

GRM5-05

Familiar Territory

A One-Round D&D® LIVING GREYHAWK™ Gran March Regional Adventure

Version 1.3

by James Lell

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What began as a simple escort mission to Fort Tribulation becomes an important diplomatic mission in the Rush March. A Gran March regional adventure for APLs 2-12.

Note: This adventure counts as Gran March Military and Caravan Duty.

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 questions specific to this document and your region please e-mail your triad point of contact (POC) at pjf@cerlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the Appendices.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 can 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 receives only one-half of the experience points and gold for the adventure. 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.

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

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	

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Regional 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 adventure.

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

PREVIOUS ADVENTURES

Although this adventure is not truly part of any series, it does follow up on events started in GRM1-01 *Into the Rushmoors* and GRM3-03 *Shades of the Past*. Five years ago, some adventurers received a vision of Fort Tribulation being attacked by lizardfolk. This never came to pass but it appeared to be some kind of warning. Two years later, great unnatural torrential rains fell for nearly two weeks straight. During this time, adventurers encountered a Rushmoors barbarian tribe named Clan Gwarcheidwad that is pledged to keeping relics from The Occluded Empire buried where they lay. The tribe was agitated that the Gran March army, in an effort to drain portions of the Rushmoors to create hospitable farmland, was unknowingly digging up long hidden artifacts. The adventurers brought back a warning from the tribe's leader, a Flan druid named Tar'a'mon, that the Gran March military was to leave the swamp and to stop digging up things that should remain buried. Tar'a'mon's message was not just a warning, it was a clearly defined threat that Clan Gwarcheidwad would act against Gran March if the digging did not stop.

Three years ago, Brother Geraint Brownbaker, a cleric of Pelor, began several clandestine meetings with Tar'a'mon to stay his hand and try to bring peace between the Flan tribes in the Rushmoors and Gran March. Brother Brownbaker is acting of his own accord, and does not truly represent Gran March in these meetings. He is merely trying to establish a pattern of open communication with the Flan tribes so he can facilitate talks in the near future. He has made contacts within the Gran March government that he hopes will be willing to entertain a negotiation with the Flan tribes regarding this issue. In the meantime, the military has continued to dig, ignoring the threat from Tar'a'mon. The military, through the help of some adventurers, found some powerful ruins in the Rushmoors and began to uncover them. True to their word, the Gwarcheidwad began to make harassing attacks on the digs, more to disrupt the dig than kill anyone. The digs also attracted the attention of large groups of bullywugs, who have also made sporadic attacks on the dig sites. During this time, a half-orc Druid named Krag broke into the ruins and was possessed. At the end of 594 CY, these ruins were uncovered and discovered to be an ancient temple to the Whispered One, and an initial exploratory mission released an evil creature. The military could find no means to destroy the ruins, so Gran March called upon its neighbors for help. A collection of religious dignitaries from many allied nations descended on the area. These events occurred in SHE5-01 *Sounds of Silence*.

After the allied dignitaries were stymied in their efforts to enter the temple, a call went out to some experienced adventurers, to help in the destruction of the temple. The temple was destroyed, but not without cost. With the temple destroyed, the bullywugs have stopped trying to take it back and have moved on to other endeavors.

BULLYWUG SWARM

Three years ago, the great rains that flooded the Rush March area also brought about a population boom in bullywugs. A year later, they began to make their presence and power known by trying to seize an ancient source of power. That attempt failed and they have been noticeably absent until recently. At the beginning of the year, the bullywugs resurfaced, and have spent the year mercilessly attacking the various Flan tribes. These attacks have actually just been training exercises for an impending assault on both the Flan tribes and all Gran March holdings in the Rushmoors. The bullywugs have begun amassing a large organized force under the leadership of a powerful savant named Xigglub, and are nearly ready to claim the Rushmoors.

The bullywugs are planning an assault on Gran March territory and just a day before the PCs arrive at Fort Tribulation, the bullywugs send a small force to test the defenses of the fort.

FORT TRIBULATION

Refer to DM Aid: *Fort Tribulation*.

Under Knight Warden Vitness Tragorn, Fort Tribulation has persevered and grown despite his belief that reports to Hookhill are falling on deaf ears. The Warden has drained some of the area surrounding the fort to create farmland and homes for refugees. After five years, a few farms have begun to prosper for the settling families.

Two years ago, the leader of Clan Gwarcheidwad warned the military to leave the swamp or they would attack. The Warden had no authority to disband the camp, but luckily no force attacked. Unbeknownst to the Warden before this adventure, this was due to the machinations of Brother Brownbaker and his negotiations with Tar'a'mon, leader of the Gwarcheidwad. With the recent promotion and assignment of Knight Colonel Nicoli Jinx as commanding officer of the 9th Battle, Tragorn has begun to work with Jinx in planning how to build better relations with the local indigenous Flan tribes. Brother Brownbaker and his peace-making agenda are known to some of the soldiers in the 9th battle, and some of the junior officers have recommended that Knight Colonel Jinx and Warden Tragorn enlist his aid. Warden Tragorn vaguely recognizes Brownbaker as one of dozens of people who have requested meetings with him a few times over the last two years, but for whom he never really had the time. At the time Warden Tragorn

and Knight Colonel Jinx send a message to Brother Brownbaker agreeing to meet with him, they are unaware of the impending bullywug attack. They believe that they have plenty of time to begin peaceful negotiations with the Gwarcheidwad clan.

With this adventure, Fort Tribulation will experience a bullywug attack on its walls, but it will fail. It will cause the Warden to prepare for bigger things soon to follow, as he will correctly assume that the bullywugs were just testing the strength of the fort.

FLAN CLANS

Refer to DM Aid: *Indigenous Flan Clans*.

There are four major clans in the Rushmoors: Cattail, Otter, Gwarcheidwad, and Greenclaw. The Cattails have an arrangement with the military and have had peaceful relations for several years (and are the only possible PC clan). All of the Flan scouts and guides working with the 9th battle in Fort Tribulation that are mentioned in this module are from Clan Cattail. Clan Otter consists of many worshippers of Vecna and seeks to recover Vecna's lost magics buried beneath the swamp. Clan Greenclaw is mysteriously lost.

The Gwarcheidwad clan is the great unknown that Knight Colonel Jinx would like to make peace with. He feels they may be the key to the future in the Rush March. The Gwarcheidwad number many (made up of clansmen from three former clans) and have the main goal of protecting the Rushmoors and ensuring that the evils that may be buried within the swamp stay buried.

