

# LANDS OF DARKNESS



## SWAMP OF TIMBERMOOR

An adventure setting for 5 players levels 9–11

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# introduction

**Lands of Darkness #4: Swamp of Timbermoor** is designed for parties Levels 9-11. While this work details 12 encounters, the woods are quite large. GM's are encouraged to drag and drop this location in their campaign and create more encounters for party exploration or future story arcs. However, a general history and adventure hooks are provided for GM's on the go.

## How to Use Lands of Darkness

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

Encounters are tailored for each level within range. For example, Swamp of Timbermoor is designed for parties Levels 9-11, so each encounter will have monsters, treasures, quests, and starting position map for a party level 9, party level 10, and party level 11. If a party completes each encounter, they should have acquired enough experience to gain 1 level.

GMs should take note of which monsters are in the area, as the monster lists and starting locations are dependent on party level. For example in area 1, Griselda and the hoarfrost bramble are present for all party levels, but the root animate is only present for Party Level 10 and 11. Also note the addition of more monsters of the same type. For example in area 1, there is only 1 root animate for Party Level 10 (denoted on the map as **(R)**), while Party Level 11 encounters 2 root animates (denoted on the map as **(R)** and **(R<sub>11</sub>)**).

## History

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

## Hooks

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

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

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

## Features

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

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

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

## Using This Map

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

<b>Swamp Gas</b>	Level 8 Blaster
Hazard	XP 350

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

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

### Perception

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

### Additional Skill: Nature

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

### Trigger

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

### Attack

**Immediate Reaction**                      **Close burst 3**

**Target:** All creatures in burst

**Attack:** +12 vs. Reflex

**Hit:** 3d8+3 fire damage

**Miss:** Half damage