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TRIALS OF THE TANGLEWOOD

A DUNGEONS & DRAGONS® ADVENTURE

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After discovering the atrocities of the Empire of the Crimson Light, the Band of the Broken Tower has decided to assist a rebellion against the self-proclaimed “Eternal Emperor” who has conquered the coastal kingdom of Aeris. There’s only one problem: how to find them and prove you are not spies? Rebel infiltrators were sent to the dungeons beneath Aerithmas to rescue an important prisoner, but were misled and failed. However, their ghosts told of a contingency party sent from Copper Hill to find the Oracle of the Tanglewood. Perhaps they can be found and need assistance? An adventure for 9th level adventurers.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (Nadventurers) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

Keep in mind the following and note that some of these rules only apply to the D&D Championship Series:

- **Unlike normal RPGA adventures, you are not empowered to make adjustments to the adventure. You may, however, make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters. However, since this is a tournament, **DO NOT** adjust combat encounters for groups that are having too easy or too hard of a time in an adventure. It is important that you follow the tactics as written to provide a consistent experience between tables during the tournament.
- **While following the combats as outlined, try to give everyone a fun experience.** Try to feel out what the players like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Do not allow the round to stall due to your pacing. RPGA adventures are normally designed to be played within 3.5 - 4 hours; try to be very aware of running long or short but **DO NOT** adjust the pacing accordingly if the slowness or quickness or play is due to the actions of the players. The tournament scoring varies with how much of the adventure a team completes and as such you should **NOT** prompt a team to keep moving or give them hints the adventure does not tell you to give. Unlike a normal adventure where you might prompt the players to remain focused if they were to get off track, let the players dictate the speed of play. Because this is a tournament, it is possible that all of the characters may be dead before the end of the adventure. In this event, you may be forced to

end prematurely or if you desire, you may score the event and then continue play as if the PCs were all still alive. This is particularly appropriate if all of the characters die in the first hour of play.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. When directed to by the adventure, you should be given clues about how to interact with the PCs surroundings so the players can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue. Since this is a tournament, however, you are not allowed to give any clues to the party unless specifically instructed to do so by the adventure.
- **The adventure happens all in one day.** Unless specifically told otherwise in the adventure, the adventure happens all in one day and teams MAY NOT take an extended rest without ending the portion of the event that is scored. If your team discusses the possibility of resting, you MUST inform them that doing so will automatically end their round. If they agree, stop and score the event. If time remains and your team desires, you may to continue play for fun.
- **Unexpected difficulties and damage.** If the PCs do something that requires you to invent a DC or assign some damage that is not covered by the adventure, use the chart on page 42 of the DMG.

The following mechanical rules are important to ensure an equal play experience between tables during the tournament:

- **Enemies always roll an 11 for initiative.** Assume that each enemy rolls an 11 for their initiative and acts on 11 + their initiative modifier.
- **Do not roll for recharge.** Instead of rolling for the recharge of an opponent’s power, they occur as follows: 6 - recharges every six rounds, 5-6 - recharges every three rounds; 4-6 - recharges every two rounds; 3-6 - recharges every two rounds; and 2-6 recharges every round.

- **Unexpected difficulties and damage.** If the PCs do something that requires you to invent a DC or assign some damage that is not covered by the adventure, use the chart on page 42 of the DMG.
- **Enemies who use four or more dice when doing damage do average damage.** If an enemy has an attack that does four or more dice of damage, they do average damage. This value is listed in brackets after the damage expression, such as “4d6+2 [16].”

A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second combat or trap encounter they’ve had since the start of the adventure or their last extended rest. Make certain to mention this information to the players when applicable, as it gives each adventurer another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The kingdom of Aeris has come under the rule of a cruel and oppressive imperial regime headed by the Eternal Emperor. Though the realm has prospered economically under his rule, those in need who have not accepted his rule have suffered greatly. A resistance has risen in shadows of the Emperor's view from members of the former regime. This regime ruled for nearly a hundred years and, though some economic hardships came and went, the rulers were known for their tolerant ways, nicknamed the Three Benevolent Kings. Much care and foresight has been given to protect the rebellion from the imperial eye. Its leaders struggle to help the disadvantaged and weak that they keep from the Imperial re-education camps, but they cannot succeed on their own. The Emperor has learned of the resistance through his network of spies tracking more and more brazen moves of the rebellion. He plots methodically to locate its hidden network and destroy it, and recently succeeded in thwarting a rebel party infiltrating the catacombs beneath Aerithmas, hoping to free a prisoner by the name of Welridch.

Central to this story is the Tanglewood Forest in Eastern Aeris, home to a powerful Oracle. Despite appearing most often as a beautiful Eladrin female, the Oracle is a Dryad named Lurla, who possesses knowledge of a ritual for locating any person or thing,

and opening a portal where they are found. She has been known to provide this service to those who perform her summoning ritual: planting a large shrubbery next to the stone circle that marks her sacred grove.

The forest is also inhabited by other fey creatures; some wild, some cunning, all deadly. Few have survived a journey to the Oracle and back. Such a fate met a second party of rebels, led by a fellow from Copper Hill named Lon, hoping to instead consult the Oracle concerning Welridch, when they were set upon by a pair of hungry owlbears.

The Dryad Oracle has remained safe from these dangers with a permanent dome of arcane force surrounding her stone circle, and has the power to teleport in and out through any large trees within a short range.

But recently, a pair of Hags and a Naga, envious of the Oracle's powers, ordered the destruction of all the trees within that range, stranding the Dryad inside. Now their evil plant minions wait patiently for someone to summon her out through a shrubbery, as happens nearly every month, so they can spring their trap and capture her, unless they can be thwarted...

DM'S INTRODUCTION

This adventure takes place all in one day within the Tanglewood Forest east of Aerithmas (also referred to as 'the City of Waves' and capital of the kingdom of Aeris). The adventurers are seeking an Oracle to find a prisoner they've been asked to rescue from ghosts in a previous adventure in this series (round 1a). They begin on the edge of the Tanglewood, looking for a path into the forest.

Interlude 1: A merchant named Willet is traveling near the Tanglewood Forest. The adventurers can ask him for information and possibly gain some insight into the dangers of the forest through a skill challenge.

Encounter 1: Lon's camp is found. Lon and his whole group have been slain. The creatures responsible return to the scene in pursuit of another meal, as do a pair of Satyrs who hope to thin out the adventurers and encourage them to walk into the trap at the Oracle's grove.

Encounter 2: The PCs reach the Oracle's grove, and the Oracle teleports out from a protective dome through the PCs' shrubbery, triggering the ambush of animated plants. After thwarting the attempt, the Oracle asks the adventurers to rid her of the menace that set the trap.

Encounter 3: Lurla's Psuedodragon leads the PCs to the exterior of the hags' lair, which is well guarded by Lizardfolk and Trolls.

Encounter 4: The interior proves even more dangerous, as the adventurers face Hags, a Naga, and Daggerthorn Briars. Returning to the Oracle, she thankfully opens a portal through which the adventurers can teleport to where Weldrich is imprisoned.

PLAYER'S INTRODUCTION

Once you are seated but before handing out characters, read the following to the players:

A few years ago, crimson sails arrived in Aerithmas, the City of Waves, seizing the throne of Aeris for their 'Eternal Emperor'. Since then, his occupation has gained the acceptance of the merchant classes by establishing new trade routes, while the lives of less fortunate citizens have become even bleaker.

Tell the players that the PCs are part of the Band of the Broken Tower, a growing group of resistance fighters centered around a group of adventurers by the same name out of the village of Copper Hill. Their party carries with them a set of keys attached to a brass ring and a writ that reads:

"By order of his Imperial Majesty, the Undying Ruler of the Empire of the Crimson Light, he who holds this writ may pass freely through the Gate of Sorrow and enter the Imperial Prison."

