

GRM5-IS1

The Whispered Path

A Three-Round D&D[®] LIVING GREYHAWK[™] Gran March Regional Introductory Adventure

Version 1.0

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A chance encounter while waiting to join a caravan leads to adventure in southern Gran March. Will your relatively inexperienced adventurers be up to the challenges of the Rushmoors. A Gran March regional introductory adventure for 1st-level characters.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For rules questions specific to this document and the LIVING GREYHAWK campaign email rpgahq@wizards.com.

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character

levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are two things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

Time Units and Upkeep

This is a standard three-round Regional Introductory adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell

component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

This scenario is a three-round introductory scenario designed to be an introduction to the geography and organizations of Gran March and to get starting characters to 2nd level so that they are more likely to succeed in APL 2 adventures. Although this is three rounds in duration and cost 3 (or 6) TUs to play, the nature of the combats at APL 2 are such that it should be able to fit in an eight-hour slot. It is very appropriate for use in large conventions and at game days near regional borders.

The draining of the Rushmoors is an ongoing civil project conducted by the military and designed to decrease the number of undesirable humanoid in the south by denying them the swamps in which to hide. In doing so, however, the military have caused a number of old Vecna sites to become unearthed and various factions of Vecna followers have been trying to seize control of them in order to bring about the return of the demigod to Oerth. After several incidents have occurred, Chancellor Housemann, with the permission of the Commandant, has instituted a small program for scholars to research the Rushmoors in order to find the locations of potential temple sites before they become a problem. Plajin the Elder, one of the leading sages in Gran March and a resident of Fort Tribulation in the Rushmoors, is working with the program, but needs more materials from Shibolet. Unknown to him, however, is that Lemda Casten, a Vecna cleric, has been following

Plajin's work and has deduced his new project. He knows of the materials that Plajin is receiving in Shibolet and is arranging a switch.

Adventure Summary

Introduction: The PCs are in a military caravan heading out from Lortenford to Shibolet. Active-duty PCs are on leave are with the caravan to get to where they are going. Other PCs are heading out with the caravan as a matter of convenience and security.

Encounter One – Save Our Sage: As they are getting supplies for travel, the PCs notice in an adjacent alleyway that an old man is getting mugged by two thugs. They are closer than any of the soldiers in town and the only ones to keep the old man from getting seriously hurt or killed. The old man is Plajin the Elder, a sage currently traveling from his home near Fort Tribulation in the Rushmoors to Shibolet to get some additional research materials for a new project. He asks the PCs if they will escort him to Shibolet and then on to Fort Tribulation.

Encounter Two – The Road Goes Ever On: Plajin and the PCs join the caravan. The PCs get some exposure to a military caravan and what is expected of them. Active-duty and veterans get assigned as additional guards for the journey and the party gets assigned to cover the rear of the caravan.

Encounter Three – Desperate Hobgoblins: A band of hobgoblin raiders recently defecting from the Pomarj attacks the rear of the caravan at sunset. They are desperate for a score and are taking unreasonable chances.

Encounter Four – What's in the Box?: The party gets to Shibolet and Plajin guides them to where they are picking up the package: the chief Pholtian temple known as the Blinding Spire. Unfortunately, Casten has swapped the package with one that is booby-trapped with a needle trap in the box's lock.

Encounter Five – Three Box Monte: The poison incident has drawn much attention. A Cuthbertine priest, Billet Themlin (pronounced TIM-len), comes over to taunt the Pholtians subtly for allowing someone to get poisoned in their own temple. After he leaves, Billet Themlin will wait for the party to leave the Blinding Spire and will use this opportunity to contact the party secretly and tell them that the Cuthbertines have a copy of the documents and are willing to give them to Plajin as they seem to indicate a location of a site dedicated

to Vecna. This transcends any ongoing debate the followers of St. Cuthbert have with the followers of Pholtus, though they still don't want the Pholtians to get any credit for it. Because their spy inside of the Blinding Spire is too important to expose, the Cuthbertines do not want to get any public credit for it either. Pholtian PCs will obviously have some serious decisions to make.

Encounter Six – With a Little Help from My Friends: At the advice of the Cuthbertines, the PCs are going back to Fort Tribulation via the Rushmoors instead of the main military road. Plajin suggests getting a guide to help them and finds a family of Clan Cattail rangers who owe him a favor.

Encounter Seven – Back to the Rushmoors: This trip exposes the party to several conditions common to the Rushmoors as described in earlier modules.

Encounter Seven – Something Scaly This Way Comes: The party meets some hungry lizardfolk pushed out by the increase in bullywugs.

Encounter Eight – A Flock of Stirges: The next day, the PCs get to fight another common denizen of the Rushmoors.

Encounter Nine – Plajin's Discovery: The next day, Plajin tells the party that he has finished looking over the documents and has found that a major piece to his project is in a small shrine near their current location. They quickly get to the shrine which is guarded by an animated object and a pit trap. The shrine is now used as a storage cache for Clan Otter, Clan Cattail's tribal rivals. While it has some treasure, it does not have the artifact described in the documents. That was moved some time in the past.

Encounter Ten – Fort Tribulation: The PCs and Plajin, disappointed with the results at the shrine, return to his home at Fort Tribulation. There, they find that the Fort is on alert as Elandril Jaxob, Plajin's grand-niece, has been kidnapped. A single note is left behind: "Plajin, give us what you found and she is yours." The Warden of Fort Tribulation is expecting an attack from some of the local humanoids and cannot spare the troops to conduct a search of the swamps for her.

Encounter Eleven – The Search: The PCs with their guide Gurgel search for a trail to the kidnapers. They find one a short distance from the fort. Casten, however, has set numerous traps and undead guards on the way to his lair. The party encounters the first of these.

Encounter Twelve – The Ambush: Continuing on the trail the next day, the PCs get ambushed by zombies, created by Casten.

Encounter Thirteen – The End of the Whispered Path: The party catches up with Casten the next day in his makeshift shrine to Vecna. He has created more undead guards from a now-spent *wand of animate dead*.

Conclusion: The PCs are rewarded from the loot found at Casten's camp upon rescuing Elandril and go on to further adventures.

Preparation for Play

This scenario is designed for beginning 1st-level characters. Although new characters from any Living Greyhawk region can play this scenario, you as a Judge may be called to assist players in developing appropriate characters for the Gran March region. Feel free to use the guidelines in Appendix Three as an aid.

Introduction

The PCs are currently in Lortenford, the baronial seat of Barony Dieren. Read the following to the party:

Welcome to Lortenford, the baronial seat for Barony Dieren. Here you could cross over the Lort River to the east and enter the Duchy of Ulek, a country ruled by elves. Many of the residents in this Barony are elves who have relatives across the river.

You find yourself part of a military caravan that is about to leave for Shiboeth. That great city, so recently ravaged by an earthquake and fire, is the main southern entrance to Gran March. Looking south from its hilltops you will be able to see Keoland across the Sheldomar River. If the wind is right, the musky stench of the Rushmoors to Shiboeth's west can engulf the city. Military caravans often allow civilian travelers to accompany them, although the master of the caravan usually asks these travelers to assist in the defense of the caravan.

As the caravan was getting organized yesterday, you all met one another and shared your stories from the road. Some of you here are new recruits to the Gran March military, fresh from basic training with the Elector's file and heading to their permanent assignments.

For some, this is your last assignment as Mustering Day, the first day of Richfest, is soon which ends your service commitment, unless the Commandant decides to extend it again as he did in 595. But for most of you, the caravan is the safest way of getting from one place to another.

At this point, have each player give a brief description of their PC.

The characters are about to leave town with a military caravan heading west to Shibolet. Those PCs not associated with the military (see Appendix Three for who is exempt from service) should have some reason why they are traveling this road. In order to give the PCs an idea of the local geography, give out PC Handouts One and Two. Handout One is a map of Gran March. Player handout Two is general knowledge that most Gran March citizens know about the lands they are traveling.

Encounter One: Save Our Sage

After the players have introduced their characters and looked over the handouts, read the following to them.

The caravan master has gathered you all at the front of the caravan. Your group is assigned to the rear of the caravan and, as he is already ordering wagons and mounts into formation, everyone else is moving to their assignments.

The PCs at this point will start to move towards the rear of the caravan. In doing so, they pass by a small alley. As they do so, have each player roll a Listen check for their PCs at DC 10. Those who succeed get to hear the following:

As you near the back of the caravan, you hear a deep and painful groan coming from an alley you just passed, followed by the familiar sounds of melee combat.

The PCs, of course, will want to investigate and double back to the alley. When they get there, read the following:

In the middle of the alley, you see two rough-looking male humans attacking an old man with saps. Though unarmored, the old man is trying to defend himself with his quarterstaff, but the two thugs appear to be too quick for him. They look like they are about to make short work of their new target. In addition to

the saps, the hooligans have rapiers and light crossbows that they can use as well.

Use Map One to set up this encounter. The PCs will be entering from the open end of the alley.

Creatures: The old man is Plajin the Elder, a sage who lives at Fort Tribulation just inside of the Dim Forest. He was in Lortenford doing a small bit of research and was going to join up with the caravan to Shibolet. Plajin took a wrong turn (Knowledge (geography) is not one of his skills) and ended up being ambushed by two Corporation “associates” named Grint and Russleman.

Plajin the Elder: male human Exp6, 5 hp (max 22 hp, all damage subdual); see Appendix One.

APL 2 (EL 3)

Grint and Russleman: male human Rog1; 5 hp each; see Appendix Two.

Tactics: As the PCs enter the alley, give Grint and Russleman a chance to make Spot and Listen checks to notice the PCs and avoid surprise. If the PCs are not using Hide or Move Silently, the DCs for each check are DC 10, modified by the highest armor modifier of the PCs. Otherwise, have each PC make Hide and Move Silently checks and then have the two thugs roll against the worst rolls of the PCs. Either way, the PCs are not surprised. Use the map in Appendix Five for the setup in the alley.

Initially, Grint and Russleman flank Plajin and are beating him into submission with their saps. They have gotten in some pretty good shots during their surprise round and have beaten Plajin in initiative (Plajin rolled a 1 for Initiative giving him an Initiative of 0 for this combat). Once stronger opposition arrives, they will try to fight their way past the PCs. First round, they will drop the saps, load their crossbows, and fire at the first one in the alley. They will reload and fire each round until someone gets into melee range. At that point, they will drop crossbows, draw rapiers, and try for flanking attacks.

Treasure: The only treasure available is what gear Grint and Russleman have on them. This is listed on their stat block and totaled in the Treasure Summary. PCs might want to hold onto the masterwork rapiers; allow them to do so for the duration of the adventure.

Development: When the PCs save Plajin, he will be very grateful. When they ask him who he is and what he is doing, Plajin will tell them that he is a sage of the Rushmoors on his way to Shibolet with the caravan for some important papers that have impact in his current research. If asked for further explanations, he will state that he thinks he may have found the location of a centuries-old artifact in the Rushmoors and needs the papers to confirm his earlier research. He now realizes that he is a bit out of his element here in Lortenford and would appreciate someone looking out for him while they are in the caravan.

Some parties might have questions about what to do with the rogues at this point. Gran March law indicates that the two rogues are guilty of assaulting a commoner which is a Low Law offense. The punishment for Low Law offenses is a fine, a limited term of imprisonment in the Work Battalions, or both. This is not an offense where the death penalty applies so the party cannot kill them except in self-defense. Also, if the PCs loot the two rogues on the streets of Lortenford, they would be guilty of stealing from a commoner, which is also a Low Law offense. If they are caught looting the rogues, they could also be arrested. Finally, torture is illegal in Gran March; it is also considered to be a Low Law offense. Active-duty military personnel and veterans automatically know these points; other PCs can make an untrained Knowledge (local [Sheldomar Valley]) check at DC 10 to know this as well.

Some of the Baronial troops will at this point arrive and take the two rogues to jail. If any PC used stealth or sneak attack abilities, the two rogues will note this and pass it on to other Corporation members who will contact the PC in Shibolet at Encounter Six. Otherwise, the caravan master will make his last call to mount up and the caravan will leave Lortenford. Take the party to Encounter Two.

Encounter Two: The Road Goes Ever On

After rescuing Plajin the Elder from being mugged and joining up with the caravan in Encounter One, the caravan master starts the caravan on its way to the city of Shibolet.

The caravan master rides his sturdy mount. He is a clean-cut Oeridian male whose military tabard indicates that he is a cavalry Lieutenant who has his holy symbol of Heironeous

prominently displayed. His cloak has the clasp of an owl. He guides his mount down the caravan line and back to the front. After this, he yells “Mount up and head out” and the caravan slowly begins its trek to Shibolet.

The caravan master has at his disposal the equivalent of two cavalry Files (16 troops, consisting of new troops fresh from basic and troops heading back to Shibolet for mustering out. His NCO is Sergeant Malik Gimbleshaft, a tough little halfling on a warpony. Throughout the first part of the journey Gimbleshaft rides throughout, sizing up anyone (including the PCs) who could help guard the caravan. PCs can note this behavior with a DC 5 Spot check.

At the first rest stop, read the following:

Eventually, the caravan stops to water the horses and a male halfling Sergeant on a warpony rides up to your group. Without dismounting, he points to each PC and motions them to break out from the caravan and yells in a surprisingly savage bass voice, “Form up on the side of the road and be quick about it”.

Note any active-duty or veteran PC who does not immediately break ranks; Gimbleshaft will quickly dress down the slow-to-move PCs. Judges can feel free to be creative in Gimbleshaft’s stern and uncompromising demeanor. With obvious civilians and characters from out of region, the halfling will be less abusive, but still stern enough to remark ***“There is no such thing as a free ride when you ride with the soldiers of Gran March.”*** Once the PCs are assembled, read the following:

The halfling calls you to attention and marches you over to where the caravan master is standing beside his horse. He then goes on to water his own horse. The caravan master then turns to you.

“Greetings, I am Watcher Lieutenant Yevin Syncler, Expeditious Vigil, on temporary assignment to guide this caravan to Shibolet. As you may have noticed, we are a bit short-handed in terms of guards. This is not a problem, however, for you are with us.

At this point, Watcher Lieutenant Syncler looks around at the PCs in order to put together a File. All active-duty PCs (including veterans for this scenario) will have their Gran March tabards on, indicating their rank. How he selects the leader of the file goes as follows:

- As active-duty PCs who are fighters or paladins start out as Corporals after basic training, the Lieutenant will take the PCs who are Corporals and select the PC who appears to be the best rider to lead the File.
- If there are no PC Corporals who ride, he will select the Corporal who looks tough, but smart (best Strength score with no negative Intelligence modifiers).
- If there are no Corporals, the Lieutenant will select the best rider or the toughest Soldier or Combat Specialist (best Strength score with no negative Intelligence modifiers) to lead.
- If there are no Gran March soldiers in the PCs, he will select the toughest PC (best Strength score with no negative Intelligence modifiers) to lead the File.

After reviewing the party to find who is suitable for leading the file, read the following to them.

“Those of you in the service of Gran March are now a File under my command. You will be designated as File C. Those of you who are not Gran March soldiers are free to do as you will, but then again we are also free not to have you as part of our caravan. Thus, it is in both of our interests for you to work in this newly created File. Your File will be responsible for guarding the rear of the caravan. You will be responsible for keeping this part of the caravan safe. We have a few extra mounts that we can spare for you if you need them, but those who are not trained to ride can take position on a wagon.” He then points to <<PC selected to lead >> and says, ***“<<PC’s name with rank if any >> will lead File C. Do not let us down.”***

Once Watcher Lieutenant Syncler has activated the PC’s File and determined which PC is in charge, he will dismiss them with the following:

“Sergeant Gimbleshaft is the senior NCO of this detachment. Any questions should go through your File leader who will bring them up to Sergeant Gimbleshaft. Stay sharp. We may be in civilization, but there can always be dangers about.” With that, Watcher Lieutenant Syncler gives a Gran March salute and orders, ***“For Commandant and Country!”*** After the PCs return the salute, he barks out, ***“Dismissed!”***

Gimbleshaft will then march back to the PCs while his horse is watering and direct them to their new mounts. There is a selection of light horses

and ponies for the players to choose. A Handle Animal, Knowledge (nature), or Ride check at DC 10 will tell the party, however, that none of these mounts are war-trained. Gimbleshaft will confirm this if asked. When asked, Gimbleshaft will note that these mounts are on their way to the Herdmaster’s Guild for war training. Small characters with riding dogs will be allowed to keep those as their mounts.