However, while draining the swamp, the military uncovered an ancient and very powerful temple to the Whispered One and released an evil that should not have been released. These actions have caused the clan to prepare for an assault on Fort Tribulation, despite Brother Brownbaker's efforts. This attack would have occurred last year if the bullywugs hadn't begun causing a problem for the clan. In fact, the bullywugs have come to age and grown so large that the clan now fears for its survival from this new inner threat. Tar'a'mon has since contacted Brother Brownbaker and subtly suggested that he push for new talks with the military. As yet, he has not heard anything from Brother Brownbaker. Brother Brownbaker is hoping to convince Warden Tragorn and Knight Colonel Jinx to meet with the Gwarcheidwad during the visit he makes at the start of this module.

The enemy Flan included in this adventure is an offshoot of Clan Greenclaw. Only their leader, Raul'ent, was an actual member of the clan and he has been corrupted by an evil artifact of Vecna. He started gathering other Flan from other tribes to rebuild his clan. So far he has gathered about 3 dozen followers, mostly younger males. Not only has the artifact corrupted him, it has also corrupted some of his closest followers.

SHIBOLETH

Recently, an earthquake struck in the Gran March city of Shibolet, about 100 miles northeast of Fort Tribulation. This event unearthed part of an ancient city beneath Shibolet. Syrloch, Gran March's wizard college, sent a team to investigate. They found a gate to Gehenna and were able to close it only by collapsing the cavern that housed it. Unfortunately when the cavern came down it also collapsed part of the city above, destroying parts of it and killing hundreds of citizens. In response, several units of the Gran March army, including parts of the 9th Battle from Fort Tribulation, have been sent temporarily to Shibolet.

ADVENTURE SUMMARY

The adventure begins in Shibolet where the PCs are to escort two half-orcs, Krag and Torok, to Fort Tribulation to be turned over to the work-gangs under Knight Warden Vitness Tragorn. They are also asked to escort a priest of Pelor, Brother Brownbaker, to the fort. The journey to Fort Tribulation is safe and uneventful giving the PCs a chance to talk with their traveling companions. At this time, the attack on Fort Tribulation has not occurred.

At Fort Tribulation, the PCs learn that the fort has been recently attacked by bullywugs. They should turn over the two half-orcs to the March Warden. Knight Colonel Nicoli Jinx is with the Warden waiting for the PCs arrival. He will explain that the fort is in serious danger. Many of the Flan guides that helped guard the fort were killed recently in an ambush by the bullywugs. Brother Brownbaker was initially to meet with Clan Gwarcheidwad to try and get them to join in an agreement with the Gran March government. But now, with a larger attack imminent, Brownbaker will need to go to Clan Cattail and ask for reinforcements. Despite Brother Brownbaker's assurance, Jinx is still concerned that the Gwarcheidwad may join the bullywugs in the attack, or at least attack at the same time. He has been told that the Gwarcheidwad might now consider allying with Gran March against the bullywugs. He is guarded, because he still thinks of them as potential enemies, and he suspects that they feel the same. He requests the PCs make contact with Clan Gwarcheidwad in the Rushmoors. He would like the PCs to arrange a meeting between their elder, Tar'amon, and representatives from Gran March made up of the Knight Colonel and the Warden.

The PCs will be given a young guide to help them find the Gwarcheidwad. They must suffer the Rushmoors in summer and will experience some of the native dangers of the swamp on the way to the Gwarcheidwad camp.

The PCs eventually encounter a few members of the Gwarcheidwad. They will be asked to stay overnight in the guest hut as a show of trust. During the night, some

enemy Flan (Greenclaws) raid the camp and the PCs must make a choice to stay in the hut or help out. If they stay, the PCs will find out that Tar'amon and some children were kidnapped and an offer to rescue them before dawn will be issued. If the PCs leave to help the Gwarcheidwad, then they have a minor run-in with the enemy Greenclaws. After that they will be warned that they will be accused of guiding the Greenclaws to the camp for the attack and that their trust has been broken. They will be given the opportunity to regain the trust by rescuing Tar'amon. They will be given until sunrise to rescue the kidnapped Gwarcheidwad.

The PCs follow the tracks to the enemy Greenclaws' hideout where they can attack to rescue Tar'amon and the children. There are two groups of Flan they must defeat within an hour's time so they can make it back to the Gwarcheidwad before sunrise. The adventure is then concluded based on their success with the rescue mission.

PREPARATION FOR PLAY

It might be helpful to collect a couple of Fort saves to expedite the saves required for diseases within the swamp. A couple of Spot checks may also come in handy for the swamp hazards.

INTRODUCTION

The adventure begins on the road from Shibolet where the military recruited the PCs to escort two work-gangers to Fort Tribulation. If the players are unaware, feel free to tell them that Shibolet was recently hit by an earthquake that destroyed part of the city. Rumors are rampant that most of the damage was caused by magical damage under the city but there are unconfirmed.

You have finally left behind the chaos and destruction in Shibolet, although you often pass files of troops marching toward the injured city. Only a few hours ago a young lieutenant came to you and asked you to escort a dignitary to Fort Tribulation, along with a couple of work-gangers who were needed there. You now find yourself escorting a wagon on the road with several others as you travel from Shibolet.

At this time allow each player to describe their PC. They are accompanied by three individuals: Brother Geraint Brownbaker, Krag, and Torok. Brother Brownbaker is a human cleric of Pelor, and Krag and Torok are both half-orc work-gangers. The PCs may have met all of these individuals before. Brownbaker appears in GRM3-02 *Rotting on the Vine*, and the other two in GRM3-07 *Rustling in the Reeds*.

The Lieutenant was ordered to find some people to escort Brother Brownbaker and the two work-gangers to Fort Tribulation. Apparently Knight Colonel Jinx wanted the work-gangers as soon as possible and Knight Warden

Vitness Tragorn would like to meet with Brother Brownbaker as soon as possible. These three men are all newly arrived in Shiboletth from Hookhill and in a hurry to get to the Fort.

The PCs are asked to turn the two work-gangers over to Knight Colonel Jinx or the Warden. They have been given official military documentation that confirms the transfer. Neither half-orc is to interfere with the PCs escorting them, nor are they allowed to use magic; the PCs should report if either of them do not follow these rules.

The PCs are free to travel in the wagon or on horseback as long as they don't slow the trip. The trip from Shiboletth to Fort Tribulation will take about eight days. Although the PCs may have a faster way to get to the fort, Brownbaker will refuse to leave his wagon behind. Inside the wagon are several barrels of very fine ale he is bringing to the troopers in the fort.