The DM should explain that in the previous round, their recent encounter with the ghosts of Sen and Lareth, two deceased rebels, has led them to seek out an Oracle to find out where they can find this Gate of Sorrow and save the captive rebel sympathizer named Welridch. The only Oracle anyone in Aerithmas has ever heard of is a fabled Eladrin woman who, rumor has it, appears from time to time in the dangerous Tanglewood Forest. This leads the Band to the Falcon's Flight highway east of Aerithmas and toward the Tanglewood.

You may now hand out the characters to the players. Once the start time is announced, begin play with Encounter 1.

WHAT'S NEXT

Armed with the keys, note, and information about an Oracle in the Tanglewood, the Band boldly sets forth to explore the unknown. Proceed to Interlude 1.

INTERLUDE 1: WILLET'S WAY

SUMMARY

As the adventurers wander around the edge of the Tanglewood Forest looking for a path, a comely merchant approaches. This begins a skill challenge encounter during which the adventurers can gain important information about the rebellion as well as some treasure.

READ ALOUD TEXT

As you search the periphery of the forest for a suitable entrance, you noticed a small donkey cart approaching with a comely man walking briskly beside it. He hails you with the well known merchant's flag and pulls his cart up alongside your group.

NEGOTIATION SKILL CHALLENGE

In this skill challenge, the adventurers and Willet assess each other's allegiances before revealing information about their own affiliations with the rebellion.

Setup: To convince Willet to give you the information you want, you need to convince him of your allegiance to the rebellion.

Level: 9

Complexity: 1 (4 successes before 2 failures)

Primary Skills: Bluff, Diplomacy, Insight

Willet gives the following information without too much effort:

- Willet is a registered merchant from Aerithmas and does business mainly in commodities.
- The Emperor has made things much easier for merchants since he deposed the last of the Three Benevolent Kings, but Willet fears this won't last forever. "One merchant's profit is another's loss," he claims.
- His wagon is empty because he was looking for new suppliers, but was unable to find them (This is in fact not true).
- The Tanglewood Forest is home to many wild creatures, including a variety of fey—not all friendly.
- He knows a nearby trail that leads into the Tanglewood forest and can show the adventurers the way.
- He is in no way interested in accompanying the adventurers into the forest. He is, after all, just a merchant.

Bluff (DC 22): You try to trick Willet into revealing his allegiance. A failure closes off this approach and

increases the DCs of other checks to 26 for the duration of the challenge.

Diplomacy (DC 22): You try to bargain with Willet by offering information about trade routes between Aerithmas and the small farms around the Broken Tower. You may also use innuendo to make mention of the rebellion in hopes of uncovering his opinions.

Insight (DC 22): You sit back while Willet and the others discuss, gauging his responses carefully. A successful Insight check reveals that Willet is holding back information and might possibly be linked to the rebellion.

Success: The adventurers and Willet build a bond of trust enough to talk openly about the rebellion. Willet can reveal the following:

- Willet has traveled with a group of rebels lead by a young man named Lon.
- Lon's Company made their way into the forest and was supposed to meet back with Willet as he passed by today, but there was no sign of them. He worries they might be in trouble.
- Lon had his own wagon with a shrubbery as cargo. He mentioned it was a gift, but nothing more.
- He has heard campfire stories of an Eladrin woman who will grant an answer to any question, if you're lucky enough to see her appear.

TREASURE

Furthermore, if the adventurers succeed in the skill challenge and agree to look for Lon's Company in the Tanglewood, Willet will give them the following magic items:

Cloak of Resistance +3 (Level 12)

2 Potion of Healing (Level 5)

Failure: Willet does not reveal his allegiance to the rebellion or give any of the extra information above. He will lead the adventurers to the forest path (and likely their doom, he thinks).

WHAT'S NEXT

The adventurers should leave this encounter knowing about the Three Benevolent Kings (an important clue for a later adventure in this series) as well as have some warning about the dangers of the Tanglewood. If successful in their negotiation with Willet, they may know about Lon's Company and rumors of the Oracle. Either way, proceed to Encounter 1.

ENCOUNTER 1: BRING A SHRUBBERY

ENCOUNTER LEVEL 9

SETUP

This encounter includes the following creatures, although note that the encounter begins with them off the edge of the map, and they gradually enter:

- 1 Dire Boar (Level 10 Brute) (B)
- 2 Owlbears (Level 8 Elite Brute) (O)
- 1 Satyr Rake (Level 7 Skirmisher) (R)
- 1 Satyr Piper (Level 8 Controller) (P)

Several skills are useful in this encounter:

When any PC sees the Grab Grass, have the player attempt a Nature skill check. **Nature (DC 15):** Grab Grass is covering the entire area, except for squares with another feature. Grab Grass is a plant grasps those who fall or sleep among clumps of it.

If the PCs attempt to track or search the area in order to determine what happened ask the player for a Search, Nature, and Insight check. Three successful skill checks (one each of Search, Nature, and Insight) of DC 20 will reveal what happened here: four medium sized humanoids were pulling the small wagon with the shrubbery, and had camped for the night, when they were attacked and slain by two Large creatures with clawed feet (Owlbears), and two bodies were dragged off to their cave. Since then, one set of large boar tracks appear to have been rummaging through their supplies.

READ ALOUD TEXT

The adventurers will eventually find the remains of Lon's party inside the Tanglewood. Read the following to the players:

Once inside the Tanglewood, you quickly learn how it got its name: if you stand still for a moment, the tall grasses wrap themselves around your feet.

But the trail you've found is fresh: foliage recently hacked to make way for a wagon, and the earth in the wheel ruts is still soft. Before long, it leads you to an abandoned camp of collapsed tents, littered with traveling provisions, an intact backpack, sparse human remains, and a solitary wagon containing a large shrubbery.

The PCs automatically find the intact backpack which contains a crude map of the Tanglewood and marks an old road that leads to the Oracle's grove.

Allow the PCs to examine the scene, open the backpack, and spread out before continuing.

After the adventurers examine the scene, read:

Suddenly, a large boar crashes through the underbrush. It is surprised for a moment, long enough for you to notice large claw gashes in its side, oozing fresh blood, before it bellows a snort and charges you!

FEATURES OF THE AREA

This area has a few important features.

Illumination: Daytime sun filters through the trees, providing plenty of light to see clearly throughout the area.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square. A creature may also climb to the top of the wagon, using a DC 10 Athletics check and moving half speed.

Grab Grass: Any square that is not difficult terrain contains Grab Grass. Prone creatures in these squares are immediately restrained (save ends). While restrained, a PC can make an Athletics or Acrobatics check of DC 20 to stand up. Those not restrained may stand as normal.

Tents/Supplies/Campfire pit: The tents are collapsed, concealing mundane camping supplies underneath. All of these squares count as difficult terrain, costing 2 squares of movement.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Wagon: This is blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top and occupy that square. A creature may also climb to the top of the wagon, using a DC 10 Athletics check and moving half speed. The wagon is unlocked and can be accessed through a door at the top. The wagon contains a large potted shrub.

TACTICS

The Dire Boar begins the combat already bloodied. It is being chased by two Owlbears. Thinking it is now cornered, it will attack the party, randomly choosing a target and charging for more damage every round that it

can, completely oblivious that it might be provoking OAs.

If a target is knocked prone by the Boar's charge or the Satyr Piper's Gore, the Grab Grass immediately takes effect.

On the initiative count immediately following the boar's death, the Owlbears arrive and attack, hoping to claim their quarry, and anything else that looks tasty.

Each Owlbear will use its Action Points after a target is grabbed, for their auto-hit Bite attack. If they have not successfully grabbed a target by the time they are bloodied, they will spend their action point to try another Double Attack. Also note the Mated Pair ability that applies to the remaining Owlbear when the other drops.

