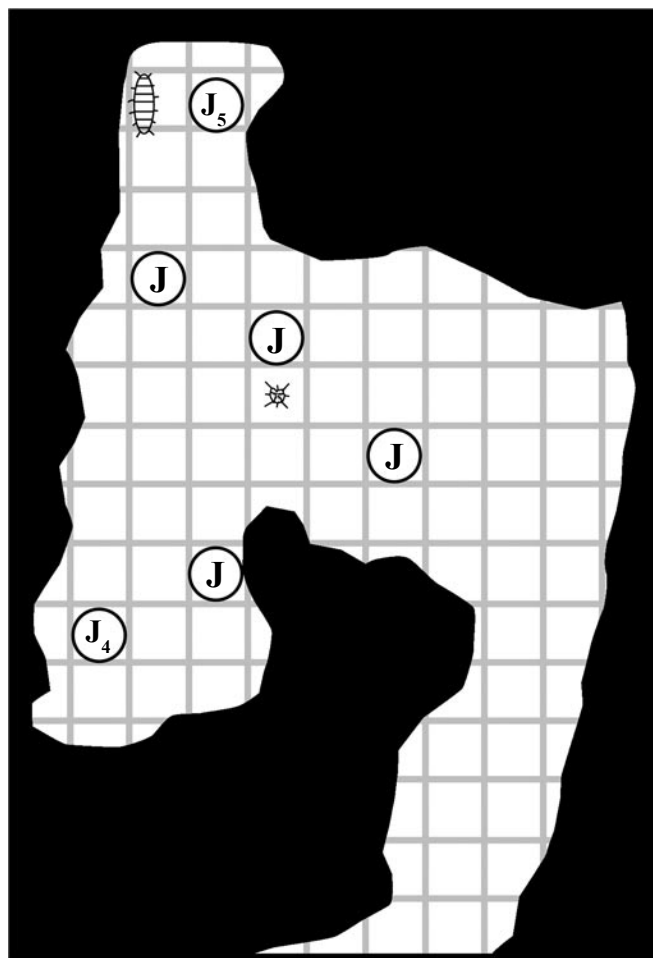
6 Jumping Giant Spider (175 XP each) (J) (J₄) (J₅)

Features

Ceiling: The ceiling of this natural cave is 15 feet tall in most places, tapering off to a mere 5 feet at the back near the cocoon.

Cocoon: In the back corner is all that remains of their last meal along with a few possessions that survived the spiders' digestive juices (see Treasure).

Firepit: A used firepit circled with stones lies near the center of the cave, set deep enough to avoid the wind.



Jumping Giant Spider **Level 4 Skirmisher**
 Medium natural beast (spider) XP 175

Initiative +10 **Senses** Perception +10, tremorsense 10

HP 55; **Bloodied** 27

AC 20; **Fortitude** 17, **Reflex** 18, **Will** 16

Speed 5, climb 5 (spider climb); see also *giant spider jump*

⬇ **Bite** (standard; at-will) • **Poison**
 +7 vs. AC; 2d6 + 1 damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

⬇ **Jump Attack** (standard; at-will) • **Poison**
 The jumping giant spider leaps at its prey, shifting 6 squares and making a bite attack. On a hit, it deals damage and also knocks the target prone.

Giant Spider Jump (move; encounter)
 The jumping giant spider shifts 10 squares.

Gentle Landing
 The jumping giant spider ignores the first 50 feet when determining damage from a fall.

Alignment Unaligned **Languages** –
Skills Athletics +12 (+24 when jumping), Stealth +15
Str 16 (+5) **Dex** 19 (+6) **Wis** 15 (+4)
Con 14 (+4) **Int** 1 (-3) **Cha** 9 (+1)

Tactics

The jumping giant spiders have a maze of webs along the ceiling, relying on their tremorsense to alert them when a new meal enters the cave. They use their Stealth to remain undetected and once prey moves deep into the cave (by the firepit), the jumping giant spiders attack using their *jump attack*. While they aren't intelligent, they hunt as a pack and work together in combat. Jumping giant spiders that find themselves too far from prey at the beginning of combat use their *giant spider jump* to get into combat quickly. Those in the middle of fighting from the beginning of combat use *giant spider jump* to move to the cave opening to cut off retreat.

Treasure

Party Level 3

Black Iron Scale Armor +1, broadsword, silver medallion (25 gp), 5 10gp gems, 10 gp, 25 sp, 100 cp

Party Level 4

Barkskin Scale Armor +1, broadsword, golden medallion (50 gp), 7 10gp gems, 25 gp, 50 sp, 100 cp

Party Level 5

Magic Scale Armor +2, broadsword, platinum medallion (75 gp), 10 10gp gems, 40 gp, 75 sp, 150 cp

3. Stone Rats

This cave is home to stone rats, a breed of rodent that can move through stone in order to find food without risking predation foraging in the open. The center of the cave is covered with rough gravel and fine sand, a byproduct of the stone rats constant gnawing on the cave walls to keep their ever-growing teeth in check.

Monsters

Party Level 1 (500 XP)

- 1 Stone Rat Swarm (125 XP) (S)
- 3 Dire Stone Rats (100 XP each) (D)
- 3 Stone Rats (25 XP each) (R)

Stone Rat Swarm Level 2 Skirmisher

Medium natural beast (swarm) XP 125

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

HP 36; **Bloodied** 18

AC 15; **Fortitude** 12, **Reflex** 14, **Will** 11

Resist half damage from melee and ranged attacks;

Vulnerable 4 against close and area attacks

Speed 5, climb 2

⚡ **Chittering Devour** (standard; at-will)

+6 vs. AC; 1d6 + 2 damage, and ongoing 2 damage (save ends).

Stone Slide (move; at-will)

The stone rat swarm can shift 5 squares through stone as long as it ends in an unoccupied square outside of solid stone.

Alignment Unaligned **Languages** –

Skills Stealth +8

Str 13 (+2) **Dex** 176(+4) **Wis** 11 (+1)

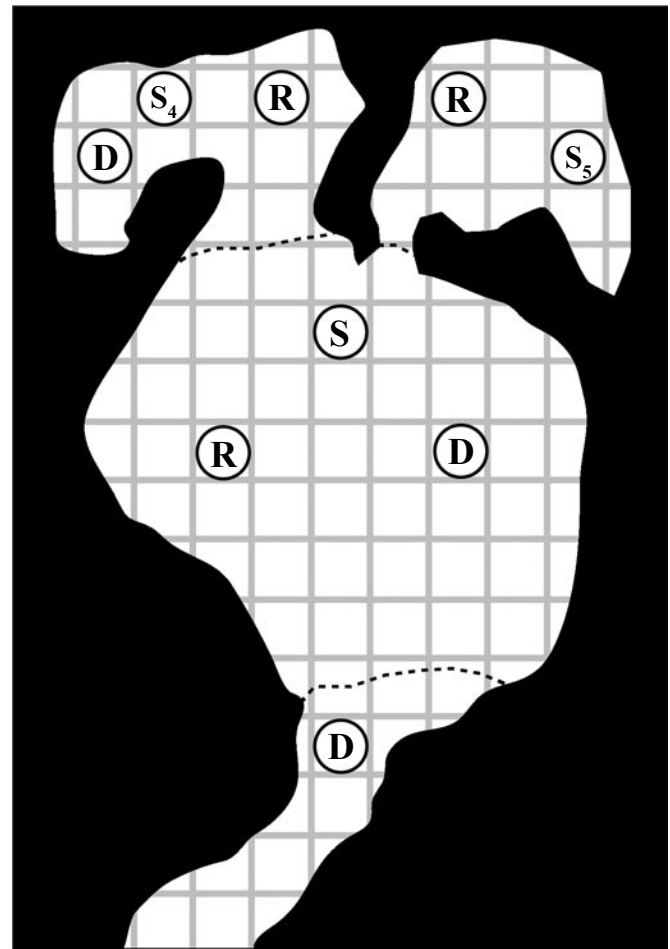
Con 13 (+2) **Int** 2 (-3) **Cha** 8 (+0)

Party Level 2 (625 XP)

- 2 Stone Rat Swarms (125 XP each) (S) (S₂)
- 3 Dire Stone Rats (100 XP each) (D)
- 3 Stone Rats (25 XP each) (R)

Party Level 3 (750 XP)

- 3 Stone Rat Swarm (125 XP) (S) (S₂) (S₃)
- 3 Dire Stone Rats (100 XP each) (D)
- 3 Stone Rats (25 XP each) (R)



Features

Floor: The area between the dotted lines is considered difficult terrain. A Perception check DC 18 and 30 minutes of digging in the gravel reveals that buried within the feet of gravel are remains from previous meals (see Treasure).