ENCOUNTER 1: ON THE ROAD

The PCs' journey to Fort Tribulation is unhindered with encounters. They will meet a couple of farmers, but no one of significance.

The PCs may use this time to speak with Brother Brownbaker, Torok, and Krag and gather some information as noted below. Neither of the half-orcs talks to the PCs if they try to bully them, but they will respond to normal civility. If one of the PCs has the **Favor of Krag** (from GRM3-07 *Rustling in the Reeds*), then he we automatically be friendly toward that PC.

BROTHER GERAINT BROWNBAKER

♣ **Brother Geraint Brownbaker:** Male Human Clr10; see *Appendix 1*.

Brother Brownbaker knows the following:

- He is meeting with a Flan scout at the fort to go over meeting plans with Tar'a'mon, leader of Clan Gwarcheidwad.
- He is going to the Gwarcheidwad clan to meet with them about a plan of mutual advantage against the bullywugs.
- He knows of Krag, but did not meet him until this trip. Word has spread among the Flan tribes of the half-orc druid that killed the Wolf Clan. The Flan tribes do not like Krag.
- He wants peace between the military and Clan Gwarcheidwad and plans to meet with Warden Tragorn about that situation. After years of polite rebuffs, he has not only been granted a meeting with Warden Tragorn, he has been told that Warden Tragorn has specifically requested his presence to

discuss a meeting with Clan Gwarcheidwad. He is very upbeat about this opportunity.

- He will tell any PC who will listen about the Flan tribes. The DM should feel free to paraphrase the information in *DM Aid: Indigenous Flan Clans* for the players, if they are willing to listen to Brownbaker tell them all about it.

KRAG SATHAN

♣ **Krag Sathan:** Male Half-Orc Drd12; see *Appendix 1*.

Krag Sathan knows the following:

- He has been reassigned to the work-gangs in Fort Tribulation because of his knowledge of the Rushmoors.
- Two years ago he broke into the temple of Vecna, against Captain Jinx's orders, and got possessed. He inadvertently killed many friends and allies until adventurers freed him (hence the previously mentioned favor). He deeply regrets what he did and is trying to serve penance. Those killed while he was possessed included his previous animal companion's family, a soldier, all of the Wolf Clan, some lizardfolk, some kobolds, and some bullywugs.
- Through Captain Jinx's support, Krag was sentenced to 10 years on the work-gangs instead of death (for getting a soldier killed). He feels greatly indebted to the Captain.
- He knows the Captain has been promoted to Knight Colonel and looks forward to helping him out in the swamp.
- He knows that Knight Colonel Jinx used to be on good terms with some lizardfolk in the swamp, but doesn't mention it to the PCs unless they are asking him about Jinx.
- He knows the bullywug population has boomed and that their leader is a powerful savant called Xigglub who is different from other bullywugs. He does not know precisely where Xigglub is located. He knows the great rains of three years ago have caused the boom and that those bullywugs hatched then should be adults now.
- Krag realizes he is not to use his abilities without Warden Tragorn's permission.
- Krag knows that because of killing the Wolf clan none of the Flan in the Rushmoors will have anything to do with him. Most would kill him if they had the chance.
- Krag should be played as introspective and quiet, although he will talk when talked to. He is clearly living with the memory of all the pain he caused.

TOROK

🔱 **Torok:** Male Half-Orc Ftr5; see *Appendix 1*.

Torok is especially respectful of soldiers of officer rank and he knows the following:

- He is going to finish up his punishment in the work-gangs in Fort Tribulation this year. He does not know why he is specifically being sent to Fort Tribulation to finish out his sentence.
- He was sentenced to the work gangs for assault and theft.
- He is a reformed criminal that owes much of who he currently is to Knight Colonel Jinx. Jinx has molded him into a soldier dedicated to something greater than himself.
- He looks to the Knight Colonel as a father figure and would like to serve under him. He may not understand his feelings in this way, but he knows that he looks up to Jinx and would die for him.
- He is a strong warrior and expecting to do a lot of manual labor at the fort.
- He plans to enlist in the military once his punishment has been served.
- Torok is not very intelligent but is clearly dedicated to being a better person.

ENCOUNTER 2: FORT TRIBULATION

Refer to *DM Aid: Fort Tribulation*.

When the PCs arrive at Fort Tribulation, they should immediately notice that it has been recently attacked (in the last 24 hours). The soldiers are on extra alert and cautious, but will not stop the adventurers who have a notice to turn over the work-gang members to the Warden.

Fort Tribulation is a welcome sight indicating your escort duty is coming to an end. As you move closer, you notice very few people moving around outside the fort. The guards on the walls seem to be watching the surrounding lands carefully. You also spot some scorch marks on the walls, almost like a skirmish has occurred recently.

The fort's guards will question the PCs on their visit and will tell them of the recent attack. They will otherwise welcome the PCs.

THE ATTACK

Fort Tribulation was attacked the night before by over a hundred bullywugs. The bullywugs were defeated (although the Warden and Knight Colonel surmise they

simply withdrew), but not without cost. The attack caught many of the Flan (Cattail) scouts as they were gathered outside the fort making a report on their most recent scouting trips. Over forty soldiers and Cattail scouts died and an equal number were injured. The bullywugs even stole many of the dead bodies of those caught outside the walls. A couple of buildings inside the fort have been partially burned, and the word is it was from magical fire. A small section of the southern wall had a hole in it, although it has been repaired. Otherwise, the damage is light. Knight Warden Vitness Tragorn and Knight Colonel Nicoli Jinx of the 9th Battle were both in the fort during the attack. Unfortunately many members of the 9th have been sent to aid in Shiboeth so they are very short-handed. A message has been sent magically to the Commandant and troops are coming to the Fort, but Jinx believes it will be several days before they can arrive. Knight Colonel Jinx believes the timing of the attack is not an accident. He is sure the bullywugs have been watching and keeping count of how many men he had in the fort. Currently the entire pike line and one and a half of the cavalry prides are either in Shiboeth or on patrol deep in the Rushmoors. The entire transport and half his caster platoons as well as half of his engineers are in Shiboeth. He is left with only about 170 men in the fort.

The PCs are welcome to go to any location in Fort Tribulation that they desire, but they should be sent to see Warden Tragorn first. At locations they sense the tension of the nonmilitary types. They are plainly scared of another attack.

THE WARDEN'S OFFICE

🔱 **Knight Warden Vitness Tragorn:** Male Human Ftr8; see *Appendix 1*.