Finally, in the 3rd round, the Satyrs arrive, having been sent by the Hags to trick adventurers into become bait to the trap at the Oracle's grove, but also to thin their numbers, so they're less likely to prevent the Oracle's capture. After the satyrs arrive, they will harass those not engaged by the Owlbears with the Piper's Dazing Melody and the Rake's Feint for additional damage. The Piper rarely uses its other songs, but will if appropriate. However, if two adventurers die, they have accomplished their goal, and will happily retreat knowing the Owlbears are unlikely to stop the adventurers from proceeding to the next encounter.

The Owlbears are neither enemies nor allies of the satyrs for the purposes of determining if they are affected by the saytr's pipes; only the Rake is considered an ally of the Piper.

WHAT'S NEXT

Once the Owlbears are defeated, and possibly also the satyrs, the adventurers can use the crude map to locate the Oracle's grove. Read the following:

The small scraps of cloth provide some clues about the lay of the Tanglewood and where you might pursue the Oracle. The map shows a berry thicket, a small stream and finally leads to clearing marked by flowering trees.

If the party is leaving without the shrubbery, ask for an Insight check. If the party does not succeed, they will not be able to succeed in the next encounter and will have to eventually come back for the shrub.

Insight (DC 15): You think this shrubbery might be useful for something, as the party you are following clearly went to great effort to bring a wagon into the Tanglewood. You might want to unload it from the wagon and bring it along.

ENCOUNTER 1: BRING A SHRUBBERY COMBAT STATISTICS

Dire Boar Large natural beast	Level 10 Brute XP 250
Initiative +5 Senses Perception +4	
HP 62; Bloodied 62; see also Death Strike.	
AC 21; Fortitude 25, Reflex 21, Will 20	
Speed 8	
m Gore (standard; at-will) ♦ Weapon	
+13 vs. AC; 1d10 + 6 damage or 1d10+11 vs. a prone target.	
M Death Strike (immediate reaction when reduced to 0 hit points)	
The boar makes a Gore attack.	
Furious Charge	
When a dire boar hits on a charge, its gore deals an extra 5 points of damage, pushes the target 2 squares and knocks them prone.	
Alignment Unaligned Languages none	
Str 19 (+9)	Dex 10 (+5) Wis 9 (+4)
Con 15 (+7)	Int 2 (+1) Cha 8 (+4)

Owlbear Large fey beast	Level 8 Elite Brute XP 800
Initiative +5 Senses Perception +12; low-light vision	
HP 112; Bloodied : 106; see also Stunning Screech.	
AC 22; Fortitude 22, Reflex 19, Will 20;	
Speed 7	
Action Points : 1	
m Claw (standard; at-will)	
Reach 2; +12 vs. AC; 2d6+5 damage.	
M Double Attack (standard; at-will)	
The owlbear makes 2 Claw attacks, if both hit, the target is grabbed until they escape.	
M Bite (standard; at-will)	
Grabbed target only; automatic hit; 4d8+7 [25] damage.	
C Stunning Screech (free; when first bloodied; encounter)	
Close burst 1; +10 vs. Fort; target is stunned (save ends).	
Mated Pair (free; encounter)	
When an owlbear's mate is slain, it goes into a rage, gaining a +2 bonus to hit and damage on all attacks.	
Alignment Unaligned Languages none	
Str 20 (+9)	Dex 14 (+6) Wis 16 (+7)
Con 16 (+7)	Int 2 (+0) Cha 10 (+4)

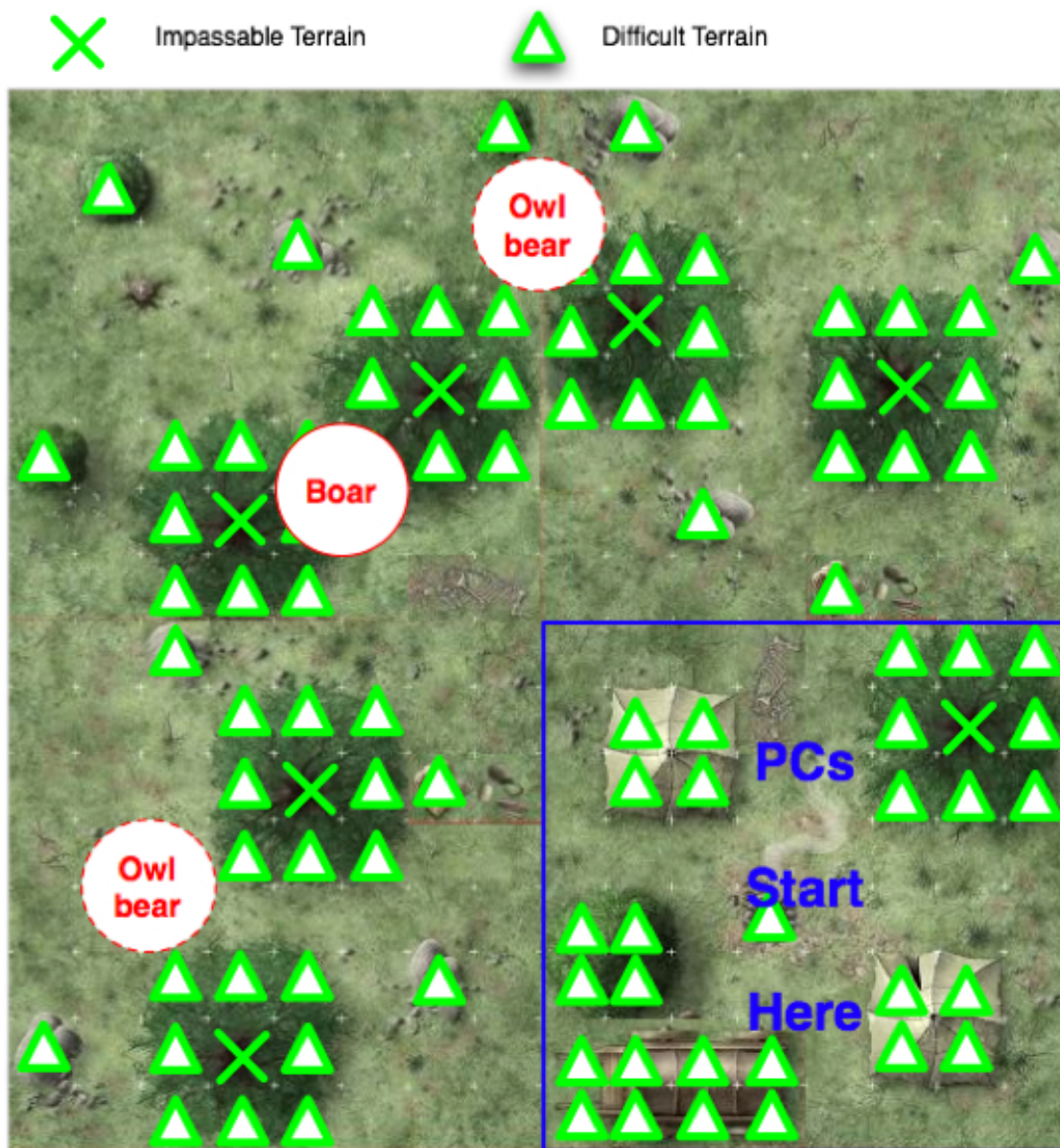
Satyr Rake Medium fey humanoid	Level 7 Skirmisher XP 300
Initiative +9 Senses Perception +9; low-light vision	
HP 80; Bloodied : 40	
AC 21; Fortitude 18, Reflex 19, Will 19;	
Speed 7	
m Short Sword (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d6+4 damage.	
r Shortbow (standard; at-will) ♦ Weapon	
Ranged 15/30; +12 vs. AC; 1d8+4 damage.	
M Feint (move; at-will)	
+10 vs. Reflex; the satyr rake gains combat advantage against the target (see below).	
M Harrying Attack (standard; recharge 5 6) ♦ Weapon	
The satyr rake makes a basic attack, shifts 3 squares, and makes another basic attack.	
Combat Advantage	
The satyr rake deals an extra 2d6 damage against any target is has combat advantage against.	
Alignment Unaligned Languages Elven	
Skills Bluff +12, Nature +9, Stealth +12	
Str 12 (+4)	Dex 18 (+7) Wis 12 (+4)
Con 16 (+6)	Int 10 (+3) Cha 18 (+7)
Equipment leather armor, short sword, shortbow, quiver of 30 arrows.	