Tactics

The stone rats are very territorial of their home cave and will fight to defend it. Although they do not bear disease like other of their kin, they have vicious bites and they use their *stone slide* to move through the difficult terrain.

Stone Rat	Level 1 Minion
Small natural beast	XP 25
Initiative +3	Senses Perception +5; low-light vision
HP 1; a missed attack never damages a minion.	
AC 15; Fortitude 13, Reflex 15, Will 12	
Speed 5, climb 2	
⊕ Bite (standard; at-will)	
+7 vs. AC; 3 damage.	
Stone Slide (move; at-will)	
The stone rat can shift 5 squares through stone as long as it ends in an unoccupied square outside of solid stone.	
Alignment Unaligned	Languages –
Str 13 (+1)	Dex 16 (+3) Wis 11 (+0)
Con 13 (+1)	Int 2 (-4) Cha 7 (-2)

Treasure

Party Level 3

Potion of Healing, 1 50gp gem, 50 gp, 100 sp, 200 cp

Party Level 4

Potion of Healing, 2 50 gp gems, 75 gp, 150 sp, 300 cp

Party Level 4

Potion of Healing, 2 50 gp gems, 100 gp, 200 sp, 400 cp

Dire Stone Rat	Level 1 Brute
Medium natural beast	XP 100
Initiative +2	Senses Perception +5; low-light vision
HP 38; Bloodied 19	
AC 15; Fortitude 15, Reflex 13, Will 11	
Speed 5, climb 2	
⊕ Bite (standard; at-will)	
+7 vs. AC; 1d6 + 4 damage.	
Stone Slide (move; at-will)	
The dire stone rat can shift 5 squares through stone as long as it ends in an unoccupied square outside of solid stone.	
Alignment Unaligned	Languages –
Skills Stealth +8	
Str 15 (+2)	Dex 14 (+2) Wis 11 (+0)
Con 19 (+4)	Int 3 (-4) Cha 7 (-2)

4. DUST in the Wind

This portion of the road is littered with large boulders and this particular spot is a favorite place among the dust bulls, creatures of the elements that thrive in these arid conditions.

Monsters

Party Level 3 (700 XP)

4 Dust Bulls (175 XP each) (D)

Party Level 4 (875 XP)

5 Dust Bulls (175 XP each) (D) (D₄)

Party Level 5 (1,050 XP)

6 Dust Bulls (175 XP each) (D) (D₄) (D₅)

Features

Boulders: The boulders are 3 ft. tall and covered in dust and dirt from the impregnated wind.

Cliffs: Blacked out are sheer cliffs that are impassible and cannot be climbed.

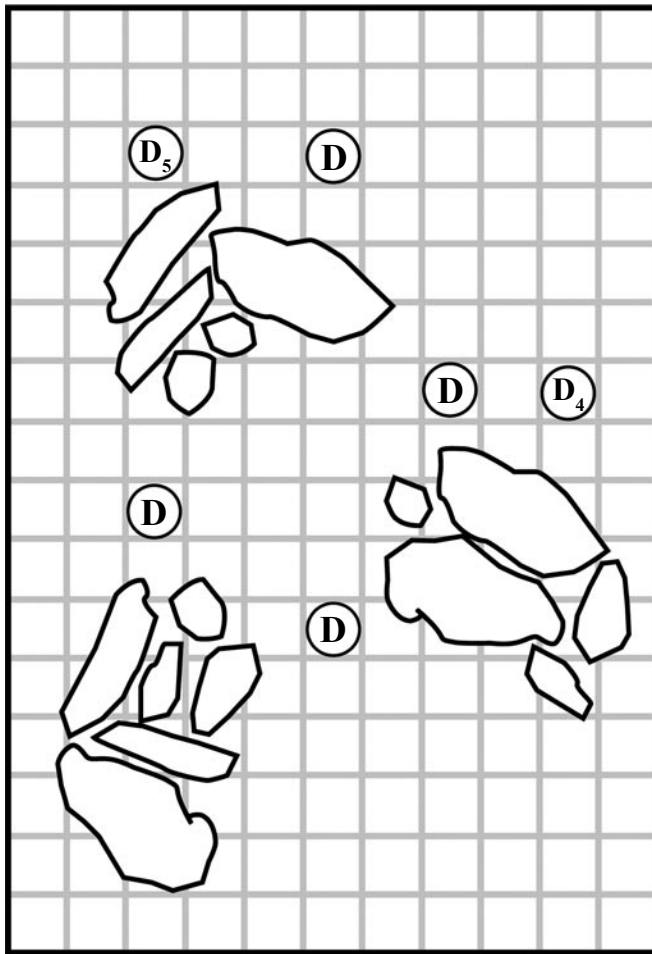
Tactics

The dust bulls move in small herds, staying in *dust form* while they survey their territory. If the party avoids walking between the rocks and skirts the edges of the dried out river bed, the dust bulls pay them no mind. However, if someone passes between the boulders, they changing out of *dust form* into their bovine form and attack with their *charging stampede*.

Treasure

Party Level 3-5

None



Dust Bull	Level 4 Skirmisher	
Medium elemental magical beast (air, earth)	XP 175	
Initiative +6	Senses Perception +8; low-light vision	
HP 54; Bloodied 27		
AC 18, Fortitude 16, Reflex 18, Will 15		
Immune disease, petrification, poison		
Speed 8, climb 6		
⚡ Gore (standard; at-will) • Lightning		
+9 vs. AC; 1d6 + 4 lightning damage, and the dust bull shifts 1 square.		
Charging Stampede		
When the dust bull charges, it deals an extra 1d6 damage.		
Dust Form (minor; at-will)		
The dust bull can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dust bull cannot attack but can move 5 squares and is immune to all damage. A dust bull can only change form once per round.		
Alignment Unaligned	Languages –	
Skills Stealth +11		
Str 19 (+6)	Dex 15 (+4)	Wis 13 (+3)
Con 15 (+4)	Int 3 (-2)	Cha 11 (+2)

5. Let Sleeping Bears Lie

One of the many caves peppering the canyon, this cave is home to a sleeping mountain bear (and at party level 5, her young). Unfortunate for any who enter, the mountain bear is merely sleeping and not hibernating. Should the mountain bear (or the adolescent mountain bear) wake, it lets out a fierce growl and attacks.

Monsters

Party Level 3-4 (1,200 XP)

1 Mountain Bear (1,200 XP each) (M)

Party Level 5 (1,500 XP)

1 Mountain Bear (1,200 XP each) (M)

1 Adolescent Mountain Bear (300 XP) (A)

Features

Bedding: A pile of dry brush and scraps of cloth and paper pad the back corner of the cave where the mountain bear and (if present) adolescent mountain bear sleep.

Remains: The mountain bear likes to keep her bedding tidy and keeps leftovers on the other side of the cave, marked (R) on the map (see Treasure).

Tactics

Territorial by nature, if the adolescent mountain bear is present, the mountain bear is all the more aggressive in defending her cave. The mountain bear prefers to use her *bear buffet* and if the target is grabbed, follow up with *bear hug*. The mountain bear is hungry but not reckless. Once she has a solid meal lined up, she will not pursue other targets once they leave the cave.