Knight Warden Vitness Tragorn will greet the PCs and Brother Brownbaker immediately and thank the PCs for their service. He will introduce himself to the half-orcs and call for his aide to take them to their assignment. After the half-orcs leave, the Warden will ask the PCs to relax and offer them seats and drinks. He will ask them to please wait while he discusses something with Brother Brownbaker. He will then go to his office with Brownbaker. Knight Colonel Jinx is already in the office.

The meeting will last about half an hour, and then they will invite the PCs into the office. Tragorn will begin by introducing Knight Colonel Jinx. (The PCs may have a **Favor of Nicoli Jinx**, if so the Knight Colonel will remember them). Tragorn will then ask if they would like to perform another service for the March; one that would involve further travel into the Rush March. The Warden can only tell the PCs that it involves a diplomatic mission but due to security cannot mention more unless they agree. There will be no pay for this mission. If the PCs do not agree, feel free to wrap up the adventure in any fashion you wish, but the PCs lose out on the rest of this adventure. Active duty PCs using military time units are not given the opportunity to

decline, they are assigned to this task by the Knight Colonel.

☞ **Knight Colonel Nicoli Jinx:** Male Human Ftr6/Pal5/Shining Blade of Heironeous3; see Appendix 1.

Once the PCs agree, the Knight Colonel will explain the following situation.

Knight Colonel Jinx looks at each of you as he speaks. "As you have probably seen, the fort was attacked recently and due to several factors we are severely undermanned. You might have already heard that we were attacked by a large, well organized group of bullywugs. We need you to perform a delicate negotiation with one of the Flan tribes in the Rushmoors. Originally, Brother Brownbaker who you brought here was to conduct these talks but now I need him to go as fast as possible to the Cattail clan and try to replenish our scouts. I need you to go to Clan Gwarcheidwad and try and convince them to come to a meeting with the Warden and me. We need to come up with some sort of mutual protection agreement with them, possibly something like we have with the Cattails. Please understand, you are not going to negotiate any sort of treaty with them, you are only trying to get them to come to a meeting where it can be discussed. It is my hope that if this happens soon enough that we gain an advantage over the bullywugs."

He will answer questions from the PCs at this time. He has the following information:

- He believes the bullywugs are preparing for an assault upon the March. He does not know where or when the attack will happen but does believe the recent attack on Fort Tribulation may be a precursor to it. This first skirmish was certainly not the assault he expects because the bullywug swarm he refers to number over a thousand and only about a hundred bullywugs were involved in the attack.
- The attack on the fort was small, and based on the Knight Colonel's previous experiences, appears to have been a probe of the fort's defenses. As such, both Warden Tragorn and Knight Colonel Jinx feel that the bullywugs will strike the fort again soon, and in force.
- The attack seems very organized and well planned, especially for bullywugs, so Jinx suspects that some other evil force may be behind it. One of the walls was breached. Many of the bullywugs appeared to be magically enlarged, and at least one of them was carrying a greatsword that cut through the wooden walls so easily that he is pretty sure that the weapon was adamantine.

- He has three major concerns, one is to replenish the lost scouts, one is to get more soldiers to the fort, and the third is what Brownbaker was originally to do – to meet with Tar'a'mon, the leader of Clan Gwarcheidwad and try to gain them as allies.
- He has only recently learned from Brother Brownbaker that Clan Gwarcheidwad has been suffering attacks from the bullywugs as well. He was not sure of the relationship between the two potential enemies of Gran March until today.
- Jinx and Tragorn have actually been expecting a full assault from the Gwarcheidwad for more than a year. Since the destruction of the buried temple (SHE5-01 *Sounds of Silence*), the Warden and Knight Colonel have had time to focus on other matters. They had decided to attempt peace talks with the Gwarcheidwad, and Brother Brownbaker was recommended to them. The bullywug attack has made the talks a priority. Though, frankly, Jinx doubts that the Gwarcheidwad would have consented to talks without the threat of the bullywugs to both parties.
- The meeting with Tar'a'mon needs to be close to the fort and as soon as possible.
- Brownbaker can not be sent to Clan Gwarcheidwad at this time because he is going to go to the Cattails and try to enlist their aid. Although this may sound like a simpler plan and one the PCs could do, Brownbaker will have to search for some time to find the Cattails and he is completely trusted by them. They are a certain source of aid if Brownbaker goes. If not, there is danger that both missions may fail. If any of the PCs have obtained his favor in a previous adventure, he will indicate that he is confident in the PCs' ability to arrange a meeting.
- With all the losses at the fort, the Warden simply has too few men to spare to accomplish this mission and would therefore like the PCs to try and arrange a meeting between Tar'a'mon and Tragorn and Jinx as soon as possible.
- A scout will be found to guide the PCs to Clan Gwarcheidwad.

At this point, the Knight Colonel will ask Brother Brownbaker to brief the PCs on Tar'a'mon and Clan Gwarcheidwad.

- Brother Brownbaker will begin by telling the PCs about Clan Gwarcheidwad (see *DM Aid: Indigenous Flan Clans*). Be certain to mention the

distinctive henna dye on the hand and eye common to most Gwarcheidwad.

- He has been trying to negotiate with Tar'a'mon and has had some limited success. He was able to stave off an initial assault on Fort Tribulation a couple of years ago, but the activities of the military in the western Rush March have agitated Tar'a'mon.
- The PCs should be respectful and they will probably be forced to wait, during which time they might be observed. Since the PCs will have never met the clan, they will probably be forced to stay a night in the guest hut as a matter of trust. Whatever the PCs do, they must follow the instructions given when they enter the hut. Failure to follow the rules of Clan Gwarcheidwad would lead, at best, to expulsion from the camp and an end to any hope of talks. The Gwarcheidwad are tribal and ritualistic, and anyone wanting to approach them should show respect for their customs. Unfortunately he can't say what the rules of the hut are, as they seem to change from time to time.
- The PCs should not provoke the Flan. The clan's primary purpose is good at heart (trying to prevent the rise of evil magics buried in the swamp), but try to suggest that an alliance will aid that goal more than the clan can do alone as well as protect the clan. He will also note that, in fairness to the Gwarcheidwad, they were willing to meet with the Warden long before the Warden agreed to meet with them. This will ruffle the March Warden a bit, but he does not say anything, as it is the truth.
- He has a wooden charm to give the PCs which should help them gain an initial meeting with the elder. It is a carved crocodile.
- Lastly, he tells the PCs to try to persuade Tar'a'mon to meet in a neutral location as close to the fort as possible and to guarantee his safety. Brother Brownbaker will say the last part with a questioning glance to the Knight Colonel. The Knight Colonel will nod his agreement to Brownbaker's offer of a guarantee of safety.