Satyr Piper Medium fey humanoid	Level 8 Controller XP 350
Initiative +8 Senses Perception +10; low-light vision	
HP 86; Bloodied : 43	
AC 22; Fortitude 18, Reflex 20, Will 21;	
Speed 7	
m Gore (standard; at-will)	
+11 vs. AC; 1d8 damage and target is knocked prone.	
r Longbow (standard; at-will) ♦ Weapon	
Ranged 20/40; +12 vs. AC; 1d10+4 damage.	
C Wooden Pipes (standard; sustain standard; at-will)	
Close burst 5; deafened creatures are immune; the satyr piper plays one of the following tunes on its pipes:	
Dazing Melody (Charm) : Targets enemies; +11 vs. Will; the target is dazed until the end of the satyr piper's next turn. The piper must make a new attack roll when it sustains this effect.	
Feral Overture : Allies in the burst gain a +1 bonus to attack rolls and a +2 bonus to damage rolls until the end of the satyr piper's next turn.	
Leaping Stag Dance : Allies in the burst can shift two squares immediately.	
Song of Freedom : Allies in the burst can each make a free saving throw against an effect that a save can end.	
Alignment Unaligned Languages Elven	
Skills Bluff +14, Nature +10, Stealth +13	
Str 20 (+9)	Dex 14 (+6) Wis 16 (+7)
Con 16 (+7)	Int 2 (+0) Cha 10 (+4)
Equipment longbow, quiver of 30 arrows, wooden pipes.	

ENCOUNTER 1: BRING A SHRUBBERY MAP

Ruins of the Wild

Camp	8x8	x1
Cabin / Field w/Trees	8x8	x2
Ruined Tower / Field w/Trees	8x8	x1
Camping Gear	2x1	x2
Rock Outcropping / Skeleton	2x1	x2
Covered Wagon	4x2	x1



ENCOUNTER 2: WHEN PLANTS ATTACK

ENCOUNTER LEVEL 12

SETUP

This encounter includes the following creatures.

2 Vine Horrors (Level 10 Controller) (vh)
2 Vine Horror Spellfiends (Level 10 Artillery) (vs)
1 Shambling Mound (Level 9 Brute) (SM)
1 Stormrage Shambler (Level 11 Elite Controller) (SS)

Following the crude map obtained from Lon's camp, the adventurers can locate the Oracle's grove.

READ ALOUD TEXT

As the adventurers enter the area, read:

The overgrown trail ends at a barren, muddy clearing, at the center of which, stands a stone circle next to a lone flowering tree. Several burnt, dead trees surround the area.

Several skills are useful in this area:

Arcana (DC 20; to be made immediately following the read aloud text): The adventurer detects an invisible, permanent dome of arcane force encapsulating the stone circle in the middle of the glade.

Insight (DC 20; to be made immediately following the read aloud text): The PC believes that the trees were destroyed methodically within 40 feet of the stone circle.

Nature (DC 15; if the PC specifically inspects the trees): Close study shows that the fallen trees were singed with electricity within the past few months.

Perception (DC 30; use passive perception unless the PC is specifically looking around): One or more of the adventurers notice slight movement in one tree inside the warding dome. This is the Dryad trying to hide while watching the adventurers.

There are Vine Horrors and Shambling Mounds at the locations on the map, lying in wait for the Oracle (a Dryad named Lurla) to appear, before they spring their trap. They are exceptionally well hidden, due to being plants with plenty of time to plan the ambush. The vine horrors have squeezed themselves inside logs via small cracks, and the shambling mounds are completely

buried under the ground. The adventurers are not capable of making the Perception check to notice them before the combat begins.

The adventurers need to figure out that the shrubbery should be planted within the dead zone to allow the Oracle to emerge. Allow up to 15 minutes of real play time for the players to figure out how to proceed, possibly by trial and error experimenting with the dome of force. Note that the PCs cannot teleport into the dome of force/arcane barrier. If after that time the PCs have not determined how to proceed, Lurla, desperate to escape, steps from the tree and pantomimes the planting of the shrub. If the PCs still do not understand, allow a DC 15 **Insight** check to determine what to do.

Once the adventurers decide to plant the tree within 8 squares of the tree inside the arcane dome, Lurla will teleport out of the dome through the tree.

Nature (DC 20; as soon as the dryad is visible): Identifies the creature as a Dryad, and not inherently evil.

After the adventurers plant the shrubbery, read:

"After you finish planting the shrubbery, the plant begins to shake a bit and before your eyes, a beautiful Eladrin woman emerges from the plant. Before you can do anything, she warns: "You are all in great danger! They have set a trap!" You spin around to see vines bursting forth from some logs on the ground and two large plant creatures emerging from the ground!"

Roll initiative. The plant creatures receive a surprise round to spring their ambush. The shambling mounds need to spend the entire surprise round extracting themselves from the ground. The vine horrors, however, can exit the logs and still get another action. The normal vine horrors close in on the characters. The vine horror spellfiends use their Shock Orb powers to destroy the shrubbery—effectively trapping Lurla outside of her home. Fortunately, Lurla also gets to act in the surprise round—and she takes that opportunity to escape. At the end of the surprise round, read:

"Before you have a chance to react, a half dozen plant creatures burst forth from their hiding places. Two of the creatures blast that shrub you just planted with some sort of energy attack, destroying it utterly. Terrified, the woman runs away screaming but before she disappears into the trees, she shouts back to you "I am sorry I cannot help you, but I must protect myself. Destroy these defilers of my home and I shall return!"

FEATURES OF THE AREA

This area has a few important features.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

Pond: The pond is relatively shallow. All pond squares count as difficult terrain, costing 2 squares of movement.

TACTICS

When the Dryad emerges, the Vine Horrors attack. They target the tree's foliage with their Shock Orb ability, effectively stranding the Dryad outside the protective dome. The Shambling Mounds use their whole move actions to emerge from the ground and then attack any creature in reach with its enveloping double attack. Restrained characters can escape by making a saving throw at the end of their turn or by making a DC 18 Acrobatics or DC 23 Athletics check as a move action that allows them to shift. Note the lightning aura effect of the Stormrage Shambler, and that both Mounds have regeneration.

The Stormrage Shambler will use its Lightning Blast early, when it can hit the most targets with it. It will save its action point until it is bloodied, then perform two double attacks (for a total of four) with extra damage on whomever has marked it. If that adventurer drops before all four attacks are taken, it will use the rest on another target, possibly moving in between the first standard, and the standard gained from the action point. If no other adventurers are within a move, it will continue to hit the unconscious target, driving it closer to death.

The Spellfiends coordinate attacks, one attempting to push adventurers into a 3x3 with their Lashing Vine of Dread for the other's Caustic Cloud or the Stormrage Shambler's lightning blast, or a 5x5 for the Vine Horror's Vicious vines. If they are not successful in hitting adventurers, they may use a Shock Orb to heal a Shambling Mound 10 hit points.