Treasure

Party Level 3

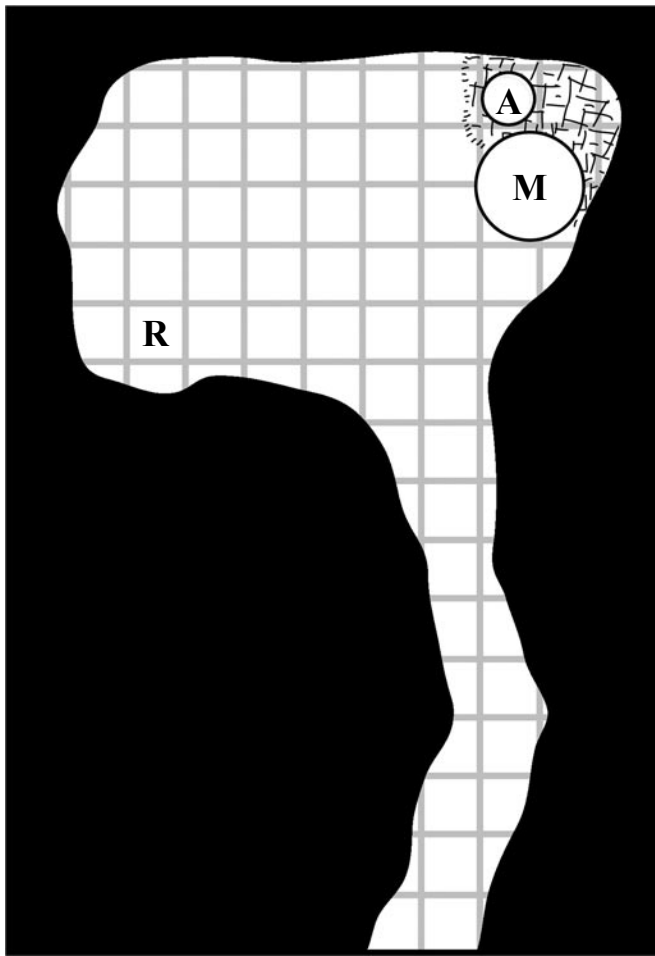
Potion of Healing, signet ring (50 gp), battered plate armor, heavy shield, longsword, 20 gp, 50 sp, 100 cp

Party Level 4

Potion of Healing, signet ring (50 gp), battered plate armor, heavy shield, longsword, ornate greaves (50 gp), 20 gp, 50 sp, 100 cp

Party Level 5

Potion of Healing, signet ring (50 gp), battered plate armor, heavy shield, longsword, ornate greaves (50 gp), 20 gp, 50 sp, 100 cp



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 7
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 paw attacks. If both paw 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)

Adolescent Mountain Bear **Level 7 Brute**
 Medium aberrant beast XP 300

Initiative +4 **Senses Perception** +10
HP 96; **Bloodied** 48
AC 19, **Fortitude** 19, **Reflex** 14, **Will** 15
Speed 5

⊕ **Paw** (standard; at-will)
 +10 vs. AC; 2d6 + 4 damage.

Alignment Unaligned	Languages –	
Str 18 (+7)	Dex 13 (+4)	Wis 14 (+5)
Con 16 (+6)	Int 2 (-1)	Cha 7 (+7)

6. FOOD FOR WORMS

This section of the riverbed is prime hunting ground for the giant mound worm. These oversized worms are far from their innocuous diminutive cousin the earthworm. While they do their part breaking down decomposing material in the soil, they also have no qualms killing living things and dragging them into the earth to dine on them over time as they decompose.

Monsters

- Party Level 3-4 (800 XP)**
4 Giant Mound Worms (200 XP each) (G)
- Party Level 5 (1,000 XP)**
5 Giant Mound Worms (200 XP each) (G) (G₅)

Features

- Boulders:** These large eroded river boulders are only a few feet tall but provide solid footing.
- Disturbed Soil:** A Perception check or Nature check DC 20 notices that the ground is slightly disturbed in this area, as if it had been moved or aerated recently.
- Treasure:** Lodged in the intestine of one of the giant mound worms are the remains from its most recent meal (see Treasure).

Tactics

The giant mound worms stay underground during the day to avoid the heat but roam more freely at night, hoping to replenish their food stores underground. Once prey is detected through tremorsense, they burrow a few feet underground circling their prey in a similar fashion to dolphins and schools of fish.

During this period, the giant mound worms use *death from below* to attack. Once on the surface, each giant mound worm *bites* different targets unless there are fewer enemies than worms. Once a giant mound worm is bloodied, it will be more conservation in its attack, using *death from below* and burrowing underground instead of staying on the surface and using its *bite*. If the party climbs on the boulders, the giant mound worms will surface to fight.

Treasure

Party Level 3/4/5

Rod of Reaving +1/*Magic Rod* +2/*Rod of Dark Reward* +2, golden ring (50 gp), empty sliwer scroll case (50 gp), 5 10gp gems, 25 gp, 50 sp, 100 cp

Giant Mound Worm

Level 5 Skirmisher

Large natural beast

XP 200

Initiative +7

Senses Perception +8,
tremorsense 10

HP 64; **Bloodied** 32

AC 18, **Fortitude** 17, **Reflex** 15, **Will** 13

Speed 4, burrow 10; see also *death from below*

⬇ **Bite** (standard; at-will)

+8 vs. AC; 1d6 + 4 damage.

⬇ **Death from Below** (standard; at-will)

The giant mound worm burrows up to 10 squares and makes one melee basic attack at any point during that movement.

Alignment Unaligned **Languages** –

Str 19 (+6)

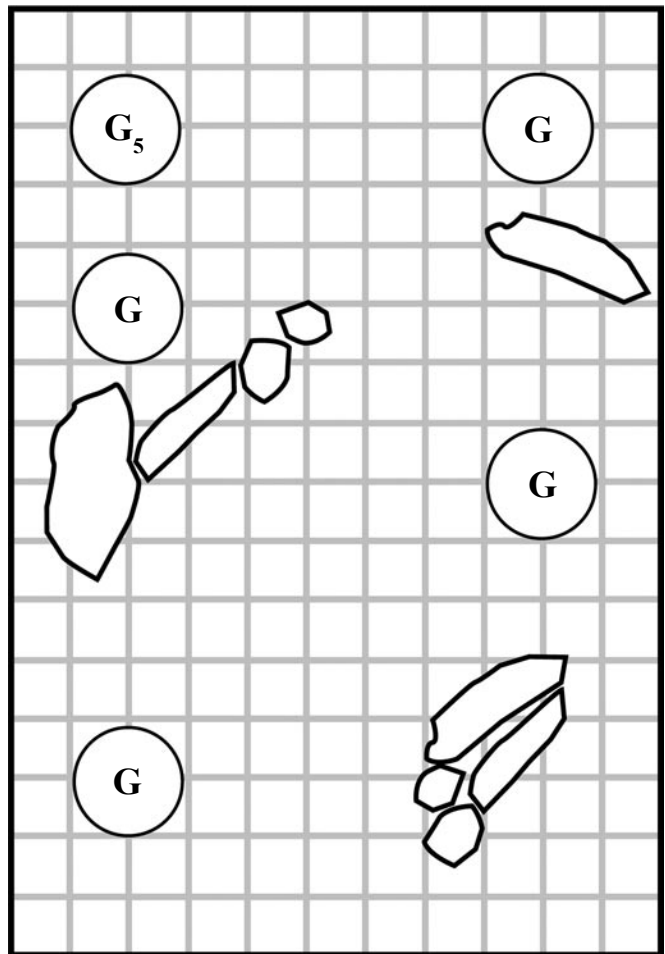
Dex 17 (+5)

Wis 12 (+3)

Con 16 (+5)

Int 2 (-2)

Cha 6 (+0)



7. Last Refuge

This room was carved out of the stone by the people who once lived in the wild hills as part of a defense system. Littered through the canyon are caves like this, stocked with food, water, and weapons, sealed with a large circular stone. Once the invaders left or starved, the people would emerge from these defensive caves. Unfortunately, the residence of this defensive cave never came out and in their despair embraced life in death.

Monsters

Party Level 1 (650 XP)

2 Chillspirit Blackshadow (175 XP each) (C)

1 Reanimator (175 XP) (R)

1 Unforgiving Dead (125 XP) (U)

Party Level 2 (775 XP)

2 Chillspirit Blackshadow (175 XP each) (C)

1 Reanimator (175 XP) (R)

2 Unforgiving Dead (125 XP) (U) (U₂)

Party Level 3 (900 XP)

2 Chillspirit Blackshadow (175 XP each) (C)

1 Reanimator (175 XP) (R)

3 Unforgiving Dead (125 XP) (U) (U₂) (U₃)

Features

Entrance: The entrance to the cave is a 20-foot-long cramped narrow hallway. Medium creatures have to squeeze in order to pass through into the room. Once past to doorway, the ceiling opens to 10 feet tall.