After Brownbaker finishes, the Knight Colonel asks the PCs for any questions. Answer any reasonable questions and then the PCs should leave.

Warden Tragorn thanks the PCs for accepting this mission and asks them to be as quick as possible. He turns to Brother Brownbaker and thanks him for his mission and to likewise hurry. He then dismisses the PCs and Brownbaker.

If the PCs go to any other locale in the fort, feel free to expound on anything that provides some entertainment, but do not allow the PCs to dally too long.

ENCOUNTER 3: THE RUSH MARCH

Refer to DM Aid: Rushmoors.

As the PCs get ready to leave, the Knight Colonel will introduce them to their guide, a 14 year old Flan boy named Oo'tan'gor. He should be able to get the PCs to Clan Gwarcheidwad. He is quiet and a little afraid of the PCs. He speaks both Flan and Common. His face has several dark marks painted on it in henna. The marks are irregular and serve as camouflage in the Rushmoors.

 **Oo'tan'gor, Flan Scout:** Male Human (Flan)
Exp1; hp 6; Survival +5.

When the PCs leave the fort they will no longer have a road to travel by. Read the following to describe the swamp's environs:

Shortly after leaving Fort Tribulation and the safety of the road, the inhospitable environs of the Rushmoors take full effect. The rushes whip against your skin and the constant buzzing of insects becomes annoying. But it is the humidity that makes the temperature truly oppressive. Traveling through the swamp is definitely not your most enjoyable task to date. Your guide however seems unfazed by the travel.

Try to give the feeling of the humidity and annoyances the Rush March provides. The PCs may catch diseases from the mosquitoes or leeches and have them roll once for each type (see DM Aid: Rushmoors) during the journey. The journey should last about 5 days on foot. Horses are not possible unless the PCs have some sort of magical adaptation to allow the horse to travel in the swamp. There are many places within the swamp where mounted patrols can travel, but the path to Clan Gwarcheidwad is too treacherous for most mounts.

Two days into the swamp, the PCs will come upon a natural hazard. Pick the natural hazard (bog hole, quicksand, or undergrowth – see DM Aid: Rushmoors), depending on the time you have, to either lengthen or shorten the adventure.

Three days into the swamp the PCs will happen upon one of the real problems in the swamp, the wildlife. Luckily, Oo'tan'gor will spot the creature and warn the PCs so there is no danger of being surprised. Have the animal roll and see if it detects the PCs. The DC to spot the monster is 15. Unless the PCs take other precautions, the DC for the monster(s) to spot the party is also 15. If any of the PCs rolls a Spot check above 25, allow the PCs to spot the monsters before the monsters have a chance to spot the PCs. Modify the encounter based on PC actions. Assume that if a monster detects them it will

attack. The random encounter chart is listed below, based on APL (roll a d10 to determine the type of creature).

APL 2 (EL 3)

Die Roll (d10)	Encounter
1-2	Dire Rats (7): hp 7 each; see <i>Monster Manual</i> , page 64.
3-4	Stirges (4): hp 8 each; see <i>Monster Manual</i> , page 236.
5-6	Small Monstrous Water Spiders (4): hp 6 each; see <i>Monster Manual</i> , page 288.
7-8	Small Vipers (4): hp 6 each; see <i>Monster Manual</i> , page 280.
9-0	Crocodile (1) in deep water (+1 EL): hp 25; see <i>Monster Manual</i> , page 271.

APL 4 (EL 5)

Die Roll (d10)	Encounter
1-2	Rat Swarms (3): hp 24 each; see <i>Monster Manual</i> , page 239.
3-4	Stirges (8): hp 8 each; see <i>Monster Manual</i> , page 236.
5-6	Large Monstrous Water Spiders (3): hp 27 each; see <i>Monster Manual</i> , page 289.
7-8	Large Vipers (3): hp 18 each; see <i>Monster Manual</i> , page 280.
9-0	Giant Crocodile (1) in deep water (+1 EL): hp 63; see <i>Monster Manual</i> , page 271.

APL 6 (EL 7)

Die Roll (d10)	Encounter
1-2	Shocker Lizards (5): hp 17 each; see <i>Monster Manual</i> , page 224.
3	Shambling Mound (1) in deep water (+1 EL): hp 66; see <i>Monster Manual</i> , page 222.
4-5	Large Monstrous Water Spiders (6): hp 27 each; see <i>Monster Manual</i> , page 289.
6-8	Huge Vipers (4): hp 41 each; see <i>Monster Manual</i> , page 280.
9-0	Giant Crocodiles (2) in deep water (+1 EL): hp 63 each; see <i>Monster Manual</i> , p. 271.

APL 8 (EL 9)

Die Roll (d10)	Encounter
1	Chuul (2): hp 99 each; see <i>Monster Manual</i> , page 35.
2-4	Catoblepas (3): hp 59 each; see Appendix 5.
5-9	Huge Monstrous Water Spiders (4): hp 60 each; see <i>Monster Manual</i> page 289.
0	Ten-Headed Hydra (1): hp 115; see <i>Monster Manual</i> , page 155.

APL 10 (EL 11)

Die Roll (d10)	Encounter
1-3	Chuul (4): hp 99 each; see <i>Monster Manual</i> , page 35.
4-5	Ten-Headed Pyrohydra (1): hp 115; see <i>Monster Manual</i> , page 155.
6-0	Gargantuan Monstrous Water Spiders (3): hp 120 each; see <i>Monster Manual</i> , p.289.

APL 12 (EL 13)

Die Roll (d10)	Encounter
1-2	Chuul (8): hp 99 each; see <i>Monster Manual</i> , page 35.
3-4	Twelve-Headed Pyrohydra (1): hp 138; see <i>Monster Manual</i> , page 155.
5-0	Gargantuan Monstrous Water Spiders (6): hp 120 each; see <i>Monster Manual</i> , p.289.

Once the PCs defeat or bypass the encounter they can continue their journey.

ENCOUNTER 4: GUARDIANS

The PCs can eventually locate some Clan Gwarcheidwad scouts (or rather the scouts find them).

Five days since you left the fort, you are following the young scout when eight Flan clansmen step out from behind the underbrush. These Flan look like the ones Brother Brownbaker described, including the dyed hand and circlet around the eye. They have their weapons drawn menacingly and one of them asks a question in the Flan dialect.