WHAT'S NEXT

Once the adventurers defeat the evil plants, the Oracle of the Tanglewood returns in Eladrin form and

introduces herself as Lurla. She explains the following to the adventurers:

- She has been trapped near her shrine for a long time, stalked by these same creatures.
- Some other creature, Lurla knows not what, has been trying to capture her, to gain control over her powers of scrying and teleportation.
- She has located the creature's lair, but it is warded such that she cannot see inside. She begs for the adventurer's help or the creature will surely send more minions to capture her.
- Lurla will withhold her services if necessary, although reluctantly, and begs for the adventurer's help.

When the adventurers agree to assist her:

Lurla thanks you profusely for agreeing to help her, then turns and whistles. A moment later, a Pseudodragon materializes by her side. She instructs it to lead you to the mountain of briars she has seen which is the source of the evil that threatens her.

Following the Pseudodragon will take the adventurers to Encounter 3.

ENCOUNTER 2: WHEN PLANTS ATTACK STATISTICS

Stormrage Shambler	Level 11 Elite Controller
Large natural animate (plant)	XP 1200
Initiative +4 Senses Perception +6; darkvision	
Lightning Aura: aura 2; enemies that enter or start their turns in the aura take 5 lightning damage.	
HP 238; Bloodied 119	
Regeneration: 10	
AC 25; Fortitude 25, Reflex 18, Will 20	
Saving Throws +2	
Speed 8 (swamp walk)	
Immune lightning; see also lightning affinity.	
m Tendrils (basic; standard; at-will) ♦ Lightning	
Reach 2; +14 vs. AC; 1d8 + 5 damage and 1d8 lightning.	
M Double Attack (standard; at-will) ♦ Lightning	
The Stormrage Shambler makes two Tendril attacks.	
C Lightning Blast (standard; encounter) ♦ Lightning	
Close Blast 3; +14 vs. Reflex; 3d8+6 lightning damage. Miss: half.	
Lightning Affinity (immediate reaction, when hit by a lightning attack; at-will) ♦ Healing	
The Stormrage Shambler regains 10 hit points. The shambler cannot attack itself or another shambling mound to heal in this fashion, although a different creature, such as a Vine Horror Spellfiend could.	
Alignment Unaligned Languages -	
Skills Stealth +9	
Str 20 (+10)	Dex 8 (+4) Wis 12 (+6)
Con 23 (+11)	Int 5 (+2) Cha 7 (+3)

Shambling Mound	Level 9 Brute
Large natural animate (plant)	XP 400
Initiative +5 Senses Perception +4; darkvision	
HP 120; Bloodied 60	
Regeneration: 5	
AC 21; Fortitude 23, Reflex 18, Will 17; see also lightning affinity	
Speed 4 (swamp walk)	
m Tendrils (standard; at-will)	
Reach 2; +12 vs. AC; 1d8+6 damage.	
M Enveloping Double Attack (standard; at-will)	
The shambling mound makes two basic attacks. If both attacks hit the same medium or smaller target, the shambling mound makes a secondary attack: +12 vs. Fort; the target is pulled into the shambling mound's space and is restrained (save ends). While the target is restrained, no creature has line of sight or line of effect to it. The shambling mound can have up to two creatures enveloped at any one time. At the start of the shambling mound's turn each round, any enveloped targets take 10 damage, and the shambling mound regains 10 for each. When a target makes its save, it reappears in a square of its choice adjacent to the shambling mound.	
Lightning Affinity (immediate reaction; when hit by a lightning attack; at-will) ♦ Healing	
The shambling mound regains 10 hit points.	
Alignment Unaligned Languages -	
Skills Stealth +10	
Str 22 (+10)	Dex 12 (+5) Wis 10 (+4)
Con 20 (+9)	Int 5 (+1) Cha 10 (+4)

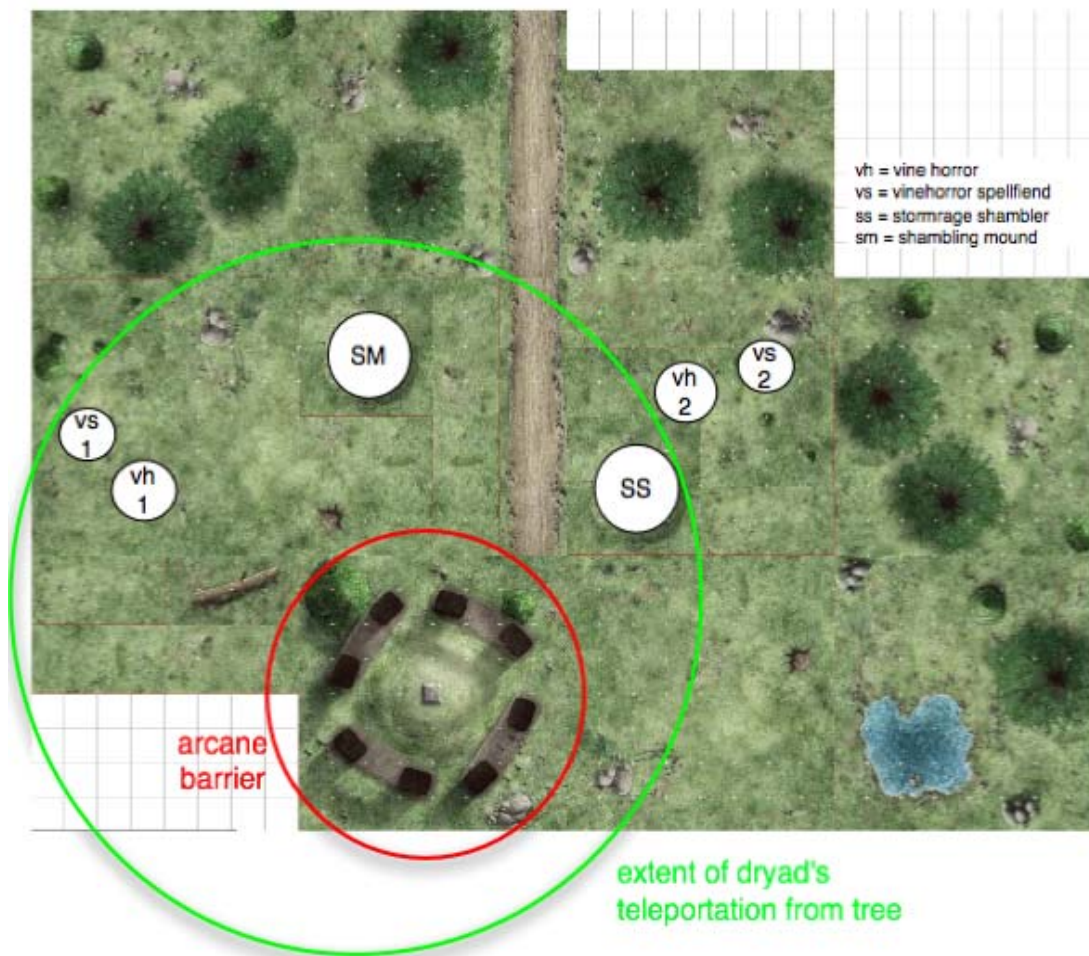
Vine Horror	Level 10 Controller
Medium natural humanoid (plant)	XP 500
Initiative +10 Senses Perception +12; blindsight 10	
HP 107; Bloodied 53	
AC 24; Fortitude 22, Reflex 23, Will 20	
Speed 6 (forest walk, swamp walk); swim 6	
m Claw (standard; at-will)	
+13 vs. AC; 1d8 + 6 damage.	
C Vicious Vines (standard; encounter)	
Close burst 5; targets enemies only; +15 vs. Reflex; Target is restrained and takes ongoing 12 damage (save ends both).	
Malleability	
The Vine Horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the Vine Horror at all.	
Alignment Evil Languages Common, Elven	
Skills Stealth +15	
Str 18 (+9)	Dex 21 (+10) Wis 14 (+7)
Con 19 (+9)	Int 9 (+4) Cha 10 (+5)