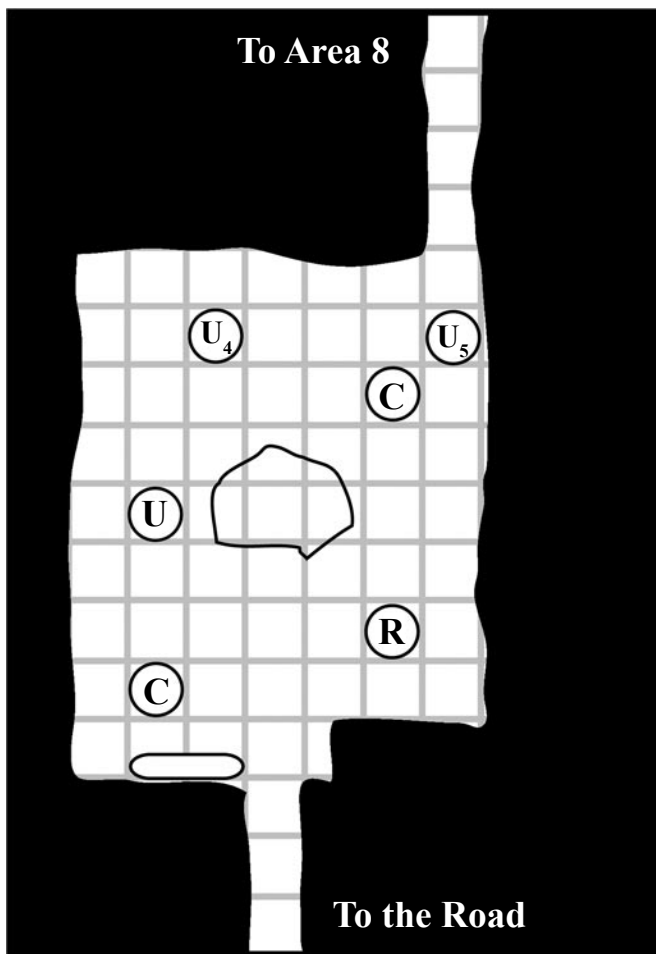
Lighting: There are sconces carved along the wall for torches and lanterns, but it is dark within.

Pillar: In the center of the room is a 10-foot-tall stone pillar. There are things carved into the pillar: prayers, poems of despair, and supplications for death. A Perception DC 15 reveals a hidden compartment (see Treasure).

Stone Door: The door is a single stone weighing close to a ton. It is positioned to roll into a notched groove, making it nigh impossible to open from the outside. From inside the room, moving the stone door requires a Strength check DC 15. The door is currently open.

Tactics

The chillspirit blackshadows first use *invisibility* when they are aware people coming down the tunnel. The reanimator directs a *necrotic bolt* at the first person through the doorway. The nearest chillspirit blackshadow uses *shadow ram* and closes for melee with its *blacken spirit touch* while the unforgiving undead move in for melee.



If the first target is not immobilized and more targets enter the room, the reanimator uses *wave of fear* to push them back and continue using *necrotic bolt*. When his undead allies start to fall, the reanimator will use *reanimate* to bring them back and engage with his claws. The creatures are bound to the cave and do not pursue targets outside.

Treasure

Party Level 3

Cure disease ritual book, satin hair ribbons (5 gp), a carved wooden doll with linen clothing (5 gp), 25 gp, 50 sp, 100 cp

Party Level 4

Cure disease ritual book, satin hair ribbons (10 gp), a carved wooden doll with linen clothing (10 gp), pearl (50 gp), 50 gp, 100 sp, 200 cp

Party Level 5

Cure disease ritual book, satin hair ribbons (10 gp), a carved wooden doll with linen clothing (10 gp), fine pearl (100 gp), 50 gp, 100 sp, 200 cp

Chillspirit Blackshadow Level 4 Lurker

Medium shadow humanoid (undead) XP 175

Initiative +10 **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)

Unforgiving Dead

Level 2 Brute

Medium natural animate (undead)

XP 125

Initiative +1 **Senses** Perception +2; darkvision

HP 40; **Bloodied** 20

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

Immune disease, poison; **Resist** 5 cold, 10 necrotic

Speed 4

⚡ **Slam** (standard; at-will)

+7 vs. AC; 2d8 damage.

⚡ **Unforgiving Hold** (standard; at-will)

+3 vs. Reflex; target is grabbed (until escape). Checks made to escape the unforgiving dead's grab take a -5 penalty.

Alignment: Unaligned **Languages** –

Str 15 (+3)

Dex 7 (-1)

Wis 9 (+0)

Con 11 (+1)

Int 1 (-4)

Cha 3 (-3)

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

Initiative +3 **Senses** Perception +2; darkvision

HP 54; **Bloodied** 27

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

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

Speed 6

⚡ **Claw** (standard; at-will) • **Necrotic**
 +8 vs. AC; 1d6 necrotic damage.

➤ **Necrotic Bolt** (standard; at-will) • **Necrotic**
 Ranged 25; +6 vs. Reflex; 1d6 + 2 necrotic damage, and the target is immobilized (save ends).

➤ **Reanimate** (standard; recharge ☞ ☞) • **Healing, Necrotic**
 Ranged 15; affects a destroyed undead creature of a level no higher than the reanimator's +3; the target stands as a free action with a number of hit points equal to its bloodied value. This power does not affect minions.

↔ **Wave of Fear** (standard; recharge ☞ ☞ ☞) • **Fear**
 Close blast 5; +7 vs. Will; 1d3 damage, and the target is pushed 4 squares.

Alignment Evil	Languages Common	
Skills Arcana +12, Religion +12		
Str 11 (+2)	Dex 15 (+4)	Wis 8 (+1)
Con 15 (+4)	Int 17 (+5)	Cha 17 (+6)

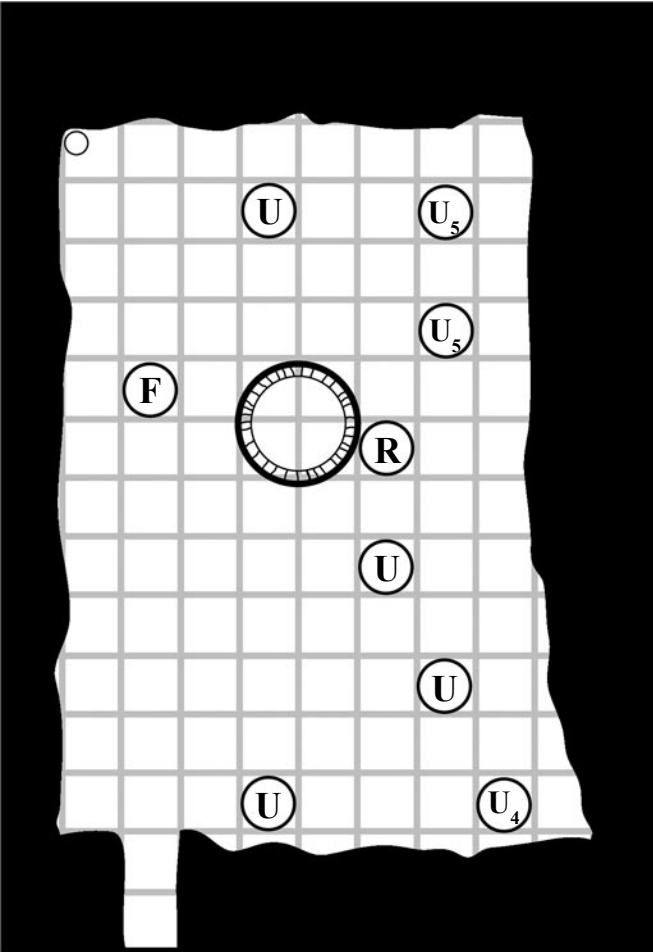
8. ...and the Dead Keep it

This room was the communication room where the leaders of this particular branch of the community would talk with other branches through a communication tube in the far corner. However, death has warped the minds and souls of those leaders and they are doomed to replay their original purpose—repel and resist all invaders!