If anyone speaks Flan they will understand the question. If none of them do, Oo'tan'gor will translate:

“What is it you are doing here? What do you want?”

🔱 **Gwarcheidwad Guard:** Male Human (Flan) War2.

The Flan the PCs meet will not appear friendly; in fact they will appear almost hostile. The PCs will have to use Diplomacy (or magic) just to convince these clansmen to lead them to their camp (showing them the wooden charm from Brother Brownbaker will convince them). If they succeed and go to the camp, the guards on watch will stop the group and ask the other Flan about the PCs. If the PCs use magic to compel the Flan, these new ones may sense it. At the edge of the camp the PCs will wait at the outskirts of the “guest hut”, while one of the guards gets the sub-chiefs.

The “guest hut” is a 15-foot diameter hut placed over a man-made pit 30 feet wide and 30 feet deep. Besides being held up by ropes tied to trees, there are logs holding it up from the sides of the pit. Retractable planks extend to the entrance to the hut. The pit is filled with scum-filled water that is too murky to see beneath its surface. There is a smaller hut used by guards to keep an eye on prisoners. It is located within 10 feet of the pit.

The guard will return with two Flan elders: Lor'en'war and Fran'gon. Both are part of the clan council and currently serve Tar'a'mon, the leader of Clan Gwarcheidwad.

🔱 **Lor'en'war:** Male Human (Flan) Clr5/Rgr2/WarPriest6; see *Appendix 1*.

🔱 **Fran'gon:** Male Human (Flan) Bbn7/BearWarrior6; see *Appendix 1*.

Lor'en'war will address the PCs:

“I am Lor'en'war and this is Fran'gon. We are both clan elders and have been told you wish to speak to Tar'a'mon, our clan leader. Give us a reason why we should allow this.”

At this point, the two elders will listen to what the PCs have to say. They will confer (in the Flan dialect) amongst themselves, which the PCs can possibly overhear (Listen check DC 5). Lor'en'war is willing to listen and allow them to meet, while Fran'gon thinks they should be sent on their way at best. They discuss forcing the PCs to surrender their weapons or tying them up, but Lor'en'war says Tar'a'mon would allow none of that. He then addresses the PCs again:

Lor'en'war and Fran'gon have a heated conversation only a few feet away until Fran'gon apparently has had enough and heads off. Lor'en'war turns to you and says, “Fran'gon and I have decided you may see Tar'a'mon tomorrow if you prove your trust to us by staying the evening in the ‘guest hut’,”

motioning toward the suspended hut, “and you may not talk to anyone from this village, perform any magic, injure any of us, or leave it for any reason. You may keep all your equipment as a show of our trust in you, but you will be observed at times that you may not be aware of. Do you accept?”

If the PCs accept, they will be escorted to the hut. Oo'tan'gor is allowed to enter the village so he is not with the PCs. Once the PCs enter the hut, the boards that proved a walkway to the shore are withdrawn. The hut is perfectly safe, but there are no other exits to land other than jumping or climbing the ropes or logs. Give the PCs a vision of how unstable it is. It swings violently back and forth as the PCs move around. The hut has one door and one window through which the guard is easily seen. There is also a chamber pot. If the PCs do not accept, they will be escorted to away from the camp and told to never return – a fight could break out, but this mission will have completely failed.

Only one guard is stationed at the guard hut for the evening and he only casually watches. Otherwise, the PCs will not notice anyone else.

In the deepest of night (around midnight), the camp is attacked. The guard hut is left empty as the guard leaves to go help. The attackers are other Flan, although the PCs will not see them unless they leave the hut. The PCs have two choices during this time: stay in the hut as they were told or go out and try to help.

LEAVING THE HUT

If the PCs decide to leave the hut, even with good intentions, they will be most likely be spotted by a member of Clan Gwarcheidwad (unless they are stealthy and do not attack anything). They will also encounter the enemy Flan who are attacking – some of the enemy warriors will be trying to drag off a Gwarcheidwad woman.

APL 2 (EL 1)

🔱 **Male Greenclaw War2 (1):** hp 15; see *Appendix 1*.

APL 4 (EL 2)

🔱 **Male Greenclaw War2 (2):** hp 15 each; see *Appendix 1*.

APLs 6-12 (EL 3)

🔱 **Male Greenclaw War2 (3):** hp 15 each; see *Appendix 1*.

The rest of the Flan flee and if the PCs are doing anything at all, Lor'en'war comes running up to the PCs to talk with them.

You see Lor'en'war run up to you. In between some panting he speaks, “This is not good – you have left the guest hut. Taboo is broken. Others will accuse you of bringing the enemy into our camp.

Already the other clansmen will be hearing of this and I am sure Fran'gon will use it to his advantage, especially now that Tar'a'mon has been taken. There is only one hope – you must go and rescue Tar'a'mon and return him before sunrise. Only then will it prove your good will and that you had nothing to do with this attack. Will you go?"

If the PCs agree, go to Encounter 5. If they do not, the clan will banish the PCs from the camp to send warning back to their people that this affront will not go unpunished (this leads to the Conclusion).

STAYING IN THE HUT

The commotion does not last long, not even 2 minutes. If any PC makes a Spot check DC 10, read the following:

As the noise dies away, a glimpse of movement catches your eye. You see a Flan warrior carrying a Flan child and dragging a half-conscious Flan woman not more than 50 feet away. The darkness and underbrush obscure much, but you do see the woman stab the Flan male, which provokes a quick and obviously strong swing of the man's arm. The woman collapses out of view and the man moves to carry the child out of sight.

Give the PCs a chance to stop the Greenclaw warrior who is kidnapping the child. They have one round to attack from the swinging hut, or leave it to chase the kidnapper. Remember that most missile fire has a chance to hit the child he is carrying.

All APLs

♣ **Male Greenclaw War2 (1):** hp 15; see Appendix 1.

After a minute more, some lights come toward the hut and the PCs can recognize Lor'en'war, followed by Fran'gon. The guards will push the planks across, and Lor'en'war will address the PCs.

Lor'en'war says: "I am glad to see you are all still here. Fran'gon suggested you may have been behind the attack, but your presence suggests otherwise. Our camp was just attacked and only Fran'gon got a good glimpse of one of the attackers. They were stealthy and upon us before we could truly react. They all escaped, and worse, they took Tar'a'mon with them. I am told some of the children are missing as well. I must gather warriors to chase after these kidnapers. It will take time to organize, as this might have just been a feint to draw away all of our warriors, leaving the rest of the tribe unprotected.