Vine Horror Spellfiend	Level 10 Artillery
Medium natural humanoid (plant)	XP 500
Initiative +9 Senses Perception +12; blindsight 10	
HP 83; Bloodied 41	
AC 22; Fortitude 21, Reflex 20, Will 18	
Speed 6 (forest walk; swamp walk); swim 6	
m Claw (standard; at-will)	
+13 vs. AC; 1d8 + 5 damage.	
r Shock Orb (standard; recharge 3 4 5 6) ♦ Lightning	
Ranged 10; +15 vs. AC; 1d8 + 4 lightning damage.	
R Lashing Vine of Dread (standard; at-will) ♦ Fear	
Ranged 5; +13 vs. Reflex; 1d6+5 damage and target pushed 5.	
A Caustic Cloud (standard; recharge 4 5 6) ♦ Acid	
Area Burst 1 within 10; +13 vs. Fort; 1d6+4 acid damage and target takes ongoing 5 acid damage and is blinded (save ends both).	
Malleability	
The Vine Horror can compress its body enough to squeeze through a 1-inch-wide crack. Cracks and other openings that are more than 1 inch wide do not slow the Vine Horror at all.	
Alignment Evil Languages Common, elven	
Skills Stealth +14	
Str 18 (+10)	Dex 18 (+9) Wis 14 (+7)
Con 17 (+8)	Int 11 (+5) Cha 10 (+5)

ENCOUNTER 2: WHEN PLANTS ATTACK MAP

Ruins of the Wild

Cabin / Field w/Trees	8x8	x2
Stonehenge / Field w/Pond	8x8	x2
Ruined Tower / Field w/Trees	8x8	x2
Camp / Field	8x8	x2
Field	4x8	x2
Mound	4x4	x2
Road	2x8	x2
Field	2x8	x2
Field	2x4	x1
Covered Wagon / Field w/Log	2x4	x1



ENCOUNTER 3: RAIDING THE LAIR

ENCOUNTER LEVEL 11

SETUP

This encounter includes the following creatures.

- 4 Greenscale Darters (Level 10 Minion) (gd)
- 1 Greenscale Marsh Mystic (Level 10 Controller (Leader)) (mm)
- 1 Troll Battle Champion (Level 11 Elite Soldier) (BC)
- 2 Trolls (Level 9 Brute) (T)

The lair of Lurla's enemy is well-defended by denizens recruited from the Tanglewood.

READ ALOUD TEXT

Lurla's pseudodragon leads you through the woods for an hour, finally stopping in a marshy area with a murky stream running alongside a mountain of thick brambles, where it indicates a passage leading inside.

Greenscale Lizardfolk guard the area, lurking beneath the surface of the stream. Any adventurers that wish to stealth ahead can attempt to beat the Darter's passive Perception of 24 on each move, and place themselves outside of the starting area, possibly even spotting the hidden Lizardfolk with a DC 29 Perception check.

As soon as the adventurers are spotted, the surprise round begins (any adventurer that spotted the Lizardfolk may also have a single standard action):

Suddenly, a hail of darts whistle towards you from the reeds alongside the stream! The pseudodragon is hit, and quickly disappears in defense.

The psuedodragon will fly back to Lurla while invisible, having completed its escort mission, and not interested in a dangerous combat. The attack on the psuedodragon in the read aloud text uses up the action of one of the greenscale darters.

A Troll Battle Champion and two ordinary trolls lurk inside the fortress of briars, out of sight, until they hear the hail of darts, upon which they emerge to assist the Lizardfolk in dispatching the intruders.

FEATURES OF THE AREA

This area has a few important features.

Illumination: The sun is still out, though the trees cast shadows in this area at this hour. Still, the area is plenty well lit for tactical combat.

Boulders: Squares with large boulders in them count as blocking terrain. A DC 20 Athletics check (or DC 10 Athletics check with a running start) allows a character to jump on top of the boulders and occupy that square.

Briars: The briars are thick and hardy. They have the following characteristics:

Briars

AC: 4, Fortitude: 12, Reflex: 4, Will: -

HP: 40 per square

Immune poison, psychic, necrotic

Pond/Stream: The pond is relatively shallow. All pond squares count as difficult terrain, costing 2 squares of movement.

Trees: Any square that contains mostly foliage in it counts as covering terrain. The center square of the big trees (where the trunk is located) counts as blocking terrain.

TACTICS

The Greenscale Darters are well hidden underwater, using blowguns disguised as hollow reeds. They remain hidden with the same value (Dc 29) unless they hit a target or are spotted. They have heavy concealment in the water, can stealth as part of a move action in the water with a +5 **bonus**. They realize that dwarves are more resistant to poison, thus prefer to target other races with their poisoned darts, if possible.

The Marsh Mystic will wait until the two Trolls and the Troll Champion emerge on their initiative, then surface, positioning where its Marsh Blessing aura will be most effective, and using Bog Cloud on as many adventurers as possible. Then it will use Swamp's Grasp to prevent targets that look like striker, leader or controller adventurers from escaping the trolls' reach, or to hamper any adventurer with fire or acid attacks from being able to use them on the Trolls.

The Trolls and the Troll Battle Champion begin the encounter just inside the passage, requiring two squares of movement to emerge on the map on their turns after hearing the darts. The Trolls quickly space themselves to avoid getting caught in area effects, relying on their reach, and circling to flank defenders for the Battle Champion's bonus damage.

WHAT'S NEXT

Once the Lizardfolk and Trolls are defeated, the entrance to the lair beckons...

ENCOUNTER 3: RAIDING THE LAIR STATISTICS

Greenscale Darter	Level 10 Minion
Medium natural humanoid (reptile)	XP 125
Initiative +13	Senses Perception +12
HP 1; a miss never damages a minion.	
AC 23; Fortitude 19, Reflex 22, Will 19	
Speed 6 (swamp walk)	
m Club (standard; at-will) ♦ Weapon	
+15 vs. AC; 5 damage.	
R Blowgun (standard; at-will) ♦ Poison, Weapon	
Loading the blowgun takes a minor action; Ranged 6/12; +15 vs. AC; 1 damage, and secondary attack against same target: +13 vs. Fort; target takes ongoing 5 poison and is slowed (save ends both).	
Sniper	
A hidden lizardfolk darter that misses with a ranged attack remains hidden.	
Alignment Unaligned	Languages Draconic
Skills Athletics +11, Stealth +14	
Str 13 (+6)	Dex 18 (+9) Wis 15 (+4)
Con 14 (+7)	Int 8 (+1) Cha 8 (+1)
Equipment club, blowgun with 20 poisoned darts	

Greenscale Marsh Mystic	Level 10 Controller (Leader)
Medium natural humanoid (reptile)	XP 500
Initiative +6	Senses Perception +9
Marsh Blessing (Healing) aura 5; allies that start their turns in the aura regain 5 hit points.	
HP 102; Bloodied 51	
AC 15; Fortitude 11, Reflex 13, Will 11; see also trap sense	
Speed 6 (swamp walk)	
m Spear (standard; at-will) ♦ Weapon	
+11 vs. AC; 1d8+4 damage.	
A Swamp's Grasp (standard; encounter) ♦ Zone	
Area Burst 2 within 10; +13 vs. Reflex; target is immobilized (save ends). The zone is difficult swamp terrain until the end of the encounter.	
A Bog Cloud (standard; recharge 5 6) ♦ Poison	
Area Burst 2 within 10; +13 vs. Fort; 2d8 +6 poison dmg, and target is dazed until end of the marsh mystic's next turn.	
Alignment Unaligned	Languages Draconic
Skills Athletics +13, Nature +15	
Str 15 (+8)	Dex 13 (+7) Wis 19 (+10)
Con 14 (+8)	Int 10 (+6) Cha 12 (+7)
Equipment spear, bone breastplate	