PCs may elect to drive or ride in the rear wagon as an option for those unable to ride well. The wagon is a standard open-topped, four-wheeled wagon pulled by two light horses (not war-trained). The cargo in the rear of the wagon is covered by a tarp tied down to the wagon’s sides. If the PCs choose to look in the wagon, they will find bags of flour; the more valuable cargo is in the wagons at the center of the caravan.

Players who have other questions should collected them and have the PC who is in charge of the File present them to Gimbleshaft. He will answer any reasonable questions in a curt, non-nonsense fashion and unreasonable questions with a quick dressing down of the PC in charge. Judges can use their discretion as to what constitutes a good dressing down for the party. Going outside of the chain of command (Soldier PCs questioning Gimbleshaft directly, for example) will also result in a dressing down. Give just a few minutes for questions before having Lieutenant Syncler order the caravan into a traveling formation, at which point the PCs are to return to the rear of the caravan as guards.

If there are any Heironean PCs in the party openly wearing their holy symbol, Watcher Lieutenant Syncler will catch up with them during the evening meal after they stop for the night. He will ask them if they wish to have a small devotional service to the Invincible. If the PCs agree, Syncler and the majority of his troops will gather with the PC after dinner to have the service. If time permits, allow the Heironean PC to role play this out; otherwise, just end the encounter briefly.

Creatures: The caravan master is Watcher Lieutenant Yevin Syncler, Expeditious Vigil. Watcher Syncler is a low-level Knight of the Watch, an order of knighthood dedicated to protecting the Sheldomar Valley. He was previously in command of 2nd Squadron, 1st Pride of the 18th Battle which serves as combat support to the Principality of Ulek Army fighting the evil humanoid raiders from the Pomarj. He is transferring to the 1st Squadron, 1st Pride of the 3rd

Battle garrisoned at Shibolet after being out in the field for two years. He was weary from the relative standoff that the Principality of Ulek has with its warring neighbor and figures he can sit around at garrison just as well as he can sit around in some foreign country. While he was mustering the caravan in Lortenford, however, Lieutenant Syncler received word that his old unit, the 18th Battle, had been involved in a major offensive against the Pomarj after his reassignment. He fully appreciates the irony of his decision.

Watcher Lieutenant Yevin Syncler, Expeditious Vigil: male human Pal6; hp 54.

The NCO assisting Watcher Lieutenant Syncler is Pride Sergeant Malik Gimbleshaft. His small size often makes him the butt of jokes in the cavalry ranks so he feels that he has to be tougher and meaner than the others. He is stern, but fair as long as the troops under his charge respect his rank. He shares his CO's view on the situation in the Principality of Ulek.

Sergeant Malik Gimbleshaft: male halfling Ftr4; hp 36.

The other soldiers are Gran March regular cavalry. All of them have the rank of Soldier and serve as two makeshift cavalry Files.

Gran March Cavalry Soldiers: male or female human War1, hp 6 each.

Development: The caravan will come to a stop for the night and make camp. Gimbleshaft will eventually ride to the rear and ask the PC in charge for a watch billet. Ask the PCs for a watch list at this point. Though this may cause some paranoia in the party, the first day and night pass without any attacks. The second day, however, the rear of the caravan will be attacked by some very desperate hobgoblins in Encounter Three.

Encounter Three: Desperate Hobgoblins

After getting their caravan assignments and traveling the first day in Encounter Three, the PCs will have their section of the caravan attacked by hobgoblins early in the morning.

The next morning, after morning prayers, Gimbleshaft comes around and orders File C (your File) to cover up the latrine dug by File B last night. It is a dirty job, but one quickly done. You then enjoy a quick breakfast, before

Lieutenant Syncler orders the caravan to head out. You continue on to Shibolet.

Use Map Two for this encounter and have the PCs at this point place themselves on mounts or on the rear wagon. At mid-morning, the caravan will come across a small band of hobgoblins that will attack them at first at the first opportunity. Read the following to the party:

The morning's travel seems to be quite pleasant. The sun is shining and you are making good time.

As the hobgoblins will wait until the rear passes by them, have each PC make a Spot check at DC 13. Read the following to each PC who made the check:

You notice a small movement in the bushes. It seemed to be from something larger than a bird or a squirrel.

After that, read the following for everyone who missed the check:

At once, the bushes explode with hobgoblins on either side pitching their javelins.

At this point, run a surprise round for the hobgoblins and those PCs who made their Spot check, followed by regular combat. If none of the PCs are surprised, go directly to combat rounds.

Creatures: The hobgoblins are raiders who have worked their way through the Ulek states and across the Lort River. They had heard rumors that military caravans moving between Shibolet and Lortenford were vulnerable (this is true as the route between the two cities is not rated as a full military road and thus has some places where an ambush could be staged). Jherag, their leader, is smarter than your average hobgoblin and will wait to attack the section he feels is weakest. In this case, he selects the rear which the PCs guard.

APL 2 (EL 5)

Jherag: male hobgoblin Ftr2; hp 18; see Appendix Two.

Hobgoblins (6): hp 6 each; see *Monster Manual* page 153.

Tactics: The hobgoblins will launch an initial attack with javelins, trying to attack riders on horseback first to avoid getting trampled by horses. They will then either fire another volley of javelins if the PCs have not advanced or go to their swords and close to melee range. After the surprise round (if any), Jherag himself will move

over to the end wagon, kill the driver, and try to drive the wagon off as he is the only hobgoblin able to drive a wagon. If a PC is driving the wagon, Jherag will attack that PC first. If an NPC is driving, treat him as an unarmored and unarmed commoner (AC 10, hp 3) whom Jherag try to kill quickly. Once he has control of the wagon, he will yell in Goblin for the hobgoblins to break off and jump into the wagon. Once all living hobgoblins are in the wagon, Jherag will try to drive it away from the caravan. Obviously, fighting Jherag before or while he is trying to drive the wagon will slow down his progress.

The other Files will eventually hear the battle at the end of the caravan and will ride to investigate. Give the PCs a maximum of five rounds of combat (not including the surprise round) before the other soldiers show up. If that happens, just box text the remainder of this encounter, with the combined force of the PCs and the soldiers making short work of the hobgoblins.

Treasure: Someone attempting to use the Track feat (Survival DC 15) to follow their trail to their camp will find various looted items, gold, and gems. These, in addition to the gear possessed by the hobgoblins, are listed in the Treasure Summary.

Development: Any captured hobgoblins will not have much to give up. They will say that they are from the Pomarj in search of wealth and adventure. Watcher Lieutenant Syncler and Sergeant Gimbleshaft will ride up and survey the damage. If the PCs were able to defeat the hobgoblins without any help, Syncler will put a commendation into the file of any military personnel and a recommendation to squire for the Knights of the Watch or the Knights of Dispatch to any likely candidates. Likewise, Gimbleshaft will give the PCs new respect and not ride them as hard if additional interaction occurs.

After defeating the hobgoblins, the rest of the trip to Shiboletth goes without any problems. The PCs will have a chance to recover spells and to heal for a couple of days before arriving at Shiboletth and going through Encounter Four.

Encounter Four: What's in the Box?

After surviving the ambush in Encounter Three, the PCs and Plajin arrive in Shiboletth. Plajin's package is at the Blinding Spire, the main temple

of Pholtus in Gran March. Read the following upon their arrival in the city:

After five more days of travel, the caravan reaches the bustling city of Shiboletth. Watcher Lieutenant Syncler disbands the caravan and dismisses you from service, thanking you for a job well done.

Once you are released, Plajin the Elder comes up and says, "Come, let's go pick up my package." With that, he starts hobbling his way to the northeast part of the city.

Once the PCs decide to follow Plajin, read the following:

As you follow Plajin, he leads you close to the part of Shiboletth so recently devastated by earthquake. You can clearly see the thirty foot drop that has cleaved the city in twain. What was once buildings below you are now piles of rubble, though you can clearly see workmen beginning to make new structures out of the old.

Soon you close on a building that dominates this part of the city. Once at the impressive structure, you enter a paved courtyard across from a massive tower, five stories in height. The walls are made of white marble and granite. A bright flame rests at the top of the tower. Its fiery brilliance rivals the noonday sun above. The reflections of the sun and the tower's flame bounces around the many large windows of the tower, illuminating the entire courtyard so that it appears to be the resting place of light. This tower can surely be none other than the Blinding Spire, the primary temple of Pholtus in Gran March.

There is a large white double door partially open on the first floor that is the entrance to the massive cathedral. Plajin immediately heads to the door.

Once the PCs decide to follow Plajin through the door, read the following:

Just inside the door, there is a young, blond, female cleric openly displaying her Pholtian holy symbol and seated at a small desk. She says to you, "Greetings, you who visit the Blinding Spire, one of the glorious way stations on the One True Path. I am Sister Nitsugee of the Glimmering Light, the keeper of this gate for the day. What purpose do you have in this place of goodness and truth?"

Plajin quickly responds. "I am Plajin from Fort Tribulation, a seeker of knowledge. Word reached me that a package is here for me that will aid me in my research. Do you of the One True Path have such a package for me?"

Sister Nitsugee looks around her desk and says, "Yes! I have it right here. Though normally we do not serve as couriers or keepers of goods, the package is stamped from the Halls of Purity in Hookhill so its contents must surely be for good. Take it with the blessings of Pholtus." With that, she hands Plajin a simple lock box with a seal near the lock.

Trap: The box itself is a duplicate swapped in by Casten so that he could have the real documents for himself. The box is empty, but its lock has a poison needle trap. Quick-thinking PCs will want to check the box before Plajin opens it. Though he thinks that they are a bit paranoid, Plajin consents to the PCs examining the box and opening it first.

APL 2 (EL 4)

Poison Needle Trap: CR 4; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (giant wasp venom, DC 18 Fortitude save resists (poison only), 1d6 Dex/1d6 Dex); Search DC 16; Disable Device DC 16.

Creatures: Sister Nitsugee is a young cleric of the One True Path. She is a true believer, very fervent in her faith and quick to correct anyone she sees as breaking from Pholtus' teachings. Nitsugee is well versed in the teachings of her faith, but struggles from time to time in its applications. She gets particularly flustered when she has to step outside of her faith's protocols, such as when someone gets poisoned in the main hall of the Blinding Spire.

Sister Nitsugee of the Glimmering Light: female human Clr2 of Pholtus; hp 12; Diplomacy +6, Sense Motive +5.

If she thinks things are happening which she does not know how to handle, she will call for the nearest high level cleric. On the day of the PC's visit, that will be Brother Ploellin, who normally ministers to followers out of his house on Shibolet's suburbs, but is here this day to fill his yearly administrative obligation. He is a bit different than what many PCs perceive as the Pholtian stereotype. He is kind with whatever

recriminations he may see to make done in a gentle, but firm manner. Ploellin is a complete gentleman in dealing with those outside of the faith.

Brother Ploellin of the Gleaming Light: male human Clr7 of Pholtus; hp 42; see Appendix One.

Treasure: The box is completely empty. This should give the PCs a clue that there has been a switch.

Development: If the PCs did not try to stop Plajin the Elder from opening the box, he will set off the trap and more than likely get poisoned as a result. If he or a PC gets poisoned from the box, Sister Nitsugee will call immediately for a higher level cleric, Brother Ploellin. Ploellin will first attempt to do a Heal check to stave off the secondary damage from the poison and then cast a *lesser restoration* spell or a *restoration* spell. The Pholtians know that it looks bad to have someone poisoned in their temple and will want to clean up the mess as soon as possible. The standard rate for casting a *lesser restoration* is 60 gp and the rate for casting a *restoration* spell is 380 gp. If the PCs still have the gear from the rogues in Encounter One (unlikely) or from the hobgoblins in Encounter Three, they can trade some of that for the cost of casting either spell; this will come from the over-the-cap funds at the end of the adventure. However, a Diplomacy check at DC 15 and some good roleplaying (feel free to give up to a +5 circumstance bonus to the check for good roleplaying) by the PCs can convince the Pholtians that the problems caused by having a victim who is lying on the floor of their temple and who was poisoned by a box given by one of their clerics far outweigh any cost and the Pholtians will then cast any spells for free. Ploellin will agree to this logic quite willingly; Nitsugee will have her frustration quite apparent on her face.

END OF ROUND ONE

Encounter Five: Three Box Monte

Having found out that Plajin's box was a trap in Encounter Four, the PCs are standing in the entryway to the Blinding Spire. If Plajin or one of the PCs were poisoned by the trap, a cleric of Pholtus, Brother Ploellin, will be trying to heal the victim.

The opening of the box has caused a great commotion in the Blinding Spire. Never has anyone tried to poison someone in the great temple on the One True Path.

A loud male voice then exclaims jovially, “Having a little trouble there, followers of the Blinding Light!” The source of the voice is a middle-aged male Oeridian. From the look of his club and his holy symbol, he looks to be a cleric of Saint Cuthbert.

Sister Nitsugee shouts, “Nothing we cannot handle, Cuthbertine! I assume that you come here in peace. You know the Commandant’s will that our two faiths should work together.”

“Rest assured, stroller on the One True Path, that my business here is completed and that I do wish to do anything that might . . . enflame the situation. I, Billet Themlin, swear by Saint Cuthbert himself. I merely saw the trouble that you have here in the Blinding Spire and wish to offer assistance. As you noted yourself, this IS the will of the Commandant. Still, as you have this matter handled, I shall take my leave of you. Good day!” All the while, he is beaming and after he says this, he takes leave of the Blinding Spire.

Any Pholtians present obviously are disturbed at Billet Themlin’s appearance. Have any PCs with Knowledge (history), Knowledge (local [Sheldomar Valley]), or Knowledge (religion) make a check.

DC 5 – The followers of Saint Cuthbert and those of Pholtus are bitter rivals.

DC 10 – The Commandant of Gran March has forced them to work together so long as both groups are recognized as official Churches.

DC 15+ – The “enflame the situation” jab that Billet Themlin mentions refers to the Pembroke Massacre, where several overzealous Pholtians locked a group of Cuthbertines inside a small shrine and burned it to the ground. It is considered to be one of the most violent episodes in their ongoing rivalry and the one that caused the Commandant at the time to force them to settle their dispute publicly.

After they leave the Blinding Spire, Billet Themlin will meet them again outside the walls of the Pholtian temple. Read the following:

As you exit the gates to the Blinding Spire, you see the Cuthbertine cleric Billet Themlin just outside. He hails you as you approach.

“I am quite sorry that you had such misfortune with the crawlers of the One True Path. Sometimes I think that Light they worship truly does blind them. Will you join me so that I may bless you? Of course, if you are one of the One True Path, I completely understand how you wish to follow your own light.”

Suspecting that the Billet has something up his sleeve, Plajin the Elder will definitely take him up on his offer. If any PCs do the same, read the following:

Billet Themlin takes you down a less crowded portion of the street. He looks around and then gives Plajin a box. Plajin looks at him in surprise. “What is this?”

Themlin explains, “We have been aware of your research for quite a while as we have eyes that are not so blind in the Blinding Spire. While they were not looking, we had a hired man inside of the Spire copied the documents. We felt that this was too important to be left only to the Pholtians. We then returned the documents to the box. I came by to make sure you got the originals, but I was surprised as you to find the box had been swapped with a poisoned one. We therefore ask that you take this copy with the blessings of Saint Cuthbert. We also ask that you do not reveal our involvement in this matter. Our eyes in the Blinding Spire are too important to be blinded.”

The box is unlocked, untrapped, and contains handwritten notes. Plajin will concur that these are indeed legitimate copies of what he needs. Assuming the PCs allow Plajin to keep the box, Billet Themlin continues as follows:

“I would suggest that you find another way back to Fort Tribulation. Whoever is opposing you knows that you will return and probably by the quickest way possible. You should probably go through the swamps at least in part so as to throw them off your trail.” With that, Billet Themlin puts his holy symbol in his right hand, raises his arms, and says very loudly, “May the Cudgel of Saint Cuthbert protect you on your holy and lawful quest!” He then leaves you.

