

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

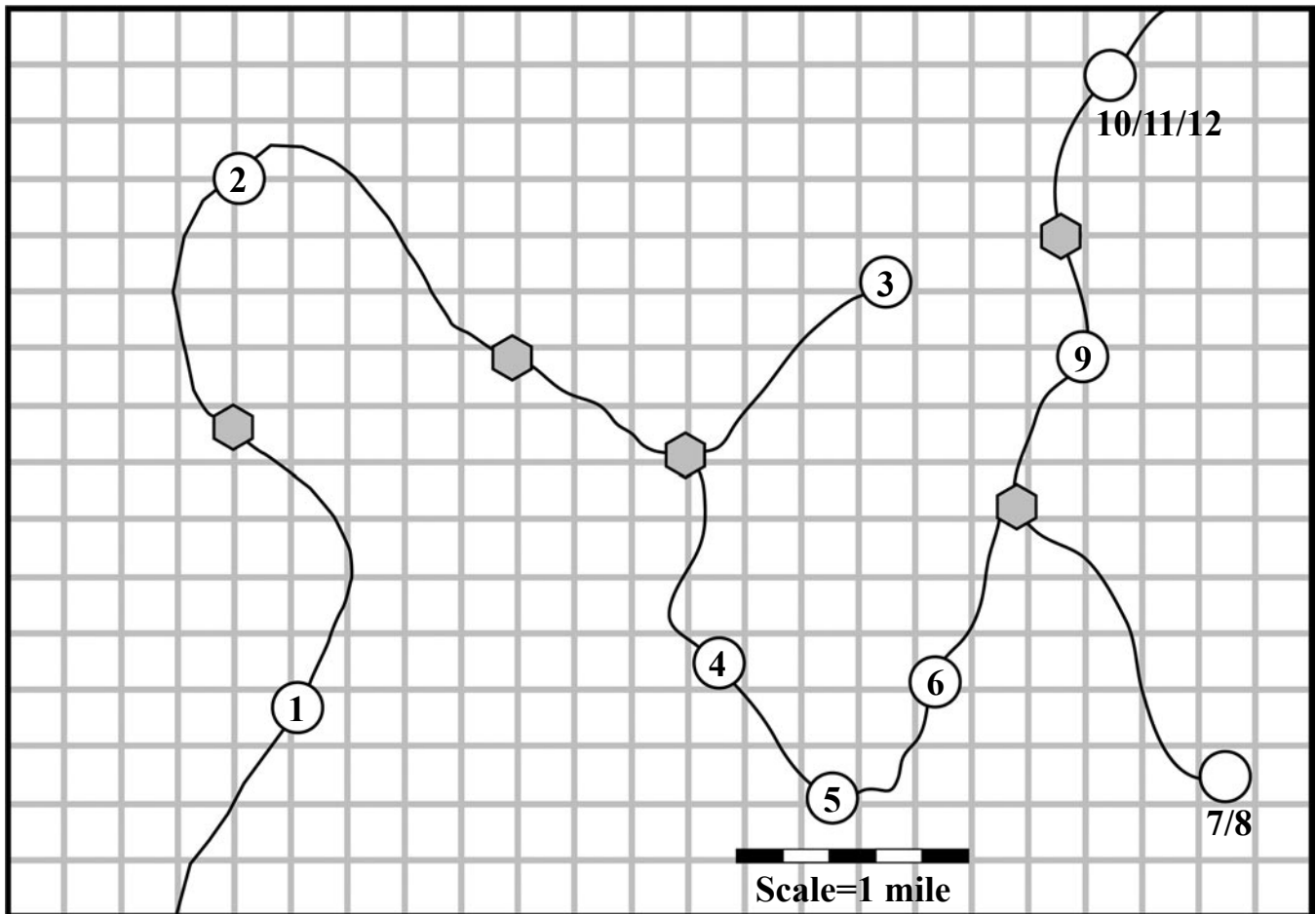
While life in general is scarcer in the wild hills, that makes potential prey all the more desirable. Roll on the following table every 6 hours during the day and every 4 hours at night for random encounters.



DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

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

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).