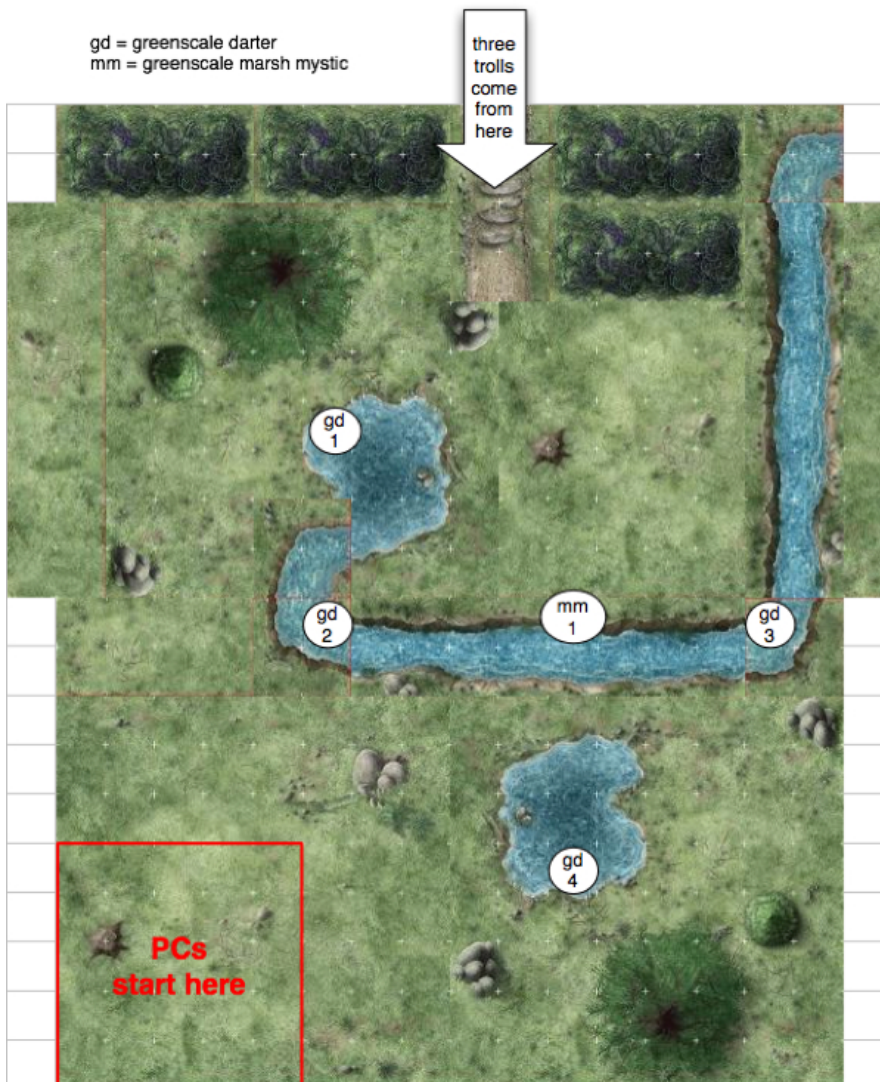
Troll Battle Champion	Level 11 Elite Soldier
Large natural humanoid	XP 1200
Initiative +8	Senses Perception +12
HP 228; Bloodied 114	
Regeneration 10 (if acid or fire damage is taken, no regeneration until end of next round)	
AC 24; Fortitude 25, Reflex 20, Will 19	
Saves +2	
Action Points 1	
Speed 8	
m Claw (standard; at-will)	
Reach 2; +15 vs. AC; 2d6 + 7 damage; see also Frenzied Strike.	
M Frenzied Strike (free; when troll bloodied a foe; at-will)	
The Troll makes another Claw attack.	
Troll Healing	
If reduced to 0 hit points by a non-fire or non-acid attack, the troll rises on its next turn as a move action, with 10 hit points.	
Battle Lord Tactics	
This creature and allies deal +2d6 damage when they are flanking.	
Battle Talent	
This creature can score critical hits on a natural 19 or 20.	
Inspiring Assault	
Whenever this creature scores a critical hit, it and all allies within 5 squares regain 5 hit points.	
Alignment Chaotic, Evil	Languages Giant
Skills Athletics +15, Endurance +14	
Str 22 (+10)	Dex 16 (+7) Wis 14 (+6)
Con 20 (+9)	Int 5 (+1) Cha 10 (+4)

Troll	Level 9 Brute
Large natural humanoid	XP 400
Initiative +7	Senses Perception +12
HP 100; Bloodied 50	
Regeneration 10 (if acid or fire damage is taken, no regeneration until end of next round)	
AC 20; Fortitude 21, Reflex 18, Will 17	
Speed 8	
m Claw (standard; at-will)	
Reach 2; +13 vs. AC; 2d6 + 6 damage; see also Frenzied Strike.	
M Frenzied Strike (free; when troll bloodied a foe; at-will)	
The Troll makes another Claw attack.	
Troll Healing	
If reduced to 0 hit points by a non-fire or non-acid attack, the troll rises on its next turn as a move action, with 10 hit points.	
Alignment Chaotic, Evil	Languages Giant
Skills Athletics +15, Endurance +14	
Str 22 (+10)	Dex 16 (+7) Wis 14 (+6)
Con 20 (+9)	Int 5 (+1) Cha 10 (+4)

ENCOUNTER 3: RAIDING THE LAIR MAP

Ruins of the Wild

Camp / Field	8x8	X2
Stonehenge / Field w/Pond	8x8	x2
Stream	2x8	x2
Field	2x8	x1
Graves / Briar	4x2	x2
Ruined Wagon / Briar	4x2	x2
Stream Bend	2x2	x2
Stream Bend	2x2	x2
Road w/Steps	2x4	x1



ENCOUNTER 4: PAYBACK

ENCOUNTER LEVEL II

SETUP

This encounter includes the following creatures.

- 1 Guardian Naga (Level 12 Elite Artillery) (gn)
- 1 Howling Hag (Level 10 Controller) (hh)
- 1 Bog Hag (Level 7 Skirmisher) (bh)
- 1 Daggerthorn Briar (Level 7 Obstacle)

Inside the fortress of briars, two Hag sisters and a Naga spring a trap for the intruding adventurers.

READ ALOUD TEXT

As the adventurers enter the area, read:

The passage winds deep into the briars, and almost seems to close behind you, blocking any retreat. Finally, it turns sharply and opens into a larger area, where you see the back of beautiful young eladrin female bound to a tree stump. Facing her, a large serpent with a human female head looms threateningly, while an old human woman lurks in the corner. They notice you, and as the Eladrin turns, you recognize Lurla!

Suddenly, the brambles animate and begin to thrash at you from both sides...

A few skills are useful here:

Insight (DC 16; made as soon as the PCs see the woman)—two checks: Reveals that A) this is not Lurla, and B) that the ropes that hold her are made to appear as though she is bound, while she is not.

The bound creature is a Bog Hag that will ready an action to claw any adventurer that moves adjacent to her. After it attacks, its illusion will drop. The old human woman is a Howling Hag.

Nature (DC 20; made as soon as the PCs see the briars): Reveals that the briars are Daggerthorn Briar, and that it attacks any adventurer beginning their turn on, or entering, a square adjacent to it. Retreat is not possible as they close in behind the adventurers.

FEATURES OF THE AREA

Briars: These squares are Daggerthorn Briar. Their stat block is included below. They attack any adventurers in adjacent squares. The hags, having tamed

the briars, are not targeted. The nag, however, can be pushed into them.