Monsters

Party Level 3 (850 XP)
 1 Reanimator (175 XP) (R)
 1 Foetid Dead (175 XP) (F)
 4 Unforgiving Undead (125 XP each) (U)

Party Level 4 (975 XP)
 1 Reanimator (175 XP) (R)
 1 Foetid Dead (175 XP) (F)
 5 Unforgiving Undead (125 XP each) (U) (U₄)



Unforgiving Dead **Level 2 Brute**
 Medium natural animate (undead) XP 125

Initiative +1 **Senses** Perception +2; darkvision

HP 40; **Bloodied** 20

AC 13; **Fortitude** 13, **Reflex** 9, **Will** 10

Immune disease, poison; **Resist** 5 cold, 10 necrotic

Speed 4

⚡ **Slam** (standard; at-will)
 +7 vs. AC; 2d8 damage.

⚡ **Unforgiving Hold** (standard; at-will)
 +3 vs. Reflex; target is grabbed (until escape). Checks made to escape the unforgiving dead's grab take a -5 penalty.

Alignment: Unaligned	Languages –	
Str 15 (+3)	Dex 7 (-1)	Wis 9 (+0)
Con 11 (+1)	Int 1 (-4)	Cha 3 (-3)

Party Level 5 (1,225 XP)
 1 Reanimator (175 XP) (R)
 1 Foetid Dead (175 XP) (F)
 7 Unforgiving Undead (125 XP each) (U) (U₄)(U₅)

Foetid Dead **Level 4 Artillery**Medium natural animate (undead) **XP 175****Initiative** +4 **Senses** Perception +2; darkvision**Foetid Stench** aura 2; living enemies in the aura take a -2 penalty to attack rolls.**HP** 46; **Bloodied** 23; see also *foetid explosion***Regeneration** 3 (if the foetid dead takes radiant damage, regeneration doesn't function on its next turn)**AC** 17; **Fortitude** 16, **Reflex** 14, **Will** 14**Immune** disease, poison; **Resist** 10 necrotic**Speed** 4⊕ **Slam** (standard; at-will)

+7 vs. AC; 1d6 + 4 damage.

↗ **Fetid Phlegm** (standard; at-will) • **Necrotic**

The foetid dead hacks up a black glob of necrotic filth. Ranged 12; +8 vs. Reflex; 2d6 + 1 necrotic damage, and the target is weakened (save ends).

↖ **Foetid Explosion** (when reduced to 0 hit points) • **Necrotic**

The foetid dead explodes. Close burst 1; +6 vs. Fortitude; 2d6 + 1 necrotic damage.

Alignment: Unaligned **Languages** –**Str** 17 (+5) **Dex** 12 (+3) **Wis** 13 (+3)**Con** 17 (+5) **Int** 4 (-1) **Cha** 3 (-2)**Features****Communication Tube:** In the far back corner is the communication tube connecting defense caves to each other. The tube is only a few inches wide, but it carries sound well. With no background noise, a Perception check DC 10 can hear murmuring through the tube (up to the GM's discretion).**Reinhold:** Once the leader of this defense cave, Reinhold (the reanimator) takes the reins of the resistance even in undeath. He wears the tattered remains of a decaying tri-cornered hat and the magic item listed under treasure. He uses the abilities granted by the item (in addition to the reanimator's stats).**Well:** In the center of the room is the well. The water level is low, but the water is potable.**Tactics**The unforgiving dead move in for melee attack, most attacking with their *slam*, others using *unforgiving hold*. The foetid dead use *fetid phlegm* and the Reinhold uses *necrotic bolt* on grabbed creatures first and those slammed by the unforgiving undead second. Reinhold uses *reanimate* when an ally falls as often as his recharge allows. When enemies get too close, Reinhold uses *wave of fear* to push them back. When the unforgiving dead are exhausted, the foetid dead and Reinhold engage in melee to the death.**Treasure****Party Level 3-5***Bracers of Defense, Gauntlets of the Ram, Helm of Battle***Lighting:** There is no lighting inside the cave.**Overgrowth:** The 2 front areas within dotted lines are areas where the garden is overgrown with vegetation and is regarded as difficult terrain. It is hard to discern the areas as difficult until one is already caught in the vegetation, however a Nature knowledge check DC 15 can spot the patches from 2 squares away.**Trees:** The back area within the dotted lines are a stand of trees thick with creepers and tall grasses. The area is treated as difficult terrain. The trees are 15 feet tall and can be climbed with a successful Athletics check DC 15. At the top of one of the trees is a nest containing a few treasures from previous visitors (Perception check DC 30 to spot from the ground, DC 12 to spot from the top of the trees).**Tactics**

The keepers of the garden are an unassuming (yet fierce) duo. The eldritch head mite (who refers to himself as Ed) is the brains of the operation while cranial rakers are bellicose creatures that like 3 things: fighting, a constant supply of food and Ed. They regard this cave as their and defend it from intruders. Ed is capable of talking, but does not initiate the encounter with parley, not wishing to deny the cranial raker its sport.

9. The Wonders of Nature

This cave is lush and green, filled with all manner of plants, vines, and luscious fruits. A DC 15 Intelligence check surmises that this cave must be a rock garden, a magical garden cultivated in underground environments, although how one found its way to the surface in the wild hills is a mystery.

Monsters**Party Level 3-4 (900 XP)**

1 Eldritch Head Mite (600 XP) (E)

1 Cranial Raker (300 XP each) (C)

Party Level 5 (1,100 XP)

1 Eldritch Head Mite (600 XP each) (E)

1 Cranial Raker (300 XP each) (C) (C₅)**Features****Entrance:** One of the many holes dotting the canyon's face, the entrance to the cave is 30 feet long hallway. Once inside it opens up to a large room with a 20-foot-tall ceiling.**Foraging:** The food in the garden is edible and a successful Nature check 15 allows a creature to forage for food.

They like to hide amongst the vegetation and ambush prey when they get further inside the cave, particularly fond of attacking creature in the difficult terrain. They are well accustomed to the cave and can move normally through the areas of difficult terrain. Ed attacks by shooting ribbons of psychic energy from his sightless eyes and prefers to use *binding ribbon* to grab an opponent. Once he has a grabbed target, he like to *psychic bite* his grabbed target and attack with his *eldritch eye ribbon*. The cranial raker gets into combat quickly using its *bloody rake*. Its body is covered with pustules that deliver *pestilent retaliation* when a cranial raker is hit.

Treasure

Party Level 3

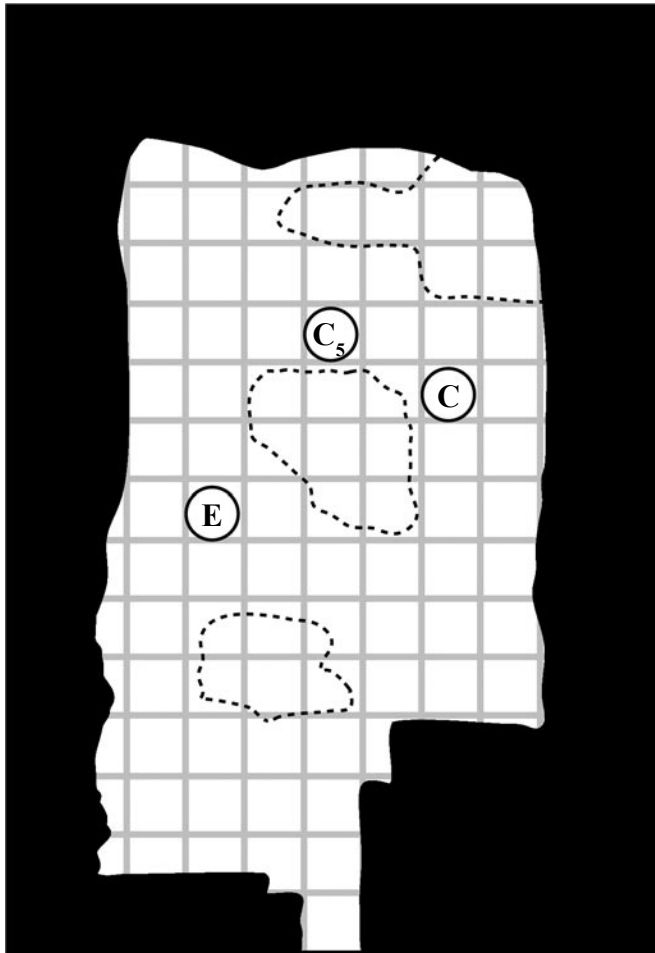
10 10gp gems, 25 gp, 50 sp, 100 cp

Party Level 4

5 25gp gems, 50 gp, 100 sp, 200 cp

Party Level 5

2 50gp gems, 50 gp, 100 sp, 200 cp



Eldritch Head Mite

Level 7 Elite Solider

Small aberrant magical beast (blind)

XP 600

Initiative +9

Senses Perception +9; blindsight 12

HP 156; Bloodied 78

AC 22, Fortitude 19, Reflex 20, Will 17

Immune gaze

Saving Throws +2

Speed 7

Action Points 1

⊕ **Eldritch Eye Ribbon** (standard; at-will) • **Psionic**

Reach 2; +13 vs. AC; 2d8 + 4 damage plus 1d6 psionic damage.

