

# LANDS OF DARKNESS



## The Woods of Woe

An adventure setting for 5 players levels 6–8

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# introduction

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

## How to Use Lands of Darkness

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

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

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

## History

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

## Hooks

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

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

## Features

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

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

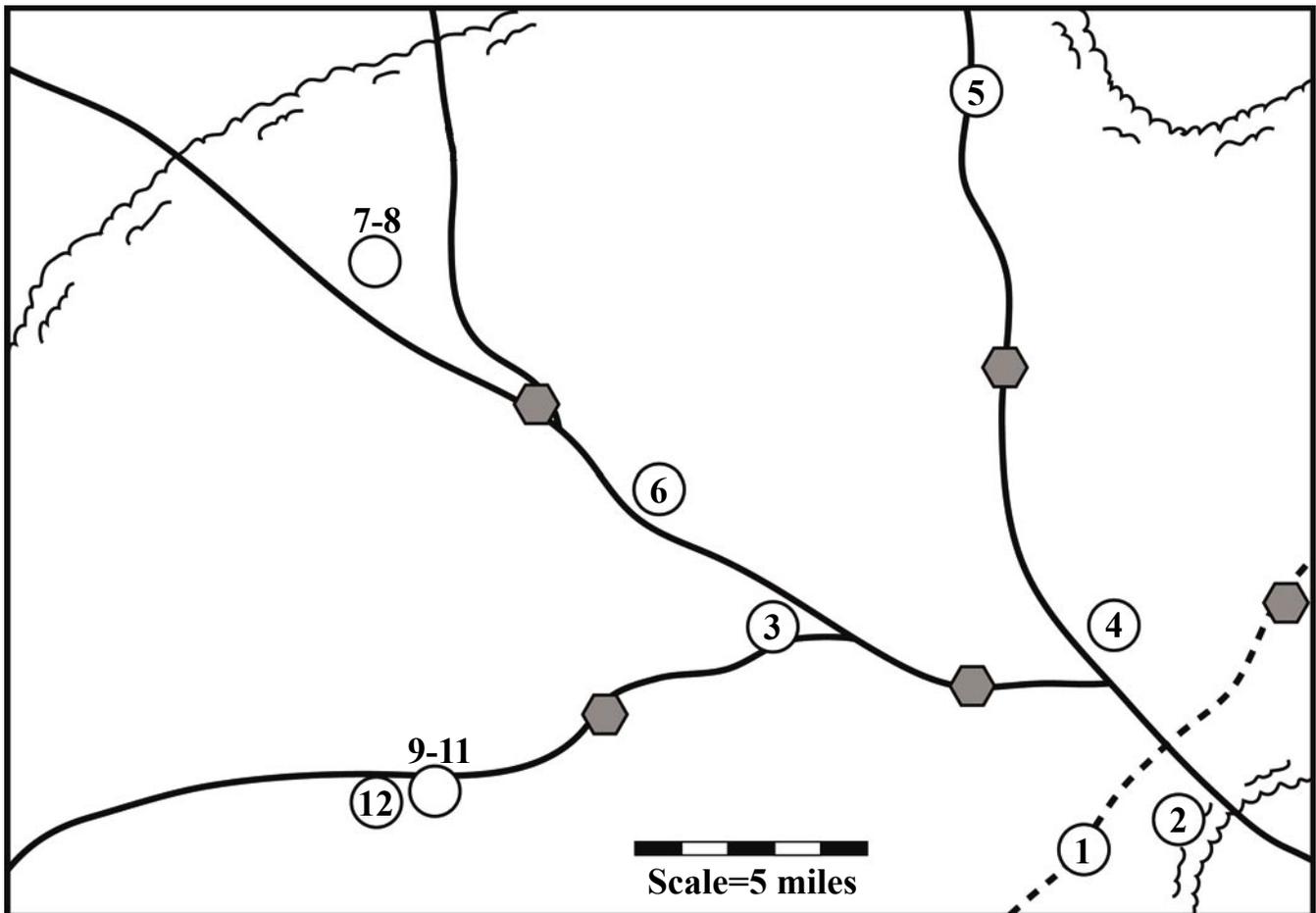
**Streams and Rivers:** A network of shallow streams and rivers cut through the woods. There is a 10% chance every 100 feet of finding a fordable location without requiring a skill check for success. Otherwise, crossing the river is generally treated as challenging terrain, requiring an Athletics Check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

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# OVERVIEW MAP OF THE WOODS OF WOE



## Random Encounters

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

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

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

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

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

## Using This Map

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