Tree Stump: The 5-foot tall stump prevents diagonal movement across the vertex where it is located, and provides cover between creatures on opposite sides of it. Medium size or smaller creatures may climb or jump upon it with a successful Athletics check (DC 10 Climb or DC 25 Jump; see page 182 of Players Handbook).

Boulders: All squares on tiles with large boulders on them count as blocking terrain. They are completely impassible.

TACTICS

The Bog Hag's Unwholesome Presence aura halves all abilities where adventurers heal hit points, including any additional dice and/or bonuses from Feats or Class Abilities on top of a target's Healing Surge amount. However, it does not affect temporary hit points. She maneuvers to keep badly injured PCs within her aura.

Howling Hag begins with Shriek of Pain and then Howl every round after to push adventurers back into the briars. The Howling Hag's Baleful Whispers aura persists even she becomes unconscious but not dead, e.g. as the result of a wizard's Sleep power. Without telling the players why, it is also important to determine if the PCs choose to knock her unconscious or kill her so you know if you should continue to apply the aura.

The Naga will open with Thunderstrike on as many of the adventurers as possible and then spend its action point to also use Word of Pain to immobilize a Defender that looks like it will engage her in melee. On any Opportunity Attacks, it uses Tail Slap to push the immobilized adventurer into the Briars, which allows the Briars an immediate attack. If unthreatened in melee, the Naga will continue to use Word of Pain, otherwise, it will Spit Poison or Tail Slap, careful not to include the Hags in the Spit Poison area.

CONCLUSION

When the adventurers return to Lurla, they have the opportunity to give her the writ they obtained in a previous adventure and explain that they seek a prisoner by the name of Welridch. Armed with this information and the physical note, Lurla can use her divinity to locate Welridch and open a portal to connect with the Gate of Sorrow. Read the following:

Upon seeing your return, Lurla greets you excitedly: "I am so glad you were successful! I could feel their presence fade through the green, and was able to view them after their wards had faded. Many years ago, a

Naga approached me wishing to study my craft, but for evil ends. I rebuked her, but apparently she had not given up. Now that she is gone, I shall repay you by locating this Welridch that you seek.”

Lurla walks to the pond near her Circle, and begins to stir the clear waters with a long wooden finger. The water becomes cloudy, and sparkles as an image forms, of a ragged man in a dark prison cell.

“This is the man you seek. May Avandra be with you.”

The water reveals a dimly lit cell with a ragged looking man, abused and with little strength.

This concludes this adventure...

ENCOUNTER 4: PAYBACK STATISTICS

Daggerthorn Briar	Level 7 Obstacle
Hazard	XP 300
Hazard: the briars are considered difficult terrain.	
Perception	
No perception check is necessary to notice the briars.	
Additional Skill: Nature	
DC 24: The character identifies the patch as daggerthorn briar.	
Trigger	
The briars attack any creature entering or beginning their turn adjacent to a square of daggerthorn briar.	
Attack	
Opportunity Action	Melee
Targets: Creature in or adjacent to briar	
Attack: +12 vs. AC	
Hit: 2d10 + 5 damage and immobilized until escape. The attack deals 3d10+5 damage if the target is bloodied.	
Countermeasures	
<input type="checkbox"/> Immobilized creatures can use Acrobatics or Athletics DC 20 to free themselves.	
<input type="checkbox"/> A character can attack a square of daggerthorn briar (AC 18; other defenses 15; hp 70; vulnerable 10 fire). Once a square is destroyed, it cannot attack and is no longer difficult terrain.	

Bog Hag	Level 7 Skirmisher
Medium fey humanoid (aquatic)	XP 300
Initiative +7	Senses Perception +3; low-light vision
Unwholesome Presence aura 3; enemies within only gain half hit points from any healing they receive.	
HP 83; Bloodied 41; see also Rending Claws	
AC 21; Fortitude 20, Reflex 18, Will 16	
Speed 8 (swamp walk), swim 8	
m Claws (basic; standard; at-will)	
+12 vs. AC; 1d8 + 4 damage.	
M Rending Claws (standard; recharges when first bloodied)	
The bog hag makes two claw attacks against the same target; if both hit, the hag deals an extra 5 pts of damage to that target.	
Change Shape (minor; at-will) ◆ Polymorph	
The Bog Hag can appear as a beautiful young female half-elf, eladrin or human.	
Evasive Charge	
Shift 2 squares after charging.	
Alignment Evil	Languages Common, Goblin
Skills Intimidate +10, Nature +10, Stealth +12	
Str 22 (+9)	Dex 18 (+7) Wis 15 (+5)
Con 19 (+7)	Int 12 (+4) Cha 14 (+5)

Howling Hag	Level 10 Controller
Medium fey humanoid	XP 500
Initiative +9	Senses Perception +12; low-light vision
Baleful Whispers (Psychic) aura; an enemy that ends its turn in the aura takes 1d6 psychic dmg.	
HP 107; Bloodied 53; see also Shriek of Pain .	
AC 24; Fortitude 23, Reflex 22, Will 21	
Resist 10 thunder	
Speed 6; see also Fey Step	
m Quarterstaff (standard; at-will) ◆ Weapon	
+11 vs. AC; 1d8+4 damage.	
C Howl (standard; at-will) ◆ Thunder	
Close Blast 5; +13 vs. Fort; 1d6+6 thunder damage and target is pushed 3 squares.	
C Shriek of Pain (standard; recharges when first bloodied) ◆	
Thunder	
Close Blast 5; +11 vs. Fort; 3d6+6 thunder damage or 3d6+11 if the Howling Hag is bloodied. Miss: Half damage.	
Fey Step (move; encounter)	
Teleport up to 10 squares.	
Change Shape (minor; at-will) ◆ Polymorph	
The Howling Hag can appear as an old crone of any medium humanoid race.	
Alignment Evil	Languages Common, Elven
Skills Bluff +13, Insight +12, Intimidate +13, Nature +12	
Str 18 (+9)	Dex 18 (+9) Wis 15 (+7)
Con 19 (+9)	Int 12 (+6) Cha 16 (+8)
Equipment quarterstaff	

Guardian Naga	Level 12 Elite Artillery
Large immortal magical beast (reptile)	XP 1400
Initiative +10	Senses Perception +13; darkvision
HP 186; Bloodied 93	
AC 25; Fortitude 23, Reflex 24, Will 22	
Saving Throws +2	
Speed 6	
Action Points 1	
m Tail Slap (standard; at-will)	
Reach 2; +16 vs. AC; 1d8 + 3 damage, and the target is pushed 2 squares.	
R Word of Pain (standard; at-will) ◆ Psychic	
Ranged 20; +17 vs. Will; 2d8 + 4 damage, and target is immobilized (save ends).	
C Spit Poison (standard; recharge 5 6) ◆ Poison	
Close blast 3; +15 vs. Fort; 1d8 + 2 poison damage, and ongoing 5 poison damage, and -2 penalty to Fort defense, and -2 penalty to saving throws (save ends all).	
A Thunderstrike (standard; recharge 5 6) ◆ Thunder	
Area burst 1 within 20; +16 vs. Fort; 2d10 + 4 thunder damage, and target is dazed (save ends). Miss: Half damage and target is not dazed.	
Alignment Any	Languages Common, Draconic, Supernal
Skills Arcana +15, History +15, Insight +13	
Str 16 (+9)	Dex 18 (+10) Wis 14 (+8)
Con 15 (+8)	Int 18 (+10) Cha 12 (+7)

ENCOUNTER 4: PAYBACK MAP

Ruins of the Wild

Camp / Field	8x8	x1
Ruined Wagon / Briar	4x2	x2
Graves	4x2	x2
Rock Outcropping	1x2	x2
Field / Rock Outcropping	4x2	x2
Road w/Steps	4x2	x2