⊕ **Binding Ribbon** (standard; at-will)

Reach 2; +11 vs. Fortitude; 2d6 + 2 damage, and the target is grabbed.

⊕ **Psionic Bite** (minor 1/round; at-will) • **Psionic**

Grabbed target only; +12 vs. AC; 1d8 + 2 damage, and the target is slowed and takes a -2 penalty to attack rolls (save ends both).

Alignment Evil

Languages Common

Skills Athletics +5, Stealth +17

Str 13 (+4)

Dex 18 (+7)

Wis 13 (+4)

Con 15 (+5)

Int 11 (+3)

Cha 8 (+2)

Cranial Raker

Level 7 Brute

Small aberrant beast

XP 300

Initiative +4

Senses Perception +10; darkvision

HP 96; Bloodied 48

AC 19, Fortitude 19, Reflex 14, Will 15

Speed 6, climb 4

⊕ **Bloody Rake** (standard; at-will)

+10 vs. AC; 2d6 + 4 damage, and ongoing 5 damage (save ends).

↔ **Pestilent Retaliation** (immediate reaction, when an enemy hits the cranial raker; at-will) • **Poison**

Clostr blast 2; +8 vs. Reflex; 1d6 poison damage and target is slowed (save ends).

Alignment Evil

Languages –

Skills Athletics +9, Stealth +9

Str 19 (+7)

Dex 12 (+4)

Wis 15 (+5)

Con 17 (+6)

Int 3 (-1)

Cha 6 (+7)

10. Home Sweet Home

The cave residence at the top of the canyon has long since been abandoned of humanoids, but it is now home to the dustmathrs, a race of elementals that rule over parched lands.

Monsters

Party Level 3 (625 XP)

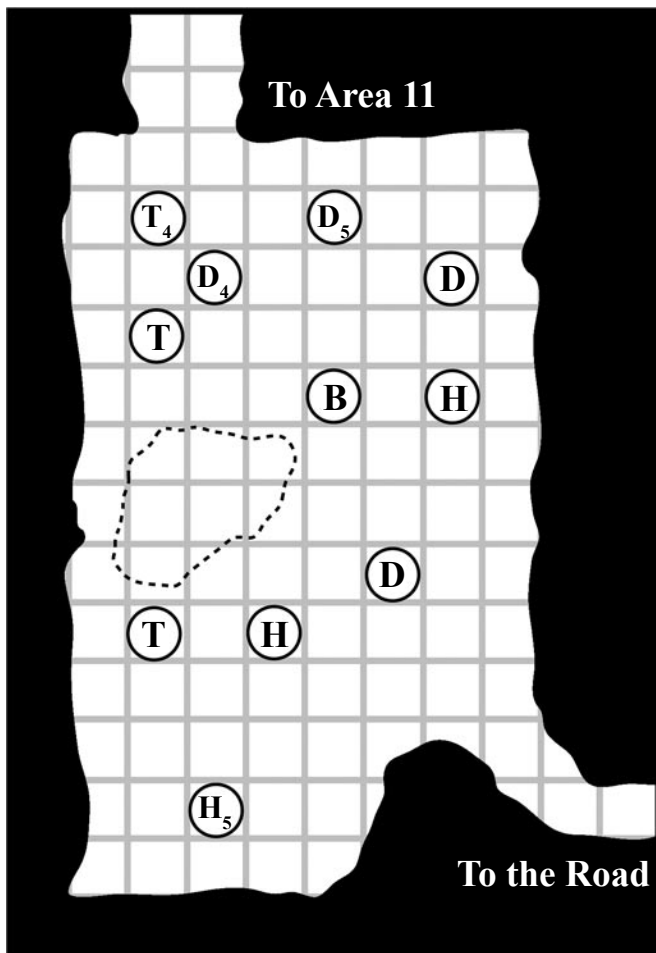
- 1 Dustmathr Backbiter (175 XP) (B)
- 2 Dustmathr Hordemen (100 XP each) (H)
- 2 Dustmathr Trammellers (100 XP each) (T)
- 2 Dustmathrs (25 XP each) (D)

Party Level 4 (750 XP)

- 1 Dustmathr Backbiter (175 XP) (B)
- 2 Dustmathr Hordemen (100 XP each) (H)
- 3 Dustmathr Trammellers (100 XP each) (T) (T₄)
- 3 Dustmathrs (25 XP each) (D) (D₄)

Party Level 3 (875 XP)

- 1 Dustmathr Backbiter (175 XP) (B)
- 3 Dustmathr Hordemen (100 XP each) (H) (H₅)
- 3 Dustmathr Trammellers (100 XP each) (T) (T₄)
- 4 Dustmathrs (25 XP each) (D) (D₄) (D₅)



Features

Entrance: The entrance to this cave is a hallway 15 ft. long.

Roof: A portion of the roof has caved in. The rubble from the cave-in (considered difficult terrain) is marked on the map with dotted lines, and that hole in the ceiling floods the room with light during the day and moonlight at night. Under the rubble is an ornate rug with geometric designs (see treasure).

Tactics

The dustmathr are guarding the dust wurm and do not tolerate any intruders. All the dustmathr start in positions on the map in *dust form*, although they can move in dust form to position themselves around opponents.

Dustmathr Backbiter	Level 4 Lurker
Small elemental magical beast (air, earth)	XP 175

Initiative +10 **Senses** Perception +3; darkvision

HP 42; **Bloodied** 21

AC 18, **Fortitude** 12, **Reflex** 16, **Will** 14

Immune disease, petrification, poison

Speed 6

⬇ **Dust Fist** (standard; at-will)

+8 vs. AC; 1d6 +1 damage.

⬇ **Double Punch** (standard; at-will)

Requires combat advantage; the dustmathr backbiter makes 2 dust fist attacks. If both attacks hit the same target, the target is knocked prone and blinded (save ends).

Combat Advantage

A dustmathr backbiter deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Backbiter (immediate interrupt), when targeted by a melee or ranged attack; at-will)

A dustmathr backbiter redirects the attack to an adjacent dustmathr (minion).

Dust Form (minor; at-will)

A dustmathr backbiter can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dustmathr backbiter cannot attack but can move 5 squares and is immune to all damage and ignores difficult terrain. A dustmathr backbiter can only change forms once per round.

Alignment Evil	Languages Primordial	
Skills Acrobatics +11, Stealth +13, Thievery +13		
Str 8 (-1)	Dex 19 (+6)	Wis 13 (+3)
Con 13 (+3)	Int 8 (+1)	Cha 15 (+4)

The trammellers start the combat, changing to their humanoid form and using *trammeling arrow*. Then the backbiter, hordemen and dustmathr minions change to their humanoid form and attack melee. They prefer to fight in groups to take advantage of *combat advantage*, *horde advantage*, and *backbiter* abilities. If spoken to in Primordial, the backbiter tells the party to leave immediately and give the party 1 round to comply. If they don't leave, the dustmathrs attack.

Treasure

Party Level 3-5

Collector's rug (100 gp)

Dustmathr Trammeler Level 1 Artillery

Small elemental magical beast (air, earth) XP 100

Initiative +3 **Senses** Perception +1; darkvision

HP 24; **Bloodied** 12

AC 13, **Fortitude** 12, **Reflex** 14, **Will** 12

Immune disease, petrification, poison

Speed 6

⚡ **Dust Fist** (standard; at-will)

+5 vs. AC; 1d4 damage.

☪ **Dust Arrow** (standard; at-will)

Ranged 10/20; +6 vs. AC; 1d6 + 3 damage; see also *trammeling arrow*.

☪ **Trammeling Arrow** (standard; recharge ☐, ☐, ☐, ☐)

A dustmathr trammeler can fire special dust arrows. A trammeling arrow attack that hits deals normal damage and has an additional effect depending on its type:

Hindering Arrow: The target takes a -2 penalty to attack rolls (save ends).