Creatures: Billet Themlin is a relative low-level cleric of St. Cuthbert. He is a known critic of the Pholtians and has in the past been a patron of adventurers working either in the interests of the Cuthbertines or against the interests of the

Pholtians. He is a polite man and never directly insults the Pholtians or their faith. He is not above, however, making backhanded comments or innuendo. He has some skill in Bluff only to obfuscate his commentary.

Billet Themlin: male human Clr4 of St. Cuthbert; hp 24; Bluff +5, Sense Motive +5;

Development: Pholtian PCs may or may not participate in Themlin's blessing. Either way, they will be very suspicious of Plajin and accompanying PCs who return with the box. If time permits, have the players roleplay this out. If not, judges can tell these PCs that they can always report what they know to the Blinding Spire after getting Plajin back to Fort Tribulation. At this point, the PCs may be looking for some help in getting back to the fort which will lead them to Encounter Six.

Encounter Six: With a Little Help From My Friends

After the suggestion from Billet Themlin to proceed back to Fort Tribulation in a way off the main roads in Encounter Five, Plajin the Elder will suggest finding someone who can help them get back to Fort Tribulation quickly. If the party likes this idea, he will take them to the Heartstone Fire tavern where they will meet members of the Moadra family, members of the Flan barbarian tribe known as Clan Cattail who, as part of providing for the Clan, take on freelance scouting work. Also, any rogues who show their skills in Encounter One will get contacted by a member of The Corporation.

Once the party is done with Billet Themlin, read the following:

After Billet Themlin takes his leave of you, Plajin turns to you and says, "I might know some people here in Shiboeth who can help us get back to the Fort while bypassing the main trade route. I can take you to where they stay while they are in Shiboeth if you are interested."

Assuming that the PCs are interested, read the following boxed text to them:

Plajin leads you through the streets of Shiboeth to the Heartstone Fire tavern on the western end of town. This establishment is rustic in appearance, with dried swamp moss strands strung like garland on the support beams and numerous stuffed heads of swamp creatures hanging from the walls. It does not look exceptionally dingy or dirty, however. The

clientele is a bit more rural than one would expect in such a cosmopolitan city as Shiboeth and there are a larger than average number of Flan people among the patrons. The signs are handwritten in both Common and Flan.

The bartender, a sturdy Flan male, asks in heavily accented Common, "What business do ye have 'ere?"

Plajin yells back, "I am looking for any of the Moadra family of Clan Cattail! Are any of them in here today?"

"You're lucky! Four of 'em are having a bit of a sit down in the back. I'd be careful if I was ye! They 'ave just come back from the moors and always a bit ansy after a run!" The bartender then points towards the back tables.

Plajin flips a silver piece to the bartender and heads back to the back tables.

The Heartstone Fire is owned by Nygel Rhys, a Flan expatriate from Geoff. It is Rhys who is tending bar when the party enters the tavern. He used what resources he brought out from Geoff when the giants invaded and set up a tavern. He deliberately seeks out Flan as customers, both refugees and Flan tribal folk from the Rushmoors. He decorates the tavern with trophies brought to him by customers.

Main Plot: Meeting the Cattails

Assuming the party follows Plajin, read the following:

You make your way to the back tables and find four Flan tribal folk sitting at a table. They all share some physical characteristics so they must be of the same family. All are dressed in dark brown cloaks that have seen much wear.

Plajin walks over and says, "Greetings, Cattails! I, Plajin the Elder, hereby call on you to honor your debt to me by providing me a scout to get me back to Fort Tribulation though the Rushmoors."

The elder Flan, a strong male in his mid-twenties, responds softly, "We honor your debt, but wonder why you would spend it in such a way. Seems to be a waste of our talents and your debt."

"I need to go back through the swamps. The main roadways are not safe for me right now."

“Ah, well, if it is a safe passage you need, my siblings and I can do that, but you only need one of us, seeing as how you already have some guards of your own. Who do you need so that we can honor our debt?”

Go ahead and make introductions with Bu'a'da and the rest of his siblings. Further information about Clan Cattail can be found in Appendix Three. Their stat blocks give their physical descriptions. Each ranger has a different personality and will react to the PCs accordingly. All of them start out as Friendly, however, due to their past association with Plajin.

Bu'a'da is the responsible one, the elder brother. He will be direct with his questioning, particularly if one of his siblings is chosen. He is a bit quick-tempered and, though he is Friendly, this attitude can change with an off-hand remark against himself, his skills, his family, or his clan.

Teek'ma'ki will take a calmer and studied approach with the party as would be expected from the oldest sister and follower of Ehlonna. Where Bu'a'da will demand details in an almost interrogational manner, she will ask in a matter-of-fact fashion. She exudes the confidence of the attractive person, but balances that confidence with the patience of one familiar with the circle of life.

Reek'ma'ki will be the quiet one. She will only ask questions if it looks like the party will choose her. She will, however, answer questions in a quiet and subdued manner.

Toov'a'da is the trickster. He will not resist introducing a pun or making a play on words. This will probably make him an irritant to most parties so that they will only choose him if they are desperate for additional arcane support.

Subplot: “Someone’s Been Watching Your Handiwork, Old Man!”

This subplot only comes into play if a PC who is a rogue used some of their skills in defeating the thugs Grint and Russleman in Encounter One and if said PC is not of Lawful Good. At some appropriate point while the PCs are in the Heartstone Fire, pull those PCs aside and read the following:

While you are waiting around the Heartstone Fire, you notice that two patrons have focused their attentions on you. One is a male halfling in leathers; the other is an attractive human

female in finery. The halfling ever so slightly motions you over.

If the PCs go over there, read the following:

The halfling says to you in low tones, “We have heard about what you did to our associates in Lortendorf. Our business does not bear you any malice for that and are impressed with your abilities. However, realize that you should not ply any of your “trade” without our permission. We will be watching you for awhile to see if you have what it takes for us to do more business with you in the future. You do well in the next couple of weeks and we will let you in. We will know how well you succeed.”

Neither the halfling nor the human will answer any more questions and will show their displeasure if the PCs do not leave.

Creatures: While each of the Cattails here are Clan Protectors and good trackers, they each have a different secondary class. Wise players will thus pick the Cattail that supplements any classes they do not have. For example, if the party does not have a cleric, they may want to choose Teek'ma'ki to be their guide. The descriptions of each sibling should be sufficient for the players to make a decision.

Parties also have the choice of not taking an Cattail guide. Plajin should make one last appeal in this case to have one. If they still don't want a guide, let them go on without one.

Bu'a'da of the Rushmoors: male human Rgr1/Bbn1; hp 23; see Appendix One.

Reek'ma'ki of the Rushmoors: female human Rgr1/Rog1; hp 19; see Appendix One.

Teek'ma'ki of the Rushmoors: female human Rgr1/Clr1; hp 20; see Appendix One.

Toov'a'da of the Rushmoors: male human Rgr1/Sor1; hp 17; see Appendix One.

In the Corporation subplot, the halfling is Humal Yewberry, a Brother in The Corporation, the organized crime family and thieves' guild in Gran Mach. The woman is Yazelle, a cleric of Olidammara who is also a member of The Corporation. Yazelle has cast stilled and silent version of *detect good* and *detect law* in order to determine if their candidate is Lawful Good.

Humal Yewberry: male halfling Rog5; hp 23; Bluff +8, Diplomacy +8, Sense Motive +6

Yazelle: female human Clr5 of Olidammara; hp 30; Bluff +8, Diplomacy +8.

Development: Once the party has selected their guide, proceed to Encounter Seven.

Encounter Seven: Back to the Rushmoors

Whether or not the party acquired a scout in Encounter Seven, Plajin will want to press on to Fort Tribulation. If the party got a guide, read the following:

Your guide then gets up from the table and says, "Well, kin, I reckon I need to be off with these fine folk. See you soon." He/she then addresses you. "I can see from your demeanor that you will need to be leaving soon. Let's go get some provisions and then head out." Your guide then gestures for you to exit and you leave the Heartstone Fire to go get any provisions you need for your journey through the swamp.

Otherwise, read the following:

As you walk away from the Cattails' table, Plajin whispers to you. "I wish you would have allowed me to get one of the Cattails to guide us through the Rushmoors. I only hope you know what you are doing." You then exit the Heartstone Fire to go get any provisions you need for your journey through the swamp.

Give the party an opportunity to get some small items like rations and tools suitable for a swamp journey. From the encounter with the hobgoblins, they should have about 400 gp each in loot and coin. They can spend up to that plus whatever they had after character creation and should note what they spent on their AR. After that is done, read the following:

You start out on your journey, with Plajin passing the time on your trek, by reading his notes or making notes of his own while you walk. Within an hour of your journey from Shibolet, you reach the swamp known as the Rushmoors. Patches of high land are dotted among areas of boggy mud and water. The rushes after which the swamp is named whip at the face and hands, leaving welts where they hit. Biting insects of every type and variety have decided that adventurer must be their favorite food. It is also unbelievably humid, making the heat even worse.

The travel from Shibolet to Fort Tribulation takes ten days using the most direct route through the Rushmoors. However, each hour of travel, the person serving as guide for the party (either a Cattails NPC or one of the PCs) must make a Survival check at DC 5 to avoid getting lost (Plajin has a rough map of the area in his notes). This means eight checks per day of travel. Information on getting lost in the wilderness can also be found in the Dungeon Master's Guide (pg 86).

Trap: Each day the party is out, run them through one encounter from the list below, with the exception of the Heat/Humidity encounter; always run them through that encounter everyday. Play up the environment, but do not overwhelm the characters, as the environment does not make that interesting an adversary.

Look at the Swamp Terrain (Dungeon Master's Guide pg 88) for details on features. It includes details on bogs, undergrowth, quicksand, hedgerows, and more. In some parts of the Rushmoors, the terrain is so watery that it is considered the Aquatic terrain (Dungeon Master's Guide pg 92-3) due to streams and ponds. Other details regarding the swamp are outlined below:

Heat/Humidity: So long as it is not the winter season, creatures in the swamp must deal with the heat and humidity of the area. Twice a day, every character must make a Fortitude check DC 10 (DC 12 if summer season). See the table below for modifiers that affect the Fortitude check. Any character that fails takes 1d4 points of nonlethal damage.

Condition	Modifier
Previously failed check	-1 (cumulative)
Wearing heavy clothing or medium armor	-2
Wearing heavy armor	-4
Creature is Cold subtype	-4
Ranks in Survival skill (self only)	+1 per rank
Survival check (helping others)	+1 per point above DC 15 (minimum +1)

Quicksand: The lead character has found a patch of quicksand. Use the rules for quicksand found on p. 88 of the DMG to resolve the encounter.

Bog Hole: One of the characters, determined at random, must make a Reflex save at DC 15 or fall into a bog hole and be immersed in water over their head. The character must make a Swim check at DC 10. Any character possessing the Swim skill automatically saves the character in question. If no one possesses the skill or cannot make the roll, the Character suffers 1d3 points of nonlethal damage but the character does not drown.

Infected Bugs: The party has encountered a swarm of infected mosquitoes. If the travelers have protection against insects of some kind or a natural armor bonus of +1 or greater, the mosquitoes cannot affect them. The travelers that encounter these infected bugs have a chance to contract a malarial disease called Swamp Fever (see below). A Heal check can be used in place of a Fortitude save, but this will need to be done immediately after the party encounters the swarm. One day's rest can recover the immediate Con damage. Swamp fever is not a normal disease, however, as it can reoccur later unless the PC receives a *remove disease* spell. See the Swamp Fever note at the end.

Infected Leeches: The party has run into infected leeches. If the travelers have some kind of protection against leeches or a natural armor bonus of +1 or greater, the leeches cannot affect them. The travelers that encounter these have a chance to contract Filth Fever (see Dungeon Master's Guide pg 292). The leeches can be detected on a Spot check at DC 10 and can be easily removed. If they are not removed, make another infection check every day until they are removed.

Disease	Infection	DC	Incubation	Damage
Filth Fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con
Swamp Fever	Injury	14	1 day	1 Con, -

Development: This encounter sets up basic environmental issues for other encounter set in the Rushmoors during this scenario. On day three of their trek, the party encounters the crocodiles in Encounter Eight. They encounter the stirges in Encounter Nine on day six and late in day six, Plajin makes his discovery in Encounter Ten.

Encounter Eight: Something Scaly This Way Comes

On the third day of their travels through the Rushmoors, the party encounters four hungry lizardfolk. Have each party member (including any NPCs) roll a Spot check at DC 13. If the party says that they are moving quietly, have each party member also make a Move Silently check. The lizardfolk will then roll an opposed Spot check against the worst Move Silently check from the PCs. If the PCs were not moving quietly or if all of the PCs miss their Spot checks, the lizardfolk automatically succeed in noticing the party's approach.

If any PC makes the Spot check, read the following:

As you walk around the swamp on your third day of traveling, you notice some movement from a set of bushes to your left.

If the lizardfolk notice the party and any of the party has spotted them, read the following:

Three lizardfolk spring up from behind the bushes. They look hungry and impatient. One of them speaks to you in bad Common, "You surrender; we not kill you!"

If all PCs fail the Spot check, read the following:

As you walk around the swamp on your third day of traveling, three lizardfolk quickly emerge from neatly-camouflaged blinds hidden in a set of bushes to your left. They look hungry and impatient as they pitch their javelins at you.

Creatures: These lizardfolk are part of a hunting party decimated by the ever encroaching bullywugs. The lizardfolk are hungry because the bullywugs have taken the best game. They are also angry because they keep pushing the lizardfolk out of the Rushmoors. Thus, their initial attitudes are Unfriendly. As per the PH, the DC on a Diplomacy check to take a group from Unfriendly to Indifferent is DC 15, from Indifferent to Friendly is DC 15, and from Indifferent all the way to Friendly is DC 25. Feeding the lizardfolk will grant a +5 circumstance bonus to all Diplomacy checks with these lizardfolk.

Their names are Sstixil, Hassti, and Gagnak. Gagnak is the leader for now and will do the talking for the group as he is the only one who has any knowledge of Common. This lack of language

proficiency does not affect any Diplomacy checks, but instead make all negotiations go twice as long. Those PCs who speak Draconic and who are doing the negotiations will have no such delay. Gagnak will try to bluff his way into getting the PCs to surrender, which should fail miserably as each lizardfolk only has Bluff +0. Failing to bluff the party, Gagnak will be open to Diplomacy attempts. The party should be given up to three attempts to change the attitudes of the lizardfolk to represent any negotiations they do.

If the party can get the lizardfolk to an attitude of Indifferent, they will be allowed to pass without incident. If the party manages to get the lizardfolk to Friendly, Gagnak will tell the PCs that bullywugs from the eastern part of the swamp are coming into the area in droves. A scouting party of these bullywugs attacked these lizardfolk which is why they are hungry. Gagnak will also inform the PCs that they encountered the bullywugs very close to Fort Tribulation.

APL 2 (EL 4)

Lizardfolk (3): hp 13 each; Bluff +0, Sense Motive +0; see *Monster Manual* page 169.

Tactics: If the lizardfolk manage to get total surprise, they will attack perceiving that the party is weak and / or incompetent. They will also attack if the negotiations take their attitudes to Hostile. Once they begin to attack, PCs can still take a full-round action to renegotiate with them, but there will be a -10 penalty on the check for a total DC of 30 to go from Hostile to Unfriendly.

The lizardfolk will open up with their javelins for one round if they have the opportunity to do so; they only have one javelin each left. They will then use clubs and gang up on the nearest PC. Once that PC is unconscious, they will move on the next closest PC. If the clubs appear to be ineffective against a PC, they will drop the clubs and use claws.

Treasure: The equipment that the lizardfolk have is of such poor quality that it would not fetch any price on the market. Gagnak, however, has a gem taken from a crocodile he defeated earlier in the trip. A search of the bodies (if the PCs fought the lizardfolk) will quickly find this gem, whose value is listed in the Treasure Summary.

Development: The party may want to stop and heal up. Day six of their journey, however, will lead them into the stirges in Encounter Nine.

Encounter Nine: A Flock of Stirges

Having survived the crocodiles in Encounter Eight, the party faces dangers of a different sort the next day of travel. Have each party member (including any NPCs) roll a Spot check at DC 19. If anyone makes the check, read the following:

The sixth day progresses normally, well, as normally as things go in the Rushmoors. Plajin is again either reading or making notes as you walk. As you begin to cross a fairly clear marshy field, you notice six small forms flying towards you. It appears that you will get to act while they attack.