Lor'en'war begins to return to the village. If the PCs volunteer to go after the kidnapers, he will quickly accept their offer.

If you can bring back Tar'a'mon alive, you will earn our aid and respect; even Fran'gon must admit that."

"Perhaps," says Fran'gon, "but come sunrise and Tar'a'mon has not returned, he will be most likely dead, and a new clan leader will need to be named to deal with our current situation. You know this is so."

"Well..." responds Lor'en'war. He turns to you. "It means you must hurry if you are to find him. Your tracker should be able to find them. Please hurry. Our scouts are looking for any enemies who might be lying in wait for our warriors to go after the children. We will follow as soon as we know that those we leave behind are safe."

If the PCs agree, go to Encounter 5. If they do not, the clan kicks them out (go to the Conclusion).

ENCOUNTER 5: NOW OR LATER

Whether one of the PCs can track or Oo'tan'gor shows the way, following the tracks is automatic, though probably slower than the fleeing Greenclaws. It takes a normal tracker three hours to arrive at the Greenclaw lair. The return trip would only take two hours without tracking, leaving them only an hour to execute a rescue of Tar'a'mon to meet the daybreak deadline.

Following the tracks takes some time, but they finally lead to some thick underbrush. The enemy Flan must be located somewhere within. You have but three hours before a return by foot to the Gwarcheidwad camp will be a lost cause.

The tracks lead up to a small rise covered with a thick growth of small trees and undergrowth. This is actually an open area surrounded by thick underbrush, where the tracks have been hidden (those with the Track feat may make a Survival check DC 15 to find) although light can be seen inside the trees. This area is roughly 100 feet in diameter. Inside this area is an entrance to a few underground rooms, which is where the Greenclaw Flan are camped. The Flan listed below are currently standing in the middle of a small, false camp talking. They are quietly celebrating the taking of the children and talking about how easy it was. They are speaking Flan, so PCs might not know what they are saying. Oo'tan'gor will not approach the camp. The face paint the Flan warriors are wearing indicates that they are from the Greenclaw Clan, the group that mysteriously vanished without a trace into the swamp. He believes these are ghosts of the lost tribe.

The guards are not being particularly watchful at the moment because they believe it is far too fast for anyone to have followed them with no chief. Have any PCs who approach the open area make Move Silently and Hide checks. They will only be detected if anyone gets a result under 5. If they watch the guards, they will soon see one or two of them open a door in the ground and go in. These guards will emerge in only a few minutes. One of the guards will tell the other(s) that he will stay here and

guard while they go cover the trail. The one that waits is always the highest level NPC available at that APL.

When the scouts move off to cover up tracks further out (see below for the number of Flan) make opposed Spot and Listen checks for the guard to see if the PCs are detected. When left alone to guard, the Greenclaw warrior becomes more alert than he was when the PCs first arrived. He now has a standard chance to spot or hear the PCs. Remember it is the middle of the night and the Flan are not using any light other than torches.

The PCs will have to find some way to overcome the guard in the false camp to gain access to the door that leads to the underground encampment where the Greenclaws are holding Tar'a'mon and the children. The PCs have several options: they can choose to negotiate with the Flan, they can attempt to sneak into the underground area, or they can simply make a frontal assault.

If they leave any guards behind they will have to face them when they come out of the door on the way home.

APL 2 (EL 4)

➤ **Clan Greenclaw Rgr2 (2):** hp 15 each; see *Appendix 2*.

APL 4 (EL 6)

➤ **Clan Greenclaw Rgr2 (2):** hp 15 each; see *Appendix 3*.

➤ **Clan Greenclaw Rgr4 (1):** hp 30; see *Appendix 3*.

APL 6 (EL 8)

➤ **Clan Greenclaw Rgr2 (2):** hp 15 each; see *Appendix 4*.

➤ **Clan Greenclaw Rgr4 (1):** hp 30; see *Appendix 4*.

➤ **Clan Greenclaw Bbn6 (1):** hp 68; see *Appendix 4*.

APL 8 (EL 10)

➤ **Clan Greenclaw Rgr4 (2):** hp 30 each; see *Appendix 5*.

➤ **Clan Greenclaw Bbn6 (1):** hp 68; see *Appendix 5*.

➤ **Clan Greenclaw Ftr8 (1):** hp 72; see *Appendix 5*.

APL 10 (EL 12)

➤ **Clan Greenclaw Rgr9 (2):** hp 75 each; see *Appendix 6*.

➤ **Clan Greenclaw Bbn6 (1):** hp 68; see *Appendix 6*.

➤ **Clan Greenclaw Ftr8 (1):** hp 72; see *Appendix 6*.

APL 12 (EL 14)

➤ **Clan Greenclaw Rgr9 (2):** hp 75 each; see *Appendix 7*.

➤ **Clan Greenclaw Bbn9 (1):** hp 101; see *Appendix 7*.

➤ **Clan Greenclaw Ftr4/Rgr8 (1):** hp 96; see *Appendix 7*.

Tactics: The Flan scouts will cover up the tracks for 15 minutes and afterward return to the above-ground, false camp to help keep watch. If the PCs snuck past a lone guard into the tunnels and there are any loud noises from inside (such as explosive spells), the DM is free to adjudicate Listen checks to allow these Flan to go inside and help fight the PCs. If the PCs incapacitated the lone guard quietly and he is missing when the others return, they will check the tunnels.

ENCOUNTER 6: THE RESCUE

The underground tunnels consist of a total of 5 areas (see *DM Aid: Clan Greenclaw Camp* for a map and description of the areas). The rooms are stone with some areas of water and mud on the floors. This lair houses 36 enemy Flan and 10 prisoners (9 children and Tar'a'mon). Some of the enemy Flan are not present at this time, and the prisoners are all locked in one room. The enemy Flan are split: some were encountered outside (the scouts from Encounter 5), some are preparing the room for sacrifices (the ones listed in this Encounter), a few are resting (there are several low level warriors resting), and the rest are gone (this includes this new clan's chief).

This Flan tribe is an offshoot of Clan Greenclaw. Only their leader, Raul'ent, was a member of Clan Greenclaw and may know something of that clan's disappearance, but he does not appear in this adventure. The other Flan warriors may be coerced by magic to reveal that Raul'ent claims that he was near the Greenclaw clan village when it vanished but that he already had his talisman, which he says protected him. That is all the others really know.

There are a few Flan within one of the rooms preparing an altar for the sacrifices of the children and Tar'a'mon at dawn. At least one is keeping a diligent eye on the hallway that leads to the prisoners.