Scouring Arrow: The target takes ongoing 2 damage (save ends).

Entangling Arrow: The target is immobilized (save ends).

⚡ **Dust Form** (minor; at-will)

A dustmathr trammeler can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dustmathr trammeler cannot attack but can move 5 squares and is immune to all damage and ignores difficult terrain. A dustmathr trammeler can only change forms once per round.

Alignment Evil **Languages** Primordial

Skills Acrobatics +8, Stealth +10, Thievery +10

Str 8 (-1) **Dex** 16 (+3) **Wis** 13 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 11 (+0)

Dustmathr Hordeman Level 1 Skirmisher

Small elemental magical beast (air, earth) XP 100

Initiative +5 **Senses** Perception +0; darkvision

HP 27; **Bloodied** 13

AC 15, **Fortitude** 11, **Reflex** 14, **Will** 13

Immune disease, petrification, poison

Speed 6

⚡ **Dust Fist** (standard; at-will)

+9 vs. AC; 1d4 +1 damage; see also *horde advantage*.

Combat Advantage

A dustmathr hordeman deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Horde Advantage

A dustmathr hordeman gains a +1 bonus to attack rolls per dustmathr ally adjacent to the target.

⚡ **Dust Form** (minor; at-will)

A dustmathr hordeman can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dustmathr hordeman cannot attack but can move 5 squares and is immune to all damage and ignores difficult terrain. A dustmathr hordeman can only change forms once per round.

Alignment Evil **Languages** Primordial

Skills Acrobatics +7, Stealth +9, Thievery +9

Str 9 (-1) **Dex** 17 (+3) **Wis** 11 (+0)

Con 10 (+0) **Int** 7 (-2) **Cha** 14 (+2)

Dustmathr Level 1 Minion

Small elemental magical beast (air, earth) XP 25

Initiative +3 **Senses** Perception +1; darkvision

HP 1; a missed attack never damages a minion

AC 15, **Fortitude** 11, **Reflex** 13, **Will** 11

Immune disease, petrification, poison

Speed 6

⚡ **Dust Fist** (standard; at-will)

+5 vs. AC; 4 damage.

☪ **Dust Dart** (standard; at-will)

Ranged 5/10; +5 vs. AC; 3 damage.

⚡ **Dust Form** (minor; at-will)

As *dust form* under dustmathr hordeman

Alignment Evil **Languages** Primordial

Skills Stealth +4, Thievery +4

Str 9 (-1) **Dex** 17 (+3) **Wis** 13 (+1)

Con 13 (+1) **Int** 8 (-1) **Cha** 11 (+0)

11. Home Sweet Home, Room 2

Deeper in the cave is another room manned by the dustmathr, although the thick layer of dust makes it almost impossible to predict where they may be within the room.

Monsters

Party Level 3 (750 XP)

- 1 Dustmathr Channeler (150 XP) (C)
- 2 Dustmathr Veteran (125 XP each) (V)
- 2 Dustmathr Hordemen (100 XP each) (H)
- 6 Dustmathrs (25 XP each) (D)

Party Level 4 (900 XP)

- 2 Dustmathr Channeler (150 XP) (C) (C₄)
- 2 Dustmathr Veteran (125 XP each) (V)
- 2 Dustmathr Hordemen (100 XP each) (H)
- 6 Dustmathrs (25 XP each) (D)

Dustmathr Veteran	Level 2 Soldier
Small elemental magical beast (air, earth)	XP 125
Initiative +4	Senses Perception +2; darkvision
HP 36; Bloodied 18	
AC 18, Fortitude 14, Reflex 13, Will 13	
Immune disease, petrification, poison	
Speed 6	
⚡ Dust Fist (standard; at-will)	
+8 vs. AC; 1d6 + 2 damage, and the target is marked until the end of the dustmathr veteran's next turn.	
Veteran Tactics (immediate reaction, when an adjacent enemy shifts away or an enemy moves adjacent; at-will)	
A dustmathr veteran shifts 1 square.	
Horde Advantage	
A dustmathr veteran gains a +1 bonus to attack rolls per dustmathr ally adjacent to the target.	
Dust Form (minor; at-will)	
A dustmathr veteran can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dustmathr veteran cannot attack but can move 5 squares and is immune to all damage and ignores difficult terrain. A dustmathr veteran can only change forms once per round.	
Alignment Evil	Languages Primordial
Skills Acrobatics +5, Stealth +7, Thievery +7	
Str 15 (+3)	Dex 12 (+2) Wis 13 (+2)
Con 13 (+2)	Int 8 (+0) Cha 11 (+1)

Party Level 5 (1,000 XP)

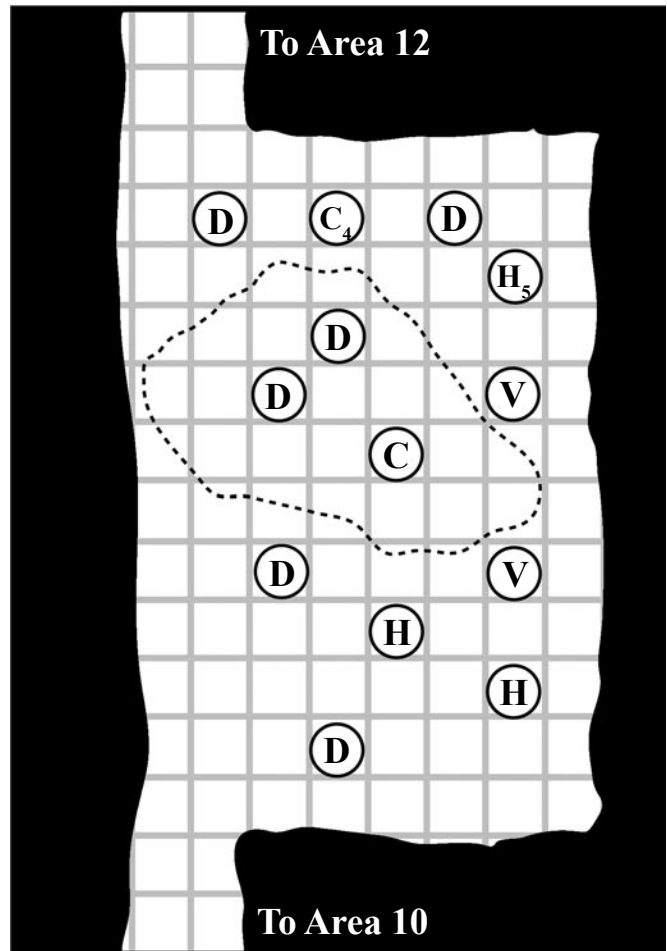
- 2 Dustmathr Channeler (150 XP) (C) (C₄)
- 2 Dustmathr Veteran (125 XP each) (V)
- 3 Dustmathr Hordemen (100 XP each) (H) (H₅)
- 6 Dustmathrs (25 XP each) (D)

Features

Roof: A large portion of the roof has caved in. The rubble from the cave-in is marked on the map with dotted lines, and that hole in the ceiling floods the room with light during the day and moonlight at night. The debris is considered difficult terrain.

Tactics

Guessing that the invaders will avoid the debris, all the dustmathr start in positions on the map in *dust form*. When the party reaches the debris, they change to humanoid form and attack. The channeler starts with *dust blast* and *elemental channel*. If there are 2 channelers, the second channeler uses *elemental channel* and *dust orb*. The channeler then hangs back and uses *dust orb*, only using *dust fist* as a last resort. The veteran and hordemen wade into melee, using their *horde advantage* and *combat advantage*. The dustmathr minions close to combatants use *dust fist* while others use *dust dart* and fill in as allies fall.



Dustmathr Channeler **Level 3 Artillery (Leader)**
 Small elemental magical beast (air, earth) XP 150

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

HP 36; **Bloodied** 18

AC 17, **Fortitude** 13, **Reflex** 15, **Will** 15

Immune disease, petrification, poison

Speed 6

⚡ **Dust Fist** (standard; at-will)

+6 vs. AC; 1d6 damage.

☞ **Dust Orb** (standard; at-will)

Ranged 10; +6 vs. Reflex; 1d8 + 4 damage and the target is blinded and slowed (save ends).