If everyone fails the check, read the following:

The sixth day progresses normally, well, as normally as things go in the Rushmoors. Plajin is again either reading or making notes as you walk. As you begin to cross a fairly clear marshy field, you notice six small forms flying towards you. It appears that they will close with you before you can react.

Creatures: The party is being attacked by six bloodsucking stirges. Like the crocs the day before, these creatures are just hungry. Plajin, knowing the threat, will not attack the creatures, but will be writing into his notebook for the duration of the combat so that his final thoughts will not be lost if he dies.

APL 2 (EL 4)

Stirges (6): hp 5 each; see *Monster Manual* page 236.

Tactics: The stirges have to spend their first action closing the 20 feet between themselves and the party. If they have complete surprise on the party, they will spend the surprise round moving into the party. Otherwise, they will have to use their move action in the first round to do so. Each stirge will target a separate party member (NPCs included). Then, they will follow standard stirge tactics, including leaving after doing four points of Constitution damage.

Development: The party may want to stop and heal up. While they are resting, either Plajin will announce his discovery or the PCs will find his notes on his dead body. Either case will lead them to Encounter Ten.

Encounter Ten: Plajin's Discovery

While the party is cleaning up and healing after the stirges are defeated, Plajin will announce that he has figured out the site of an ancient shrine to the Whispered One which has been the object of his current research. Fortunately, if he has done his research correctly, the party is only about an hour away from the site. Plajin then insists that they need to check out the site. If the party balks at this, have the Cattails scout tell them that s/he is sworn to protect Plajin and will go where he goes, leaving the party behind in the Rushmoors all alone.

As you recover from the stirges' attack, Plajin looks up from his notes and exclaims, "I found it! I found the old shrine of Vecna that I had been searching for. And it's only an hour's walk from where we are! This was the whole point of my research: to find this site so that Warden Trigorn can send troops to destroy it. We need to find it so that I can tell Trigorn about it when we get to the fort!"

There, of course, is a distinct possibility that Plajin did not survive. In that case, read the following:

As you prepare Plajin's body for travel, you notice that his notebook is open to his last entries. Quickly scrawled in the journal are the words: "I found it! I found the old shrine of Vecna that I had been searching for. And it's only an hour's walk from where we are! This was the whole point of my research: to find this site so that Warden Trigorn can send troops to destroy it. We need to find it so that we can tell Trigorn about it when we get to the fort!" The last few words trail off as apparently Plajin died while finishing it. His map is also open. It marks a new trail west of your current path with an X marking a location you can only assume to be the shrine.

Assuming that the party goes on to the shrine, read the following:

You walk for about an hour until you find, hidden beneath untold years of swamp moss growth, the broken ruins of a small building made of stone. The front wall of the ruins has a symbol of a bony hand clutching a single eye and is ajar. Inside the structure, you see a wooden statue of a grotesque skeletal form.

The statue is missing its left eye and its left hand.

Trap: On either side of the statue are two pit traps. They are not really traps, but hidden caches that Vecnan clergy who knew how to deactivate the statue dug to hid their treasure. Outlaws later figured out how to deactivate the statue and the traps and started using the pits for the same purpose. Still, they are deep and PCs can get hurt by falling into them.

APL 2 (EL 4 with animated statue)

Pit Trap (2): CR 1; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); Search DC 20; Disable Device DC 20.

Creatures: Flanked by the pit traps is a wooden statue. It pocked with insect holes and rot, but is still an active animated statue. While the statue is a representation of Vecna and is missing an eye and a hand, it can still slam targets. It will attack if someone trips off either of the pit traps or if touched (after all, it is supposed to be guarding whatever is in the pits).

The statue does have a command word ("kadisharx") to stop it carved into the base; PCs can notice this in combat with a Spot check at DC 15. They will not get close enough to do a Search before the statue attacks. Those who can speak Infernal can stop it right away using the word. Those who have Decipher Script can do this at a DC 20; even though it is a smaller bit of text, the pronunciation must still be worked through. Deciphering this single word takes a full round.

APL 2 (EL 4 with trap)

Wooden Animated Statue: Medium construct, hp 35; see Appendix Two.

Tactics: The statue knows about the pit traps and will not go over them, but is not intelligent enough to bull rush a target into a trap. It will continue to slam targets until there are none standing.

Treasure: Each pit has coins and gems in the bottom. The value of the treasure is listed in the Treasure Summary. There is nothing else here; the clerics of Vecna removed any secrets here long ago.

Development: Having become monetarily richer but no more knowledgeable on the Whispered One, the party can return to the trail

and head to Fort Tribulation and Encounter Eleven.

END OF ROUND TWO

Encounter Eleven: Fort Tribulation

After the party finds the shrine, it will take them less than four days to get to Fort Tribulation. You can assume that the trails are well used by those in and around the fort so tracking automatically succeeds.

After the relative disappointment in the find, you head back towards the Fort and Plajin's home therein. You get lost a couple of times which take a couple of days to regain the trail, but eventually you find obvious hunting trails used by soldiers and Flan tribal folk alike. You eventually get to the wooden walls of Fort Tribulation, headquarters for what control Gran March has over this part of the swamp. The guards at the gate challenge you and ask for your name, occupation, and business with the fort.

Once the party has identified themselves, read the following (modified if the party has somehow managed to lose Plajin):

The guards perk up when they recognize Plajin among you. "You need to go to the Warden's office. Immediately!"

The guards will not give any further explanation, as they really don't know anything. Once the party decides to go to see the Warden, read the following:

The office for the Warden of the Rush March is a fairly simple cabin made from cypress and palmetto logs. Of course, compared to many of the buildings in Fort Tribulation, it is a fairly impressive structure. The door is slightly open, and once you are near the door, a male voice sternly says, "Enter. I have been expecting you. Please introduce yourselves as you enter."

In the office are two humans. Sitting behind an ornate desk is a human male in his thirties with dark-brown hair and piercing eyes that examine each of you as you enter. He is wearing fine chainmail underneath a tabard bearing the Gran March shield and flourishes indicating that he is the Warden of the Rushmoors, Vitness Tragorn. The other person

in the room in front of the desk is an attractive woman in her thirties with long red hair and green eyes. Her countenance shows stress and tension.

The next passage will need to be modified if Plajin is killed:

The Warden then says, "I am Vitness Tragorn, Warden of the Rush March." Gesturing to the woman, he continues, "This is Trina Multer, owner of Trina's House of Hospitality and a respected business owner in the fort."

Turning to the sage, the Warden says, "Plajin, I have to give you some bad news. After working for Trina at her tavern last night, your niece Elandril was kidnapped. We know this because of this note." Trina then reads a note in her hand.

"To Plajin the Elder, sage of the Ur-Flan, While we have the box, you can figure out what it means. We know the Cuthbertines have given you a copy; their inside man made a tasty sacrifice for our god once he exposed his secrets. Find the relic that the notes in the box describe and you will have your loved one back. When you have the relic, go due west from the fort. After an hour's travel, you will find a freshly-cut trail which will bring you to me. Do not send any soldiers; she will certainly die if we see one Marcher tabard coming for us. For the Whispered One."

Plajin stammers, "But, we went where the notes told us to go. We found an old temple of the Whispered One and defeated its guardian. We only found hijacked supplies and gems left by bandits. We did not find any relics."

The Warden thinks this over before replying. "Well, for these villains to have done this, they would have to be close by the fort and probably would not be that hard to find. Most folks who come here are not exactly the best at covering their tracks in the swamp. However, I cannot spend any soldiers to search for her in the next few days. We have had some word from our friends the Cattails that the bullywugs are about to make another run at the fort. I will need everyone here to mount a defense adequate not only to repel the raiders, but to hurt them so that they will not want to attack the fort again."

Plajin looks at the Warden, "Then Elandril is to be sacrificed to these fiends?"

“I cannot help you until the raid is over or until we determine that they will not attack. However, you appear to have some stalwart companions of your own. Perhaps you can implore them to help you.”

Creatures: The full descriptions of Tragorn and Multer are in Appendix One. Use them as aids for any roleplaying done in this encounter.

Knight Warden Witness Tragorn: male human Ftr8; hp 72; see Appendix One.

Trina Multer: female human Brd6; hp 32; see Appendix One.

Development: If the party decides that they are up to trying to find Elandril, start them searching with Encounter Twelve. If they choose not to go, Tragorn will not send any soldiers out until the next day. Casten will then kill Elandril in frustration and leave the dead body near the fort.

Encounter Twelve: The Search

Given that Elandril has a limited time to live and that the PCs have nothing with which to bargain, Plajin will urge them to go and rescue his niece. The directions on the ransom note are clear

At last, Plajin plainly states, “There is little hope then of saving Elandril. Tragorn cannot spare the soldiers to hunt for her. I have nothing with which to bargain for her life. My only hope is you, my recent companions, who have kept me safe through the treacherous swamp. Will you go and try to rescue my niece?”

If there is a Cattail guide with the party, said guide will readily agree to join the rescue so that Plajin could then owe the Cattails for the service. Plajin, knowing his limitations, stays behind. Assuming that the PCs agree to join in as well, read the following to them once they are ready to leave:

You quickly leave the safety of the fort on a westward course for the swamp. There is not much time to get to these villains before they realize that you don’t have anything to offer, except for the wounds you will give him from your weapons. After an hour’s travel, you eventually find the trail as described in the ransom. Even to an untrained eye, it is obvious that the path was freshly made. It leads

through a clear, but muddy field of bulrushes and cattails towards a small copse of trees.

This last round will take less than a day; do not bother repeating the Rushmoors environmental effects from Encounter Seven. On the way, the party finds one of many pit traps Casten uses as security.

Trap: Casten had his undead minions digging out pit traps all around his encampment. He then conceals them very well.

APL 2 (EL 3)

Well-Camouflaged Pit Trap: CR 3; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 25.

Development: The trail continues on to Encounter Thirteen. If the party turns back now, Tragorn will not send any soldiers out until the next day. Casten will then kill Elandril in frustration and leave the dead body near the fort.

Encounter Thirteen: The Ambush

Hot on the trail to Casten, the party meets his next wave of defense: newly created zombies. Read the following to the party:

After defeating the well-camouflaged pit trap, you quickly make your way across the muddy plain. As you get close to the next copse of trees, from the tree line you see six vaguely human forms shambling out from the trees and crossing the plain before you. Some of them are clad in rags of common folk while others of them have some tattered barbarian skins as clothing.

Randomly place the six zombies at least thirty feet from the lead character. The field is full of mud and muck; there is no running or charging through it. If one of the Cattail guides are present, they will recognize the barbarian zombies as fellow clan members of Clan Cattail.

Creatures: Using some of the last remaining charges from his wand, Casten has created six zombies from outlaws and Flan tribal folk he has captured and killed over the past several months.

APL 2 (EL 4)

Human Commoner Zombies (6): hp 16 each; see *Monster Manual* page 266.

Tactics: By the time the party meets up with the zombies, they will be uncontrolled and attacking their nearest targets.

Treasure: If the party searches the dead zombie bodies, they will find that one of the outlaw zombies has a muck-covered dagger at its hip that Casten overlooked when creating it. Once cleaned, the PCs will find it to be a masterwork dagger. If the zombies get turned, the zombie will drop the dagger in its retreat. This is part of the Treasure Summary section.

Development: The trail continues on to Encounter Fourteen. If the party turns back now, Tragorn will not send any soldiers out until the next day. Casten will then kill Elandril in frustration and leave the dead body near the fort.

Encounter Fourteen: The End of the Whispered Path

The party will eventually follow the trail of the zombies who ambushed them in Encounter Thirteen. Given that the party could come in either stealthy or forcefully, the judge should adapt the boxed text of this encounter to fit the party's method of attack. The basic boxed text assumes that the party will send scouts ahead and then report back. It reads as follows:

You eventually follow the trail though the swamp to a small hillock above the muck and mud. Posted evenly around the patch of dry land are six skeletons, obviously animated by foul necromantic magic. At the center of the hillock is a crudely carved altar embossed with the hand and eye symbol of the Whispered One. Tied atop the altar is the unconscious form of Elandril, her tunic parted to expose her sternum. Behind the altar is a fairly attractive human male of mixed Oeridian-Flan descent, clad in full plate and clerical vestments. He has a small bone wand in his hand.

The hillock is surrounded on all sides with muck so there is no running or charging through it. There are plenty of vines and grasses on and around the hillock for druids to use for *entangle* spells.

Creatures: Lemda Casten is a cleric of Vecna who wants to use what he believes Plajin the Elder has found in the Rushmoors. Plajin, however, found nothing as indicated

APL 2 (EL 5)

Lemda Casten: male human Clr3, hp 20; see Appendix Two.

Wolf Skeletons (2): hp 16 each; see *Monster Manual* page 226.

Human Warrior Skeletons (6): hp 9 each; see *Monster Manual* page 226.

Tactics: Casten created the skeletons after he sent the zombies far away from him. Thus the zombies were uncontrolled when they attacked the party. The skeletons have orders to attack anyone approaching the hillock. Casten is just about out of bodies and skeletons; the wolf skeletons are the last ones he has.

Once the attack begins, Casten will first cast *sanctuary* on himself, trusting that the skeletons will keep the party at bay. His next actions for the duration of that spell will be as follows:

1st round - Animate the two wolf skeletons and order them to attack the intruders

2nd round – Cast *bleed*.

3rd round – Cast *bull's strength*.

After that, Casten will continue to cast buffing spells from either from memory or from scrolls until attacked. He will then use the light crossbow against targets at range or the +1 *mace* against melee opponents. He has securely tied Elandril to the altar (two full rounds to untie) so using her as a hostage is not available to him.

The effect of all of this should be that the party engages the human skeletons first, then the wolf skeletons, and finally Casten himself.

Treasure: All of his gear is listed in the Treasure Summary section.

Development: If Casten defeats the PCs, he will kill Elandril and then quickly depart.

Conclusion

You return with Elandril after your thorough defeat of the evil Vecnan priest. The trip back to Fort Tribulation seems quicker and the day seems brighter. As you arrive back at the Fort, you see that there has indeed been a fierce battle here. Gran March soldiers, some with minor wounds, are rummaging through dead bullywugs and then throwing the corpses onto a bonfire. Warden Tragorn is on his trusted black stallion, overseeing the damage caused

by the attack, when he sees you coming into the Fort's clearing. He smiles when he sees Elandril in your midst.

If successful, the party returns with Elandril to many accolades. While the party was gone, there was a small raid by bullywugs against the fort and the soldiers there would have been pressed to defend it if they had gone to search for Elandril instead of the party. As it was, Warden Tragorn was very happy that the party took care of this business, notifies Hookhill of their exploits, and soon the powers that be in Gran March will reward the PCs as noted on the AR.

If any of the PCs speak Flan and one of the Cattail scouts escorted the party to Fort Tribulation, that Cattail will offer membership in Clan Cattail as they have proven themselves worthy combatants. If the PC meets the minimum requirements for joining Clan Cattail at the end of this adventure, allow that PC to join and note any expenditures on this AR.

Finally, if Yewberry and Yazelle talked with any PCs in Encounter Six and the party was successful in returning Elandril, Trina will approach those PCs before they leave. She will tell them that Yewberry sends his regards and that they have done well enough to join the "family". If the PC meets the minimum requirements for joining The Corporation at the end of this adventure, allow that PC to join and note any expenditures on this AR.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter One: Save Our Sage

Defeat Grint and Russleman.

APL 2: 90 xp.

Encounter Three: Desperate Hobgoblins

Defeat the hobgoblins

APL 2: 150 xp.

Encounter Four: What's in the Box?

Defeat or take damage from the trap

APL 2: 120 xp.

Encounter Eight: Something Scaly This Way Comes.

Defeat or successfully negotiate with the lizardfolk.

APL 2: 120 xp.

Encounter Nine: A Flock of Stirges

Defeat the stirges.

APL 2: 120 xp.

Encounter Ten: Plajin's Discovery

Defeat the animated wooden statue and defeat or take damage from the pit traps.

APL 2: 120 xp.

Encounter Twelve: The Search

Defeat or take damage from the trap

APL 2: 90 xp.

Encounter Thirteen: The Ambush

Defeat the zombies.

APL 2: 120 xp.

Encounter Fourteen: The End of the Whispered Path

Defeat Casten and his skeletal creations.

APL 2: 150 xp.

Discretionary roleplaying award

APL 2: 270 xp.

Total possible experience

APL 2: 1350 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the

characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter One: Save Our Sage

APL A: L: 88.67 gp, C: 50 gp, M: 0 gp.

Encounter Three: Desperate Hobgoblins

APL A: L: 163.75 gp, C: 247.58 gp, M: 0 gp.

Encounter Eight: Something Scaly This Way Comes

APL A: L: 0 gp, C: 50 gp, M: 0 gp.

Encounter Ten: Plajin's Discovery

APL A: L: 150 gp, C: 350 gp, M: 0 gp.

Encounter Thirteen: The Ambush

APL A: L: 25.17 gp, C: 0 gp, M: 0 gp.

Encounter Fourteen: The End of the Whispered Path

APL A: L: 168.17 gp, C: 100 gp, M: +1 *heavy mace* (192.67 gp), *scroll of entropic shield* (2.08 gp), *scroll of expeditious retreat* (2.08 gp), *scroll of shield* (2.08 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 595.76 gp, C: 797.58 gp, M: 198.91 gp – Total: 1592.25 gp (1350 gp).

Items for the Adventure Record

Special

Commendation of Watcher Lieutenant Yevin Syncler, Expeditious Vigil: For bravery in defending a military caravan from hobgoblin raiders, Watcher Lieutenant Syncler has given a military commendation to you if you are active-duty Gran March military personnel or a veteran of the Gran March military.

Recommendation of Watcher Lieutenant Yevin Syncler, Expeditious Vigil: Furthermore, if you are a human, a dwarf, or a half-elf, Watcher Lieutenant Syncler gives you a recommendation to join either the Knights of the Watch or the Knights of Dispatch.

Sponsorship of _____ of Clan Cattail: If the party had one of the Cattails help them in this scenario and if the party was successful in most of their objectives, _____ will sponsor any PC who either speaks Flan or is of at least 50% Flan extraction to be adopted into Clan Cattail. Judges should fill the blanks here with the first name of the Cattail who adventured with the party. Adoption will cost one additional TU for the ceremony.

Swamp Fever: You have contracted Swamp Fever during an adventure into the Rushmoors. Once during each game session, the Judge must ask you to roll 1d20. If the roll is a 1, the character has suffered a relapse of the disease. The infected hero loses one temporary point of Constitution per day, until the victim makes a Fortitude saving throw (DC 14), at which point the episode stops. The hero then recovers the Constitution damage at the normal rate. A

successful Heal check (DC 15) allows the infected hero a second saving throw each day to attempt to recover from the disease. The disease is permanent until a *remove disease spell* is cast on the PC (at that time cross this effect off of the character's AR).

Success against the Whispered One: You were one of those successful against the machinations of one of Vecna's followers. Warden Tragorn has sent word to Hookhill of the party's success and as a result, you have gained influence with certain organizations. Members and clergy of a Major Church (Heironeous, Harvest Church, St. Cuthbert, Pholtus, Zilchus, Fharlanghn, Phyton, or Obad-Hai), Graduates of Syrloch, and active-duty members of the Gran March military receive one Influence Point with each of their respective organizations.

Item Access

Not allowed in introductory scenarios.

Appendix One – Important NPCs

Encounter One

Plajin The Elder: male human Exp6; CR 1; Medium humanoid; HD (6d6)-6; hp 22; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Base Atk/Grp: +4/+3; Atk +3 melee (1d6-1, quarterstaff); Full Atk +3 melee (1d6-1, quarterstaff); AL NG; SV Fort +1, Ref +1, Will +9; Str 8, Dex 8, Con 8, Int 19, Wis 15, Cha 12.

Skills and Feats: Craft (alchemy) +13, Decipher Script +13, Diplomacy +12, Gather Information +10, Knowledge (history) +16, Knowledge (nobility and royalty) +13, Knowledge (religion) +13, Knowledge (local [Sheldomar Valley MR]) +13, Listen +4, Perform (act) +3, Perform (oratory) +3, Profession (sage) +11, Speak Language +9, Spot +4; Alertness, Combat Expertise, Iron Will, Light Armor Proficiency, Simple Weapon Proficiency, Skill Focus (Knowledge (history)).

Possessions: backpack, seven days of trail rations, bedroll, courtier's outfit, quarterstaff, waterskin.

Physical Description: Plajin is an older mixed-race human male approximately 65 years old. He is bald with a beard that is mostly white with few strands of red. Age has degraded further his already thin form; he looks like a strong wind could blow him away. He is a pleasant man and a good spinner of yarns. His eyes shine brightly with the intellect within.

(Originally developed for 3.0 by Jeff Kahrs; updated to 3.5 by Will Dover)

Encounter Five

Brother Ploellin (pronounced PLOH-lin) of the Gleaming Light: male human Clr7 of Pholtus, CR7; Medium humanoid; HD (7d8); hp 42; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +4 armor, +1 shield); Base Atk/Grp: +5/+6; Atk +6 melee (1d8+1, light flail) or +6 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d8+1, light flail) or +6 ranged (1d8/19-20, light crossbow); SA Turn undead; AL LG; SV Fort +5, Ref +3, Will +8; Str 12, Dex 13, Con 10, Int 12, Wis 16, Cha 11.

Skills and Feats: Diplomacy +4, Heal +13, Knowledge (history) +4, Listen +5, Knowledge (the planes) +4, Knowledge (religion) +14,

Spellcraft +11, Spot +5; Alertness, Extra Turning, Scribe Scroll, Skill Focus (Knowledge (religion));

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1: Base DC = 13 + spell level): 0 – *create water, detect poison, guidance, purify food and water, read magic, resistance*; 1st – *Bless, bless water, divine favor, * protection from evil, sanctuary, shield of faith*; 2nd – *augury, * detect thoughts, lesser restoration, shield other, zone of truth*; 3rd – ** clairaudience/clairvoyance, daylight, remove disease, searing light*; 4th – ** divination, restoration*.

* - Domain Spell; Deity: Pholtus; *Domains:* Good – Ploellin casts good spells at +1 caster level. *Knowledge* – All Knowledge skills are class skills for Ploellin. He also casts divination spells at +1 caster level.

Possessions: light flail, light crossbow, 10 crossbow bolts, chain shirt, small wooden shield, cleric's vestments, healer's kit, vial of ink, ink pen, 3 sheets of paper, belt pouch, waterskin.

Physical Description: Ploellin is a stout, portly man with a good sense of humor and booming voice. He did a little adventuring in his youth (he is well past middle aged) and loves to tell the tales of his days spreading Pholtus' word throughout the Flanaess. He is compassionate and cooperative toward people he deems to be good folk. He is kind and caring to those that he holds dearest to him and to the members of his church and priestly order.

(Originally developed for 3.0 by Nicholas Tulach in *ADP1-08 A Plea from Beyond the Grave* and adapted by the Gran March Triad; updated to 3.5 by Will Dover)

Encounter Six

Bu'a'da of the Rushmoors: male human Rgr1/Bbn1; CR 2; Medium humanoid; HD (1d8)+(1d12)+2; hp 16; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+4; Atk +4 ranged (1d8/x3, longbow) or +4 melee (1d8+2/19-20, longsword); Full Atk +4 ranged (1d8/x3, longbow) or +4 melee (1d8+2/19-20, longsword); SA Favored Enemy (animal) +2, Rage (Ex) 1 times/day (6 rounds), Rage bonuses, CON +4, Willpower +2, AC -2, HP 4;

SQ Wild Empathy (Ex); AL NG; SV Fort +6, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Handle Animal +3, Hide +6, Intimidate +6, Jump +7, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Spot +5, Survival +6, Swim +3; Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit.

Physical Description: The oldest of the Moadra children at age 26, Bu'a'da is about 6' 3" and 220#. He has the red hair and weathered features typical of Flan tribesmen. He is easily the strongest of his brothers and sisters. He is not a dumb barbarian and uses his rage only as needed. He is a Clan Protector.

Reek'ma'ki of the Rushmoors: female human Rgr1/Rog1; CR 2; Medium humanoid; HD (1d8)+(1d6)+2; hp 12; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); Full Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); SA Favored Enemy (Animal) +2, Sneak Attack +1d6; SQ Trapfinding, Wild Empathy (Ex); AL NG; SV Fort +3, Ref +7, Will +1; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Disable Device +3, Handle Animal +3, Hide +6, Jump +3, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Open Lock +4, Spot +5, Survival +6, Swim +3; Light Armor Proficiency, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit.

Physical Description: Reek'ma'ki is an attractive Flan female standing a mere 5 feet tall and weighing only about 100#. She is slender and moves with grace. Her features are tanned, but not weathered, indicating that she spends more time indoors (or at night) than the rest of her family. She is the youngest Moadra at age 18 and just became a Clan Protector. She is not a member of the Corporation as she has never

practiced her second profession outside of the Rushmoors.

Teek'ma'ki of the Rushmoors: female human Rgr1/Clr1; CR 2; Medium humanoid; HD (1d8)+(1d8)+3; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); Full Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); SA Favored Enemy (Animal) +2, Turn Undead (Su); SQ Aura (Ex), Spontaneous Casting, Wild Empathy (Ex); AL NG; SV Fort +5, Ref +5, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Handle Animal +3, Heal +3, Hide +6, Jump +7, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Spellcraft +3, Spot +5, Survival +6, Swim +3; Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Cleric Spells Prepared: (3/2+1; Base DC = 11 + Spell Level): 0 - *detect poison, guidance, light, 1st - bless, endure elements, expeditious retreat*.*

* - Domain Spell; Deity: Ehlonna; *Domains:* *Animal* - You can use *speak with animals* once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills. *Celerity* - Your land speed is faster than the normal for your race by +10 feet. This benefit is lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit.

Physical Description: Teek'ma'ki is the second oldest of the Moadra brood at age 22. While just as attractive as her sister Reek'ma'ki, Teek'ma'ki has a more studied and calmer appearance. She is as athletic as her older brother Bu'a'da and can easily match him in a foot race due to the blessings of her deity. She is 5' 8" tall and weighs 125#. Like the rest of her siblings, Teek'ma'ki is a Clan Protector.

Toov'a'da of the Rushmoors: male human Rgr2/Sor1; CR 3; Medium humanoid; HD (1d8)+(1d4)+3; hp 10; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +3 ranged (1d8/x3,

longbow) or +3 melee (1d8+2/19-20, longsword; Full Atk: +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); SA Favored Enemy (animal) +2; SQ Summon Familiar, Wild Empathy (Ex); AL NG; SV Fort +3, Ref +5, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Concentration +3, Handle Animal +3, Hide +6, Jump +3, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Spellcraft +3, Spot +5, Survival +5, Swim +3; Light Armor Proficiency, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Sorcerer Spells Known: (5/4; Base DC = 11 + Spell Level): 0 - *detect magic*, *detect poison*, *prestidigitation*, *read magic*; 1st - *arrow mind*, *magic missile*;

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit, shortsword.

Physical Description: Toov'a'da is the younger brother of Bu'a'da at age 20 and, while they share the Flan features of the Moadra line, the two could not be more different. He is 6 feet tall, but weighs only 160#. While just as strong as his brother, Toov'a'da is wirier in appearance. He is a bit of a practical joker. This wears thin around the rest of Clan Cattail, even though he is a Clan Protector himself.

Encounter Eleven

Knight Warden Vitness Tragorn: male human Ftr8; CR 8; Medium humanoid; HD (8d10)+16; hp 72; Init +6; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +8/+9; Atk +11 melee (1d8+3/19-20, +2 *longsword*); Full Atk +11/+6 melee (1d8+3 /19-20, +2 *longsword*); AL LG; SV Fort +7, Ref +4, Will +5; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Climb +0, Diplomacy +5, Gather Information +5, Handle Animal +7, Intimidate +5, Jump -5, Listen +3, Profession (administrator) +4, Profession (soldier) +3, Ride +14, Spot +3, Swim -3; Alertness, Blind Fight, Combat Reflexes, Heavy Armor Proficiency, Improved Initiative, Iron Will, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Mounted Combat, Ride By Attack, Shield Proficiency, Simple

Weapon Proficiency, Spirited Charge, Tower Shield Proficiency .

Possessions: +1 *chainmail*, +2 *longsword*, *amulet of health* +2, *cloak of charisma* +2, *headband of intellect* +2, noble's outfit.

Physical Description: Vitness is a thirty-three year old human male. He is the son of an influential merchant in Hookhill and also a war hero. He served his army tour in Geoff and, when his commanding officer was slain by a giant, he rallied the troops and not only managed to save all of his remaining men, but also destroyed two encampments of humanoids during the retreat. Because of this action and his father's influence, Vitness was given the post of Warden of the Rush March, a position he has taken with vigor and vision. His current project involves draining some of the land around the fort and offering it to refugee families to settle in. Vitness has dark brown hair and piercing brown eyes. He is charismatic and kind, although he brooks no lack of discipline and is sometimes given too much to his projects. He stands at 6 ft. 2 in. and weighs about 180 pounds.

Three years ago, Vitness knighted by Commandant Vrianian into the Knights of the March for his service both on the battlefield and in the Rushmoors project. However, his relations with the Commandant have soured somewhat over the intervening years. Vitness has repeatedly warned him about the increasing number of incidents in the Rushmoors and, from the Warden's perspective; his warnings have fallen on deaf ears. He, in response, did not support Commandant Vrianian during the recent election.

(Originally developed for 3.0 by Jeff Kahrs; updated to 3.5 by Will Dover)

Trina Multer: female human Brd6; CR 6; Medium humanoid; HD (6d6)+6; hp 32; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 14 (+2 Dex, +3 armor, +1 deflection); Base Atk/Grp: +4/+3; Atk +3 melee (1d6-1/19-20, shortsword); Full Atk +3 melee (1d6-1/19-20, shortsword); SQ Bardic knowledge (+8), Bardic music 6/day, Countersong (Su), Fascinate (Sp), Inspire Competence (Su), Inspire Courage (Su) +1, Suggestion (Sp); AL CG; SV Fort +3, Ref +9, Will +5; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Diplomacy +16, Disguise +5, Gather Information +12, Hide +11, Intimidate +5, Knowledge (local [Sheldomar

Valley MRJ] +11, Listen +2, Perform (dance) +12, Perform (oratory) +12, Profession (hostess) +9, Sense Motive +9, Spot +2; Alertness, Dodge, Light Armor Proficiency, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Versatile Performer (comedy, woodwind instruments).

Bard Spells Known: (3/4/3: Base DC = 13 + spell level): 0 - *dancing lights, daze, light, mending, prestidigitation, read magic*; 1st - *charm person, expeditious retreat, sleep, unseen servant*; 2nd - *cat's grace, invisibility, silence*.

Possessions: *bracers of armor +3, ring of protection +1, shortsword, traveler's outfit.*

Physical Description: Trina runs a house of hospitality at the fort. She is a human female, approximately fifty years old, around ft. 5 in. and 120 pounds with long red hair and green eyes. She looks about twenty years younger and, though some rumors attribute this to magic, it is all naturally achieved. Trina was an adventuring bard until her party was wiped out in a cavern beneath the Lortmils. She does not talk about this although she is said to still bear scars from her final fight. She retired and opened the brothel in Fort Tribulation. It is widely rumored that she and Vitness are lovers and that he seeks her council on most matters.

(Originally developed for 3.0 by Jeff Kahrs; updated to 3.5 by Will Dover)

Encounter Fourteen

Elandrel Jaxob: female human Brd1: Medium humanoid; HD 1d6; hp 4; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk/Grp: +0/+0; Atk +0 melee (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger); SQ Bardic knowledge (+1), Bardic music 1/day, Countersong (Su), Fascinate (Sp), Inspire Courage (Su) +1; AL NG; SV Fort +0, Ref+3, Will +1; Str 10, Dex 13, Con 10, Int 10, Wis 8, Chr 14.

Skills and Feats: Bluff +6, Diplomacy +6, Gather Information +6, Perform (dance) +6, Perform (woodwind instruments) +6, Profession (hostess) +3, Profession (waitress) +3; Dodge, Mobility, Simple Weapon Proficiency.

Bard Spells Known: (2: Base DC = 12 + spell level): 0 - *light, mending, prestidigitation, read magic*.

Possessions: dagger, entertainer's outfit.