↩ **Elemental Channel** (minor; encounter)

Close burst 10; dustmathr allies in the burst gain 5 temporary hit points and shift 1 square.

↩ **Dust Blast** (standard; encounter)

Close blast 3; +7 vs. Fortitude; 1d10 + 4 damage.

Dust Form (minor; at-will)

The dustmathr channeler can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dustmathr channeler cannot attack but can move 5 squares and is immune to all damage and ignores difficult terrain. Dustmathr channeler can only change forms once per round.

Alignment Evil	Languages Primordial	
Skills Stealth +10, Thievery +10		
Str 8 (+0)	Dex 17 (+4)	Wis 16 (+4)
Con 13 (+2)	Int 8 (+0)	Cha 13 (+2)

Treasure

None

12. DUST WYRM

Once a luxurious chamber for a great family, the cave is now reduced to rubble and dust. The dust wurm resides in this room, a majestic beast with razor talons and a toothy maw.

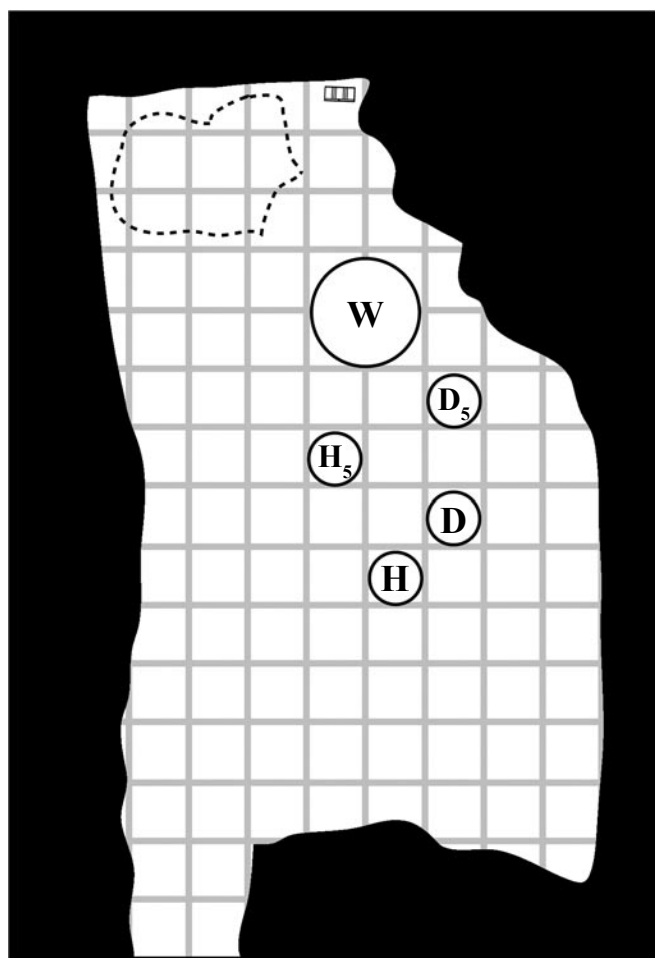
Monsters

Party Level 3 (750 XP)

1 Dust Worm (750 XP each) (W)

Party Level 4 (875 XP)

1 Dust Worm (750 XP each) (W)
 1 Dustmathr Hordeman (100 XP) (H)
 1 Dustmathrs (25 XP) (D)



Party Level 5 (1,000 XP)

1 Dust Worm (750 XP each) (W)
 2 Dustmathr Hordeman (100 XP each) (H) (H₅)
 2 Dustmathrs (25 XP each) (D) (D₅)

Features

Chest: In the back corner lies a chest containing all the offerings collected by the dustwurm (see treasure).

Lightning: The room is dark.

Trash Heap: The contents of the room have been disposed in a large heap in the back of the cave, marked by dotted lines. The area is considered difficult terrain. There are things of value to be found within the trash heap as the dustmathrs cleared the room indiscriminately (see Treasure).

Tactics

The dust wurm takes great pleasure in combat, starting with *dust blast* and then wading into melee with his *ravenous fury*. If present, the dustmathr minions and hordemen begin combat in their humanoid form and use their *dust fist*. The hordemen in particular position themselves to use their *combat advantage* and *horde advantage*.

Dust Wurm **Level 3 Solo Brute**
 Large elemental magical beast (air, earth) XP 750

Initiative +1 **Senses** Perception +7; darkvision
HP 200; **Bloodied** 100; see also *bloodied fury*
AC 18; **Fortitude** 20, **Reflex** 16, **Will** 17
Immune disease, petrification, poison
Saving Throws +5
Speed 7
Action Points 2

⊕ **Bite** (standard; at-will)
 Reach 2; +7 vs. AC; 2d6 + 4.

⊕ **Claw** (standard; at-will)
 Reach 2; +7 vs. AC; 1d8 + 3 damage.

↓ **Ravenous Fury** (standard; at-will)
 The dust wurm makes two claw attacks. If the dust wurm hits a single target with both claws, it makes a bite attack against the same target.

↔ **Dust Blast** (standard; recharge Ⓜ, Ⓜ)
 Close blast 5; +3 vs. Reflex; 4d6 + 1 damage, and the target is blinded and slowed (save ends both).

↔ **Bloodied Fury** (free, when first bloodied; encounter)
 The dust wurm's ravenous fury recharges, and the dust wurm uses it immediately.

Alignment Evil	Languages Primordial	
Skills Athletics +15		
Str 19 (+5)	Dex 11 (+1)	Wis 13 (+2)
Con 19 (+5)	Int 11 (+1)	Cha 9 (+0)

Treasure

Party Level 3
 Inside the chest: *Magic Flail* +2, *potion of healing*, 100 gp, 200 sp, 1,000 cp
 Among the rubble: silver candelabra (50 gp) and a brass statuette (25 gp)

Party Level 4
 Inside the chest: *Resounding Flail* +2, *potion of healing* 100 gp, 200 sp, 1,000 cp
 Among the rubble: silver candelabra (50 gp)

Party Level 5
 Inside the chest: *Frost Flail* +2, *potion of healing* 100 gp, 200 sp, 1,000 cp
 Among the rubble: silver candelabra (50 gp)

Dustmathr Hordeman **Level 1 Skirmisher**
 Small elemental magical beast (air, earth) XP 100

Initiative +5 **Senses** Perception +0; darkvision
HP 27; **Bloodied** 13
AC 15, **Fortitude** 11, **Reflex** 14, **Will** 13
Immune disease, petrification, poison
Speed 6

⊕ **Dust Fist** (standard; at-will)
 +9 vs. AC; 1d4 +1 damage; see also *horde advantage*.

Combat Advantage
 The dustmathr hordeman deals an extra 1d6 damage on melee attacks against any target it has combat advantage against.

Horde Advantage
 The dustmathr hordeman gains a +1 bonus to attack rolls per dustmathr ally adjacent to the target.

Dust Form (minor; at-will)
 The dustmathr hordeman can assume the shape of a pile of dust, granting a +5 to stealth checks. In dust form, a dustmathr hordeman cannot attack but can move 5 squares and is immune to all damage and ignores difficult terrain. Dustmathr hordeman can only change forms once per round.

Alignment Evil	Languages Primordial	
Skills Acrobatics +7, Stealth +9, Thievery +9		
Str 9 (-1)	Dex 17 (+3)	Wis 11 (+0)
Con 10 (+0)	Int 7 (-2)	Cha 14 (+2)

Dustmathr **Level 1 Minion**
 Small elemental magical beast (air, earth) XP 25

Initiative +3 **Senses** Perception +1; darkvision
HP 1; a missed attack never damages a minion
AC 15, **Fortitude** 11, **Reflex** 13, **Will** 11
Immune disease, petrification, poison
Speed 6

⊕ **Dust Fist** (standard; at-will)
 +5 vs. AC; 4 damage.

☹ **Dust Dart** (standard; at-will)
 Ranged 5/10; +5 vs. AC; 3 damage.

Dust Form (minor; at-will)
 As *dust form* under hordeman

Alignment Evil	Languages Primordial	
Skills Stealth +4, Thievery +4		
Str 9 (-1)	Dex 17 (+3)	Wis 13 (+1)
Con 13 (+1)	Int 8 (-1)	Cha 11 (+0)

PLAYER HANDOUTS



Area 4: Dust Bull



Area 9: Eldritch Head Mite and Cranial Raker