Physical Description: Elandrel is a human in her late teens who is fascinated with the adventurers who travel through Fort Tribulation. She has worked for Trina for a little over six years and has recently started training with her as a bard. Elandrel is a good dancer and performs well with woodwinds, but she still has a lot to learn about other bardic skills. She is nice, charming, pretty, and flirtatious. She has long blonde hair and crystal blue eyes.

(Originally developed for 3.0 by Jeff Kahrs; updated to 3.5 by Will Dover)

Appendix One – APL 2

Encounter One

Grint and Russleman: Male human Rog1; CR 1; Medium humanoid; HD 1d6+3; hp 9; Init +3 (Dex); Spd 30 ft. AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor); BAB/Grp +0/+0; Atk +0 melee (1d6 nonlethal, sap) or +1 melee (1d6/18-20, masterwork rapier) or +3 ranged (1d8, light crossbow), Full Atk +0 melee (1d6 nonlethal, sap) or +1 melee (1d6/18-20, masterwork rapier) or +3 ranged (1d8, light crossbow); SA Sneak Attack +1d6; SQ Trapfinding; AL CE; SV Fort +3, Ref +5, Will -1; Str 10, Dex 17, Con 16, Int 13, Wis 8, Cha 6.

Skills and Feats: Balance +7, Escape Artist +7, Hide +7, Jump +4, Listen +3, Move Silently +7, Search +5, Spot +3, Tumble +7, Use Magic Device +2; Dodge, Combat Expertise.

Possessions: 10 crossbow bolts, light crossbow, masterwork rapier, masterwork studded leather armor, sap, 300 gp in coin and gems.

Encounter Three

Jherag: male hobgoblin Ftr2; CR 3; Medium humanoid; HD (2d10)+6; hp 19; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2 / +5 ; Atk +4 ranged (1d6+3, javelin) or +7 melee (2d6+4 /19-20, masterwork greatsword); Full Atk: +4 ranged (1d6+3, javelin) or +7 melee (2d6+4/19-20, masterwork greatsword); AL LE; SV Fort +6, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Handle Animal +3, Hide +3, Intimidate +6, Move Silently +4, Ride +1; Cleave, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (greatsword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: chain shirt, 3 javelins, masterwork greatsword, traveler's outfit.

Hobgoblins (6): hp 6 each; see *Monster Manual* page 153.

Encounter Eight

Lizardfolk (4): hp 13 each; Bluff +0, Sense Motive +0; see *Monster Manual* page 169.

Encounter Nine

Stirges (6): hp 5 each; see *Monster Manual* page 236.

Encounter Ten

Wooden Animated Statue: CR 2; Medium construct; HD 2d10+20; hp 35; Init +0; Spd 40 ft., swim 20 ft.; AC 14, touch 10, flat-footed 14 (+4 natural); Base Atk/Grp: +1/+2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); Space/Reach: 5ft./5 ft.; SQ Construct traits, Darkvision 60 ft., Hardness 3 (Ex), Improved Speed (Ex), Low-light Vision; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Skills and Feats: n/a.

Hardness (Ex): An animated object has the same hardness it had before it was animated. This statue is made of somewhat decayed and distressed wood so it has a hardness of 3.

Possessions: None.

Encounter Thirteen

Human Commoner Zombies (6): hp 16 each; see *Monster Manual* page 266.

Encounter Fourteen

Lambda Casten: male human Clr3; CR 3; Medium humanoid; HD (3d8)+3; hp 20; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); Base Atk/Grp: +2/+2; Atk +3 melee (1d4+1/19-20, +1 dagger) or +4 ranged (1d8/19-20, light crossbow) or +3 melee (1d4, masterwork dagger) or +3 ranged (1d4/19-20, thrown masterwork dagger); Full Atk +3 melee (1d8+1/19-20, +1 heavy mace) or +4 ranged (1d8/19-20, light crossbow) or +3 melee (1d8, masterwork dagger) or +4 ranged (1d4+1/19-20, thrown masterwork dagger); SA Rebuke Undead (Su); SQ Aura (Ex), Spontaneous Casting; AL NE; SV Fort +4, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 14, Wis 14, Cha 14.

Skills and Feats: Concentration +7, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (religion) +8, Spellcraft +10 ; Combat Casting, Heavy Armor Proficiency, Improved Initiative, Light Armor Proficiency, Medium Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Spell Focus (necromancy).

Cleric Spells Prepared: (4/3+1/2+1; Base DC = 12 + Spell Level): 0 - *detect magic, read magic, resistance, virtue*; 1st - *bles*s, * *Nystul's magic aura, sanctuary, shield of faith*; 2nd - *bull's strength, calm emotions, * detect thoughts*.

* - Domain Spell; Deity: Vecna; *Domains:* *Knowledge* - All knowledge skills are class skills. You cast divinations at +1 caster level. *Magic* - Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Possessions: +1 *heavy mace*, 10 crossbow bolts, light crossbow, masterwork full plate, masterwork dagger, *scroll of entropic shield, scroll of expeditious retreat, scroll of shield*, silver holy symbol (Vecna), cleric's vestments, 1,200 gp in coin and gems .

Wolf Skeletons (2): hp 16 each; see *Monster Manual* page 226.

Human Warrior Skeletons (6): hp 9 each; see *Monster Manual* page 226.

Appendix Three – Gran March Character Development

In order to assist players in developing appropriate characters for Gran March, this appendix lists some important issues to consider.

Military Service: All males in Gran March must either have completed or are currently in military service. Females, non-residents, wood elves from the Dim Forest, and those males either mentally or physically unfit for service (being older than Middle Age for the PC's race, for example) are exempt from active duty. There are, however, many females and Dim Forest elves who serve.

Males who are not mentally or physically fit, however, typically do their service in the Work Battalions, also known by commoners as the Work Gangs. They perform many of the civil engineering tasks for the nation, such as building roads or draining swamps. A number of skilled artisans also are assigned to the work gangs and, because of temperamental and religious requirements, most druids also end up there. In addition, a number of monasteries dedicated to peaceful pursuits accept whole tasks to perform in order to gain exemption for their acolytes (i.e., they staff and command their own work battalions).

Thus, players of eligible PCs need to make a choice. They can start their PC as an active duty soldier in the Gran March military, as a veteran, as someone exempt from military service, or as someone who worked in the Work Battalions. Active duty PCs must reserve 39 of their annual TUs for their military service obligation. These are called "military TUs". If a Gran March Regional scenario or Sheldomar Valley Metaregional scenario is designated as a "military" scenario, an active-duty military PC can spend the TUs for the scenario from the pool of military TUs. On the positive side, military PCs have some item access and other benefits that other PCs do not have. See the Gran March Military documents for details.

Veteran PCs, on the other hand, do not have any restrictions on their TUs. They do not, however, gain any of the benefits of active-duty PCs. They are also subject to reactivation in a Gran March regional scenario, putting them subject to military orders for the duration of the scenario.

Females, Dim Forest elves, and those older than Middle Age are exempt from service. Your PC can still serve if desired, though. Non-residents (those PCs from regions other than Gran March) are also exempt, but if the PC changes region to Gran March and is a male capable of serving, the PC has one year (52 TUs) to sign up with the military. Otherwise, the PC must change regions at the next opportunity to do so. Those exempt from military service, however, are expected to render any aid or assistance to the military as needed.

In order to have served in the Work Battalions, a PC must be physically unfit (in game terms, the PC have a minimum total net modifier from physical attributes (Str, Dex, Con) of less than +0), be mentally unfit (having a minimum total net modifier from mental attributes (Int, Wis, Chr) less than -2), be a druid, or be a monk. If the PC is male and does not meet any of the above requirements, he must either be a veteran or on active duty.

Service Branch: Active-duty and veteran PCs are assigned to some specific duty in the Gran March military. This assignment is typically based on class, skill, and feat selection. Players of active-duty or veteran PCs should select one of the areas below as their branch of service (PCs who qualify in multiple areas have a choice in assignment):

- Infantry – Fighters, Paladins, and Marshals.
- Cavalry – PCs with ranks in Ride and the Mounted Combat feat.
- Archery – PCs with the Point Blank Shot feat.
- Spellcaster Corps – Wizards, Sorcerers, Warmages, and Favored Souls.
- Scouts – Monks, Rogues, and Rangers who have Hide and Move Silently.
- Musicians Corps – Bards and other PCs who have ranks in Perform.
- Teamsters
- Cooks

- Engineers

In addition, active-duty PCs who start out as Fighters, Paladins, or Marshals have a starting rank of Corporal and have a faster promotion rate.

Service Assignment: To serve as an aid both for assigning active-duty 1st-level characters and for providing some background for veteran characters, here is a list of field-duty Battles and their locations (1st-level PCs are not likely to be in garrison or in any of the elite units):

Battle	Nickname	Area of Operation
4 th	The Baklunish Regret	Northern Gran March border
5 th	The Realstream Guard	Western Gran March border
6 th	Rock of the Cragmors	Eastern Gran March border
7 th	The Spears of the Sheldomar	Southern Gran March border
8 th		Army of Retribution - Geoff
9 th	The Muddogs	Rush March
10 th	The Shadow Rangers	Dim March
11 th		Army of Retribution - Geoff
12 th	The Wheel of the March	Patrolling between Hookhill and Shiboeth
14 th		Army of Retribution - Geoff
15 th		Army of Judgment - Geoff
16 th		Army of Retribution - Geoff
18 th	The Enders of Dispute	Combat Support – Principality of Ulek
19 th	Defenders of the Hall	Army of Judgment - Geoff
20 th	The Roadway Guardians	Patrolling between Buxton's Crossing and Orlane
21 st		Army of Judgment - Geoff
22 nd		Army of Retribution - Geoff
23 rd	The Pomarj Scourge	Combat Support – Principality of Ulek
24 th		Army of Judgment - Geoff
25 th		Army of Retribution - Geoff
26 th		Army of Retribution - Geoff
27 th	The Spears of Ulek	Combat Support – Principality of Ulek
28 th		Army of Judgment - Geoff
29 th		Army of Judgment - Geoff
30 th		Army of Judgment - Geoff
32 nd		Patrolling Rush March and Keoland border
33 rd		Patrolling Dim March and Bissel border

Choice of Deity: There are seven faiths that are generally recognized as Major Churches in Gran March. They are the Church of Heironeous, the Harvest Church (representing the Oeridian agricultural gods Merikka, Atroa, Sotillon, Wentta, and Telchur), the Church of Saint Cuthbert, the Church of Pholtus, the

Church of Fharlanghn, the Church of Phyton, and the Church of Obad-Hai. Clerics, druids, paladins, and other divine casting classes can select an appropriate deity from any listed above and feel confident that they are appropriate for the region. The same goes for any good dwarven, elven, gnomish, or halfling deity. Most other good gods are treated neutrally in Gran March. The Flan pantheon, however, with the exception of Obad-Hai (including Pelor) are considered to be cults due to the Ur-Flan's connection with the Whispered One.

Arcane Spellcasters: All arcane spellcasters (in region or out of region) are required to register with the Commandant's College of Applied Martial Arcane Arts (commonly known as Syrloch). A Registrant of Syrloch has no real obligation, but can be called into government service in case of emergency. PCs who meet the requirements for Graduate level in Syrloch can apply for that status at the end of this adventure.

Clan Cattail: If the party thought to have one of the Cattails as a scout and were successful in this scenario, that Cattail will sponsor any suitable PCs to be adopted into their tribe, Clan Cattail, and thus enable them to aid in the defense of the Clan as Clan Protectors. To become a Cattail Protector, a person must:

- Be either:
 - at least 50% Flan extraction, and born or adopted as a child into the clan, or:
 - adopted or married into the clan as an adult. (To be adopted as an adult, a character must have a Cattails Protector sponsoring them, and they must be accepted by a majority vote of the Council members. Each PC Clan Council Member will have a vote, and the remainder of the Council abstracted by granting each of the Triad members of Gran March a vote. Flan extraction and the ability to speak Flan both greatly increase your chance of adoption.) Adoption takes 1 TU to undergo the Ceremony of the Turning, as detailed in the Important Dates section. A character marrying a Cattail would follow the same guidelines as adoption for acceptance into the Cattail Clan metaorg.
- Speak the Flan language.
- Have at least one level of one of the following classes, (preferably within the first 2 levels): Barbarian, Cleric¹, or Druid², or Ranger.
- Have Gran March as your character's home region. If you also wish Gran March citizenship, you must perform or have performed your civic duty (either in their Work Gangs or their Military). Citizenship, however, is not a prerequisite for clan membership.
- Membership in the Cattail Clan entails that each Protector come home for some period of time throughout the year. For regular Protectors, this costs 4 TUs per year. They use 2 TU of this time to attend two annual gatherings of the clan, held during the first weeks of Planting and at the end of the year. These TUs can not be paid from a Military TU pool. Protectors spend the additional 2 TUs to hunt dangerous prey in the Rushmoors and generally defending the clan. These additional TUs may be drawn from the military pool, as part of the treaty grants that some Cattails are routinely transferred to the Rushmoors for 'pacification' duties throughout the year. When you join the Cattail Clan, note your membership on an AR and deduct the TU cost on that same AR. After that, deduct the TU on the first AR of a new year that you maintain membership in the Cattail Clan.

¹ The only deities currently accepted by the Cattail Clan are Beory, Ehlonna, Mayaheine, Obad-hai, and Pelor. However, due to the chaotic nature of the Cattails, Mayaheine is not widely accepted.

² Some Cattail druids follow the Flan Old Faith, similar to the druids of Geoff. This is a role-playing guideline, not a requirement. Morwenna the Fair of Geoff describes the Old Faith as "not really a church, nor is it much concerned with Good and Evil or Law and Chaos. Guided by Druids, the Old Faith is concerned with the cycle of birth, life, death, and rebirth. This cycle is inherent in the physical world around us, perhaps most obviously in the seasons." See the Geoff metaorg and religious documents for details.

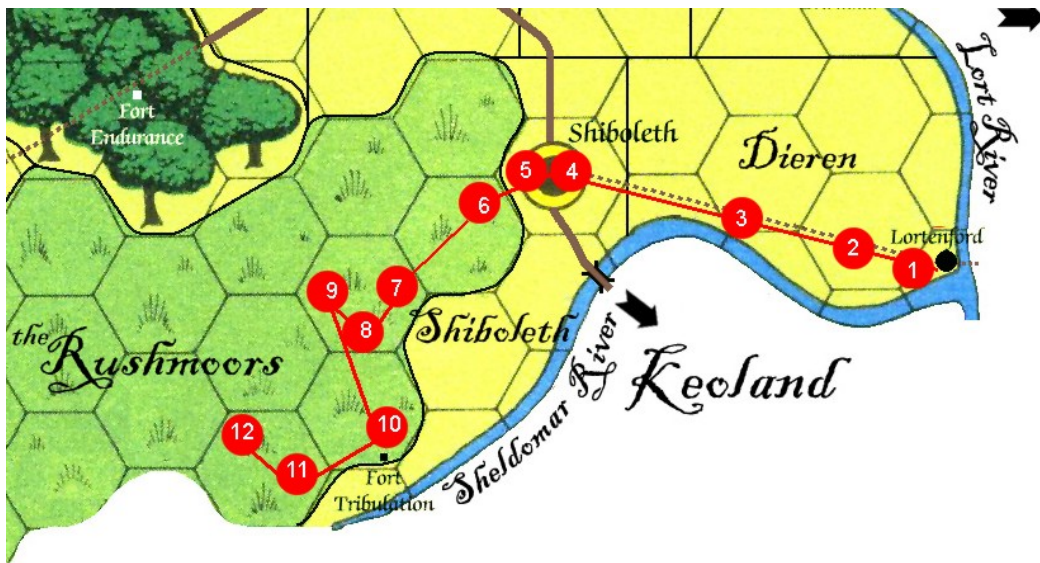
- A Protector is expected to support the clan while as a mercenary or adventuring through the mechanism of the Support Payment. For NPC Cattails, this represents half of their earnings, and is paid throughout the year. PCs who are Protectors, being the successful adventurers they are, send 500 Lions (gp), which is paid at the end of each year and is noted on their first AR of the new year in the Items Bought section as “Cattail Clan Support Payment”.

The Corporation: Rogues and their ilk may want to join the Corporation as a result of this scenario: In order for a character to gain The Corporation’s attention and thus be allowed to work with them as an affiliate, a character must:

- Possess two ranks in any one of the following skills: Diplomacy, Intimidate, Sense Motive.
- Possess two ranks of Bluff.
- Possess two ranks in any one of the following skills: Craft (trapmaking), Disable Device, Disguise, Forgery, Knowledge (dungeoneering), Open Lock, Slight of Hand.
- Be of any alignment other than Lawful Good.

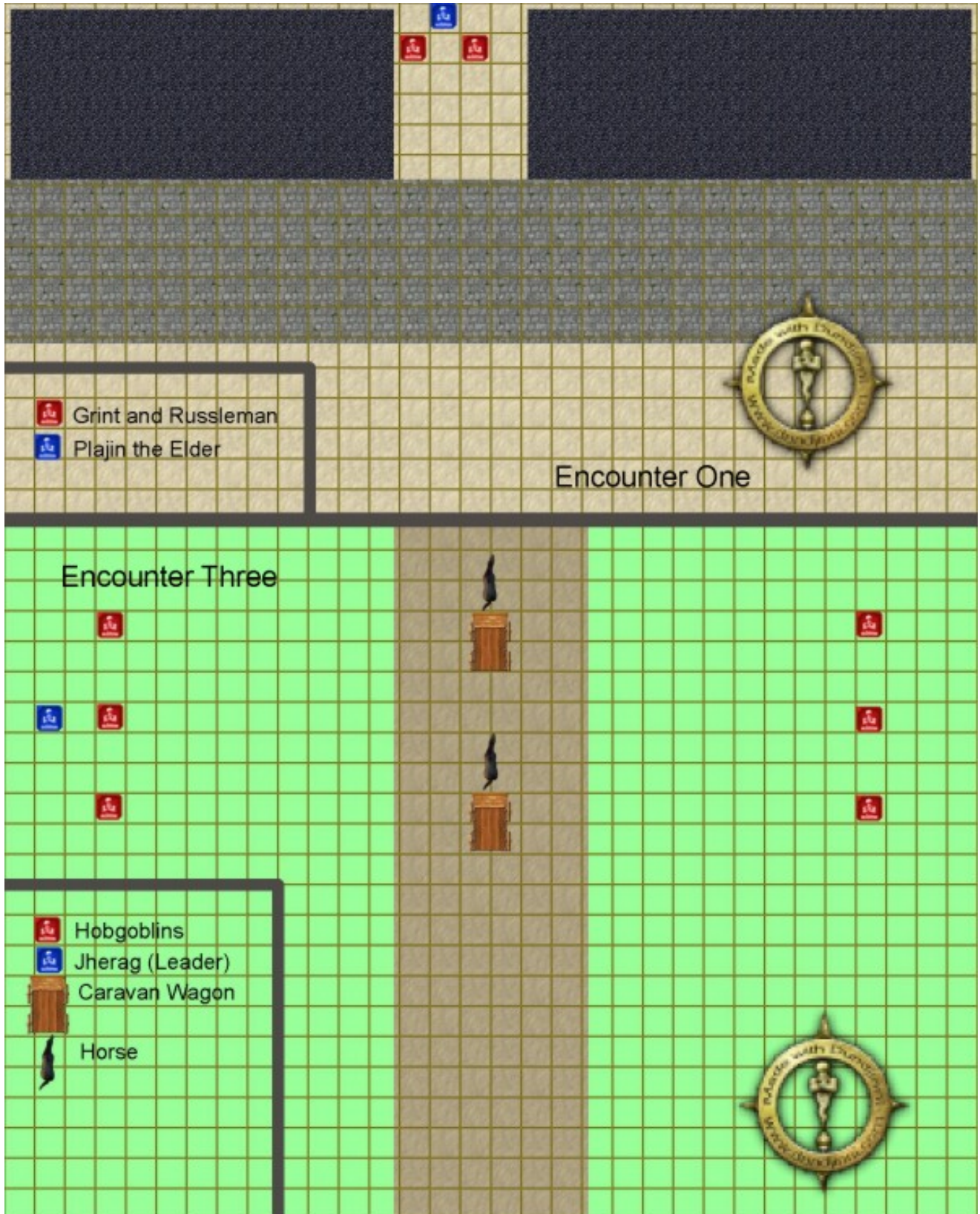
Spellcasters who have access to 1st-level spells can substitute this ability for either requirement 1 or requirement 3. PCs with the Track feat and the favored enemy special ability can substitute those for either requirement 1 or requirement 3. Non-spellcasters can substitute the rank of Corporal in the Army for requirement 1 or requirement 3. Those PCs who meet two of the three exemptions (for example, being a Ranger and a Corporal in the military or being a Ranger / Cleric) can waive both requirements. Requirements 2 and 4 are mandatory.

Appendix Four – Judge’s Map of Southern Gran March

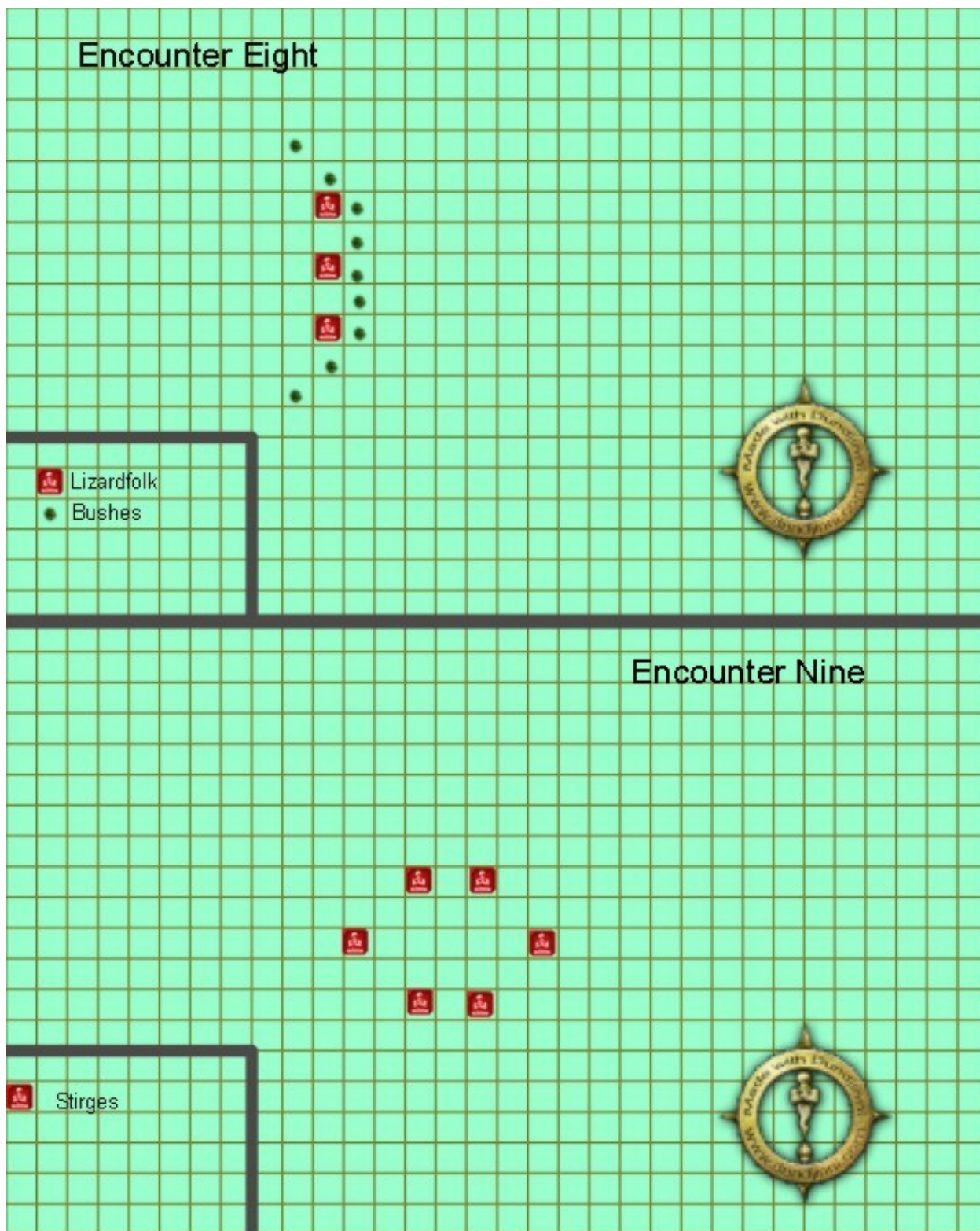


- 1 – Encounter One
- 2 – Encounter Two
- 3 – Encounter Three
- 4 – Encounter Four and Five
- 5 – Encounter Six
- 6 – Encounter Seven
- 7 – Encounter Eight
- 8 – Encounter Nine
- 9 – Encounter Ten
- 10 – Encounter Eleven
- 11 – Encounter Twelve and Thirteen
- 12 – Encounter Fourteen

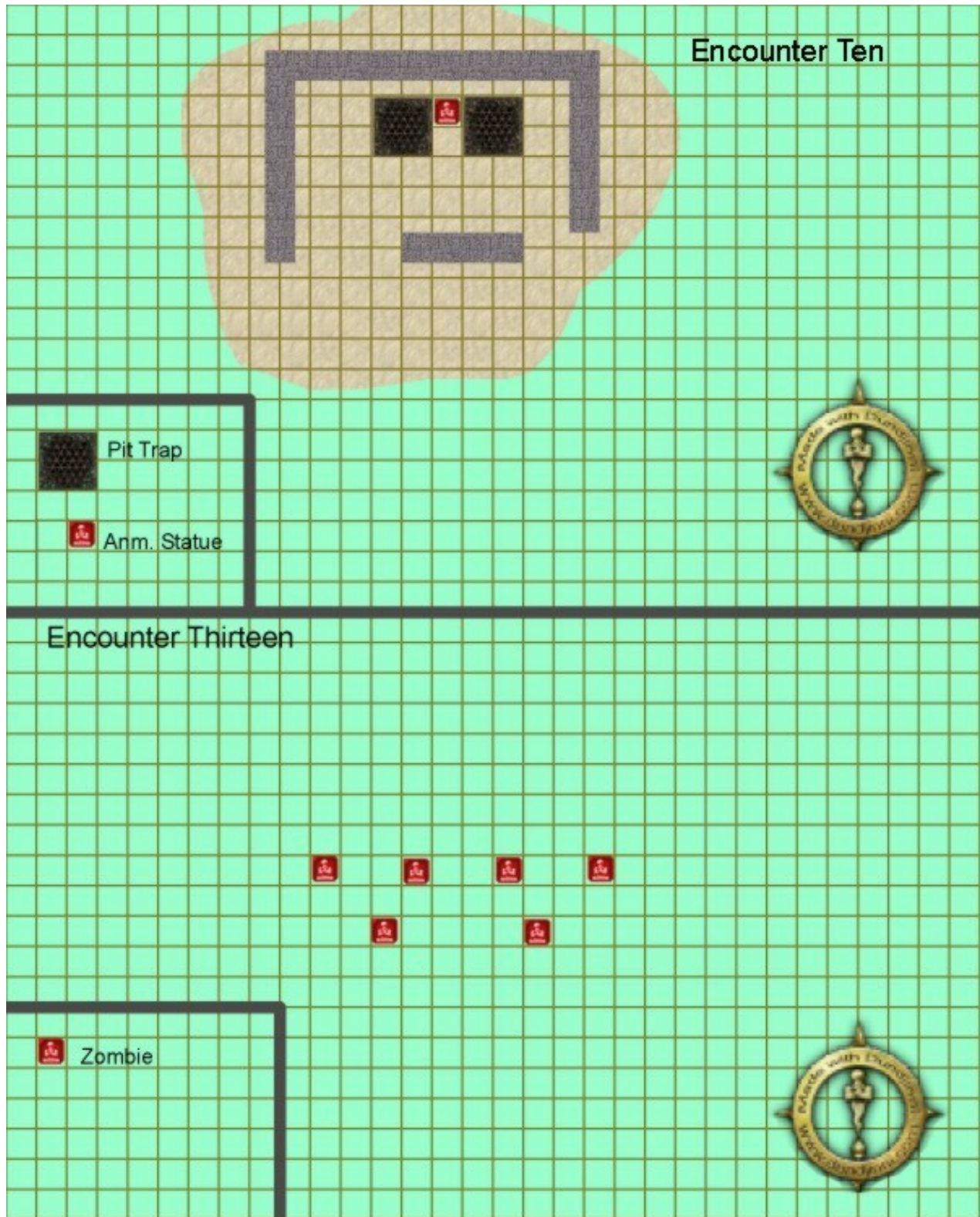
Appendix Five – Map for Encounters One and Three



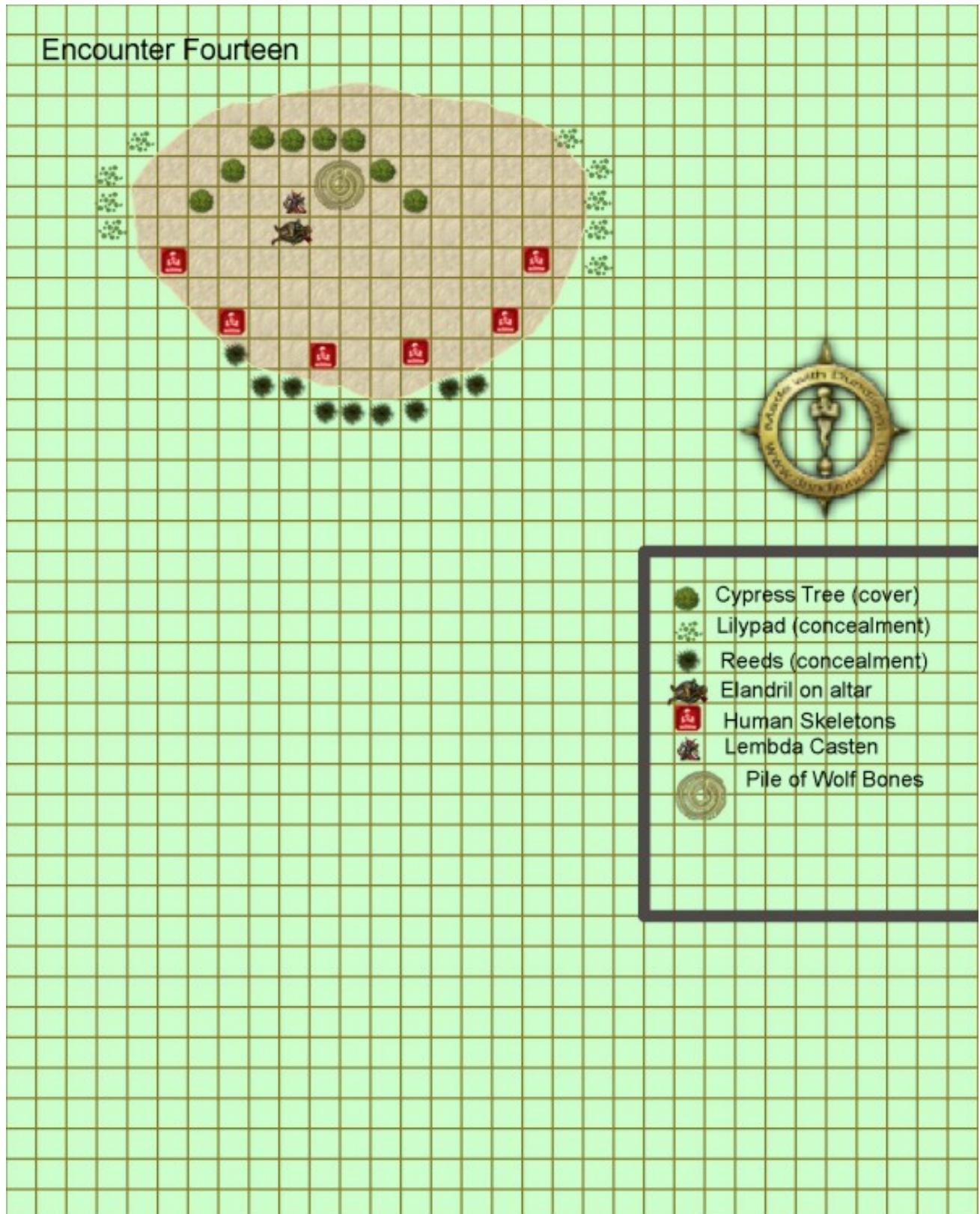
Appendix Five – Map for Encounters Eight and Nine



Appendix Six – Map for Encounters Ten and Thirteen



Appendix Seven – Map for Encounter Fourteen



Appendix Eight – “Where have I seen this before?”

This scenario is built on what has gone on before. As such, there are numerous NPCs and places that have been described in past scenarios, all the way back to Year One. Rather than having a Judge develop a headache from trying to remember just where so-and-so NPC came from, this Appendix lists the past references by encounter:

Encounter One

Plajin the Elder originally appeared in *GRM1-01 Into the Rushmoors* and was the patron for the original adventurers then as well.

Lortenford has seen a lot more action in the past year, with *GRM4-01 Homecoming* starting there and *GRM4-08 Getting the Point in the End* set there as well.

Encounter Five

The Blinding Spire was first mentioned in *GRM1-07 The Lesser of Two Goods*. As the original description for the cathedral was set in a nighttime setting, the description for this scenario has been modified for use in daytime activities.

Brother Ploellin of the Gleaming Light made his initial appearance in *ADP1-08 Plea from Beyond the Grave*. In the Core version of this Adaptable, Ploellin was a priest of Rao; but, as we do not have many worshippers of this deity in Gran March, he became a cleric of Pholtus in our adaptation. His calm personality was a stark contrast to the Pholtians in *GRM1-07* and could be one of the first Pholtian clergy to adopt a less radical and evangelical approach.

Encounter Six

Billet Themlin first appeared as the foil to the Pholtians' plans in *GRM1-07 The Lesser of Two Goods*.

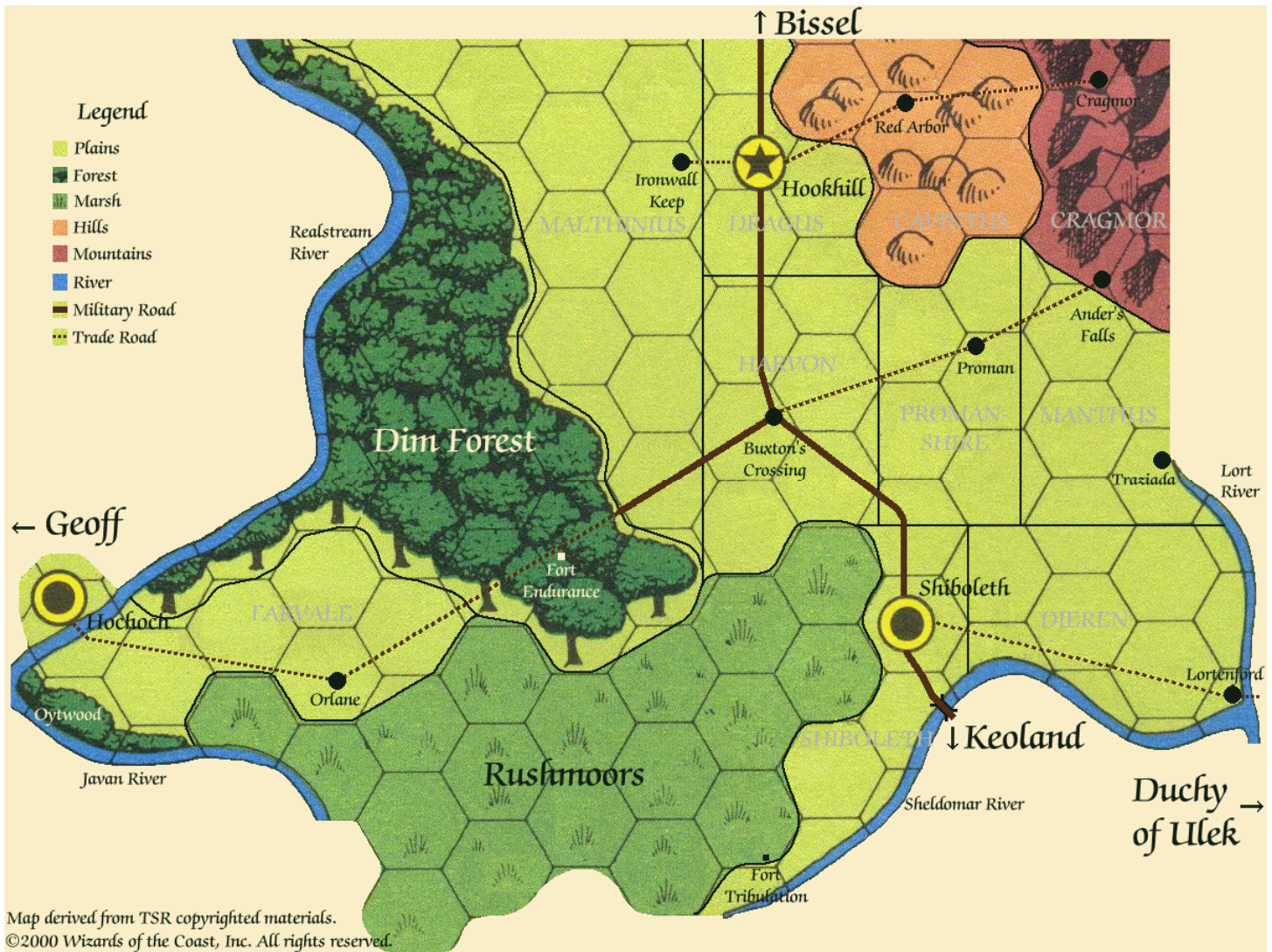
Encounter Eleven

Warden Trigorn and Trina Multer were originally in *GRM1-01 Into the Rushmoors*. Warden Trigorn has also appeared in a couple of other Gran March regionals, most recently *GRM5-05 Familiar Territory*.

Encounter Fourteen

Elandrel Jaxob was originally in *GRM1-01 Into the Rushmoors*.

Player Handout One – Map of Gran March



Player Handout Two – Major Areas in Southern Gran March

Lortenford

Lortenford is the baronial seat of Barony Dieren. Though the Barony itself has a large population of high elves, Baron Giere Dieren is human, like most of the Gran March nobility. The Elector of Lortenford itself, Elector Alasenor En'Tianos is an elf. The 6th and 7th Battles come through this city during their border patrol duties as do most of the merchant caravans from the Ulek states. In addition to its merchant traffic, Lortenford is primarily known for wine, silk, and dyes. Due to the number of elves residing here, Lortenford and Barony Dieren are also well-known for the quality of arcane casters born here. For more details on Barony Dieren and the elves that live there, consult the Gran March Dieren Elves metacampaign document. (*Written by Will Dover, with additional material provided by George Harris.*)

Shiboleth

Shiboleth is a town of just under 6,000 people in the southeastern part of Gran March. Shiboleth is the seat of the Barony of Shiboleth, and its ruler is Baron Germike Doulanfon. Although small as compared to other walled cities in the Flanaess, Shiboleth is second only to Hookhill in size in the Gran March. Shiboleth serves as an important station for trade goods headed north out of the Sheldomar Valley and south into Keoland. Shiboleth is also the northern terminus of the Sheldomar Pike, which runs through the Ulek states. As such, Shiboleth has a plethora of inns and shops that cater to travelers for a city of its size. All of the major churches have a temple in Shiboleth, but the Churches of Pholtus, St. Cuthbert, and Zilchus are the strongest and have their largest temples in the city. In recent history, Shiboleth is known for producing the last two Commandants of Gran March. The current Commandant of Gran March, Magnus Vrianian, and former Commandant Petros Gwalchen were both reared here. Recently, Shiboleth has been struck by a terrible earthquake. There are many rumors that it was magical and not a natural event. Many of the poor in the city died in the event or the ensuing fires. The town remains full of many soldiers attempting to help in the reconstruction of the wounded city. (*Written by Russ Timm, with additional material by Will Dover and John Richardson.*)

Fort Tribulation

The Warden of the Rush March, Lord Vitness Tragorn, has his seat at Fort Tribulation. He has been assigned the 9th Battle, commanded by Knight Colonel Nicoli Jinx, to assist in the pacification and control of the swamp. These soldiers rarely travel more than one day's ride (about 10 miles) out from the fort unless on a specific mission. The fort itself is made of wood palisades approximately 200 feet on each side. There is an iron-bound double gate. Inside there are barracks and a smithy as well as a number of civilian shops. These offer supplies to those who would enter the moor. Trina's House of Hospitality provides a place to find guides and companionship of a more professional nature. Shallow bottom paddleboats are also available for purchase. Recently the fort was attacked by a large force of bullywugs from the swamps and almost overwhelmed. The valiant defense of the fort was accomplished not only by the soldiers, but by local native Flan and many adventurers. The fort lies about one week's travel southwest of Shiboleth. (*Written by Jeff Kahrs, with additional material by Will Dover, James Lell and John Richardson.*)

The Rushmoors

The Rushmoors is a fetid, dangerous place overflowing with foul monsters, Flan barbarians, evil outlaws, and terrible diseases. The Rushmoors is a thriving, ecologically balanced, wetland filled with unique flora and fauna. Oddly, both of these disparate views are correct. In reality, the Rushmoors is both deadly and beautiful and contains both hazards and rewards for Gran March.

The moor sits at a lowland point at one end of the Lort table. All the rain that falls in greater Gran March eventually makes its way into the depression. At one end, the water is contained by the Sheld Ridge (the same highland that gives the Sheldamar its source) and, at the other, it drains into the Javan. This drain keeps the area from forming into a large lake. There are numerous rises throughout the depression,

which form small islands in the muck. No small numbers of these are inhabited by lizard men, outlaws, goblins, or simply those who wish isolation from society. There are also a few tribes of Flan barbarians residing on the edges of the swamp. Because the whole swamp lies in a depression, an inversion layer frequently traps the air inside creating a humid, stagnant climate with temperatures that can rise well above those of surrounding lands. The average temperature in summer is 95 degrees and in winter, it is 75. The average year round humidity is above 90. Overall, approximately 1,500 humans live and work in the Rushmoors with the vast majority of those living within one day's ride of Fort Tribulation in the southeast corner or just south of Orlane. It is estimated that 1,500 humanoids inhabit the unexplored areas of the swamp. Local tales tell that the swamp was once the home of Vecna and was cursed to become a foul swamp after his demise. It is rumored that many artifacts of the Whispered One can be found deep in the Rushmoors. (*Written by Jeff Kahrs, with additional material by Will Dover and John Richardson.*)

Player Handout Three – Bu'a'da

To be given to the players if they choose Bu'a'da as their guide so that they can play this PC in combat.

Bu'a'da of the Rushmoors: male human Rgr1/Bbn1; CR 2; Medium humanoid; HD (1d8)+(1d12)+2; hp 16; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+4; Atk +4 ranged (1d8/x3, longbow) or +4 melee (1d8+2/19-20, longsword); Full Atk +4 ranged (1d8/x3, longbow) or +4 melee (1d8+2/19-20, longsword); SA Favored Enemy (animal) +2, Rage (Ex) 1 times/day (6 rounds), Rage bonuses, CON +4, Willpower +2, AC -2, HP 4; SQ Wild Empathy (Ex); AL NG; SV Fort +6, Ref +5, Will +1; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Handle Animal +3, Hide +6, Intimidate +6, Jump +7, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Spot +5, Survival +6, Swim +3; Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit.

Physical Description: The oldest of the Moadra children at age 26, Bu'a'da is about 6' 3" and 220#. He has the red hair and weathered features typical of Flan tribesmen. He is easily the strongest of his brothers and sisters. He is not a dumb barbarian and uses his rage only as needed. He is a Clan Protector.

Player Handout Four – Reek'ma'ki

To be given to the players if they choose Reek'ma'ki as their guide so that they can play this PC in combat.

Reek'ma'ki of the Rushmoors: female human Rgr1/Rog1; CR 2; Medium humanoid; HD (1d8)+(1d6)+2; hp 12; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword; Full Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); SA Favored Enemy (Animal) +2, Sneak Attack +1d6; SQ Trapfinding, Wild Empathy (Ex); AL NG; SV Fort +3, Ref +7, Will +1; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Disable Device +3, Handle Animal +3, Hide +6, Jump +3, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Open Lock +4, Spot +5, Survival +6, Swim +3; Light Armor Proficiency, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit.

Physical Description: Reek'ma'ki is an attractive Flan female standing a mere 5 feet tall and weighing only about 100#. She is slender and moves with grace. Her features are tanned, but not weathered, indicating that she spends more time indoors (or at night) than the rest of her family. She is the youngest Moadra at age 18 and just became a Clan Protector. She is not a member of the Corporation as she has never practiced her second profession outside of the Rushmoors.

Player Handout Five – Teek'ma'ki

To be given to the players if they choose Teek'ma'ki as their guide so that they can play this PC in combat.

Teek'ma'ki of the Rushmoors: female human Rgr1/Clr1; CR 2; Medium humanoid; HD (1d8)+(1d8)+3; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); Full Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); SA Favored Enemy (Animal) +2, Turn Undead (Su); SQ Aura (Ex), Spontaneous Casting, Wild Empathy (Ex); AL NG; SV Fort +5, Ref +5, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Handle Animal +3, Heal +3, Hide +6, Jump +7, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Spellcraft +3, Spot +5, Survival +6, Swim +3; Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Cleric Spells Prepared: (3/2+1; Base DC = 11 + Spell Level): 0 - *detect poison, guidance, light*; 1st - *bles, endure elements, expeditious retreat*.*

* - Domain Spell; Deity: Ehlonna; *Domains: Animal* - You can use *speak with animals* once per day as a spell-like ability. Add Knowledge (nature) to your list of cleric class skills. *Celerity* - Your land speed is faster than the normal for your race by +10 feet. This benefit is lost if you are wearing medium or heavy armor or carrying a medium or heavy load.

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit.

Physical Description: Teek'ma'ki is the second oldest of the Moadra brood at age 22. While just as attractive as her sister Reek'ma'ki, Teek'ma'ki has a more studied and calmer appearance. She is as athletic as her older brother Bu'a'da and can easily match him in a foot race due to the blessings of her deity. She is 5' 8" tall and weighs 125#. Like the rest of her siblings, Teek'ma'ki is a Clan Protector.

Player Handout Six – Toov'a'da

To be given to the players if they choose Toov'a'da as their guide so that they can play this PC in combat.

Toov'a'da of the Rushmoors: male human Rgr2/Sor1; CR 3; Medium humanoid; HD (1d8)+(1d4)+3; hp 10; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +1/+3; Atk +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword; Full Atk: +3 ranged (1d8/x3, longbow) or +3 melee (1d8+2/19-20, longsword); SA Favored Enemy (animal) +2; SQ Summon Familiar, Wild Empathy (Ex); AL NG; SV Fort +3, Ref +5, Will +3; Str 14, Dex 14, Con 12, Int 12, Wis 12, Cha 12.

Skills and Feats: Climb +3, Concentration +3, Handle Animal +3, Hide +6, Jump +3, Knowledge (geography) +4, Knowledge (nature) +7, Listen +5, Move Silently +6, Spellcraft +3, Spot +5, Survival +5, Swim +3; Light Armor Proficiency, Martial Weapon Proficiency, Point Blank Shot, Precise Shot, Shield Proficiency, Simple Weapon Proficiency, Track.

Sorcerer Spells Known: (5/4; Base DC = 11 + Spell Level): 0 - *detect magic, detect poison, prestidigitation, read magic*; 1st - *arrow mind, magic missile*;

Possessions: longbow, longsword, *mithral shirt*, traveler's outfit, shortsword.

Physical Description: Toov'a'da is the younger brother of Bu'a'da at age 20 and, while they share the Flan features of the Moadra line, the two could not be more different. He is 6 feet tall, but weighs only 160#. While just as strong as his brother, Toov'a'da is wirier in appearance. He is a bit of a practical joker. This wears thin around the rest of Clan Cattail, even though he is a Clan Protector himself.

Player Handout Seven – Ransom Note

To Plajin the Elder, sage of the Ur-Flan,

While we have the box, you can figure out what it means. We know the Guthbertines have given you a copy. Find the relic that the notes in the box describe and you will have your loved one back. When you have the relic, go due west from the fort. After an hour's travel, you will find a freshly-cut trail which will bring you to me. Do not send any soldiers; she will certainly die if we see one Marcher tabard coming for us.

For the Whispered One.