The prisoners are all in the same room. Tar'a'mon is unconscious, bound, and gagged. The entrance to the room is a gate that is attached to the stone walls.

➤ **Iron Gate:** 2 in. thick; hardness 10, hp 60; Break DC 28; Open Lock DC 17.

➤ **Gwarcheidwad Child (4 male, 5 female):** human (Flan) Com1; hp 1 each.

➤ **Tar'a'mon:** male human (Flan) Drd11; hp 80; see *Appendix 1*.

If the Flan guards are attacked, or notice intruders, one of them spends an action to blow a horn to warn the others that are resting to flee. The Greenclaw Flan in these tunnels are not alert to threats from above, so they

will not notice the sounds of combat should the PCs fight their way in (Encounter 5). However, when the PCs first begin combat, or the horn is sounded, one of the rangers or fighters at each APL will open the cell and grab a child to use as a hostage. It will take this Greenclaw one round to run to the cell while drawing the key, a second round to open the door and enter the room while pulling a weapon, and a third round to grapple a child. Starting on the fourth round of combat, he has a readied action to stab the child if negotiations do not go his way. These Flan are evil and have no problem killing any of the prisoners. If a PC attacks him in melee before reaching a child, he will abandon the tactic and fight the PCs.

If the PCs attempt to negotiate, the enemy Flan will use the prisoners as leverage to force the PCs to surrender. These enemy Flan will not give up the children or Tar'a'mon. They fear their own leader more than death. There is really no way to negotiate the release of the prisoners from these spellwarped Flan, but the Greenclaws will attempt to lead the PCs into surrender by falsely promising to release the children.

APL 2 (EL 5)

➤ **Clan Greenclaw Spellwarped Rgr2** (2): hp 18 each; see *Appendix 2*.

➤ **Clan Greenclaw Spellwarped Bbn2** (1): hp 24; see *Appendix 2*.

APL 4 (EL 7)

➤ **Clan Greenclaw Spellwarped Rgr2** (2): hp 18 each; see *Appendix 3*.

➤ **Clan Greenclaw Spellwarped Clr5** (1): hp 45; see *Appendix 3*.

APL 6 (EL 9)

➤ **Clan Greenclaw Spellwarped Ftr5** (2): hp 49 each; see *Appendix 4*.

➤ **Clan Greenclaw Spellwarped Clr5** (1): hp 45; see *Appendix 4*.

APL 8 (EL 11)

➤ **Clan Greenclaw Spellwarped Ftr5** (2): hp 49 each; see *Appendix 5*.

➤ **Clan Greenclaw Spellwarped Clr5** (1): hp 45; see *Appendix 5*.

➤ **Clan Greenclaw Spellwarped Rgr8** (1): hp 78; see *Appendix 5*.

APL 10 (EL 13)

➤ **Clan Greenclaw Spellwarped Ftr8** (2): hp 78 each; see *Appendix 6*.

➤ **Clan Greenclaw Spellwarped Bbn8** (1): hp 140; see *Appendix 6*.

➤ **Clan Greenclaw Spellwarped Rgr8** (1): hp 78; see *Appendix 6*.

APL 12 (EL 15)

➤ **Clan Greenclaw Spellwarped Ftr8** (2): hp 78 each; see *Appendix 7*.

➤ **Clan Greenclaw Spellwarped Bbn8** (1): hp 140; see *Appendix 7*.

➤ **Clan Greenclaw Spellwarped Rgr8** (1): hp 78; see *Appendix 7*.

➤ **Clan Greenclaw Spellwarped Clr11** (1): hp 99; see *Appendix 7*.

Once the Flan are defeated, the PCs may leave.

CONCLUSION

This adventure has several possible endings. The PCs may not agree to the mission, may die, may not agree to rescue Tar'a'mon, may fail to rescue Tar'a'mon on time, may have limited success rescuing Tar'a'mon, or may have full success in rescuing Tar'a'mon. Adapt one of below endings if the PCs deviate from these expected outcomes.

Note: Be sure to proceed to Gift of the Gnome below before concluding the adventure.

FAIL TO RESCUE TAR'A'MON IN TIME

If the PCs do not return Tar'a'mon alive to Clan Gwarcheidwad by sunrise for any reason, they have failed their mission. This could include an ending where Tar'a'mon was killed, the PCs rescued Tar'a'mon, but they did not return him to Clan Gwarcheidwad, or the PCs simply had to flee (in which case Tar'a'mon was killed).

Your mission to rescue Tar'a'mon has failed. Clan Gwarcheidwad selects a new leader from among their council – Fran'gon. Fran'gon denounces Gran March and especially your group, claiming you did not really try to rescue Tar'a'mon and that the Gran March military was merely looking for an excuse to get rid of their great leader. He proclaims to ensure their land's safety through force, first against the bullywugs and then against Gran March. It is apparent that hostilities will resume and that chance for peace at this time is dead.

Upon hearing of the news after your return to Fort Tribulation, Warden Tragorn seems distraught. Brother Brownbaker is visibly upset, apparently having grown close to Tar'a'mon over the last few years. The Warden thanks you for your service and leaves you with less hope about the future when he says that a new enemy has been added to list of many in the Rush March.

The PCs do not receive any of these Adventure Record effects: Military Commendation, Favor of Captain Nicoli Jinx, Favor of Clan Gwarcheidwad, Staying with Clan Gwarcheidwad.

LIMITED SUCCESS RESCUING TAR'A'MON

If the PCs rescue Tar'a'mon, but not all the children, this is considered a limited success.

Your mission to rescue Tar'a'mon was successful, but not all the children are safe. Tar'a'mon agrees to a meeting with Warden Tragorn and Knight Colonel Jinx, but only on Tar'a'mon's terms – meaning the military leaders must come to his camp. Clan Gwarcheidwad is saddened by the loss of their children but have a new respect for your group for rescuing Tar'a'mon. The Clan invites you to stay to trade knowledge and information about your respective cultures.

Upon hearing of the news after your return to Fort Tribulation, Warden Tragorn is pleased. Although there was tragic loss, news of a meeting means the possibility of a treaty. He says the Knight Colonel will not like the location, but he will meet the terms. Brother Brownbaker is pleased that a meeting has been set up and is grateful that his years of work have not been wasted. The Warden thanks you for your service and leaves you with a sense of hope that changes are occurring for the better in the Rush March.

The PCs do receive all of these Adventure Record effects: Military Commendation, Favor of Captain Nicoli Jinx, Favor of Clan Gwarcheidwad, Staying with Clan Gwarcheidwad. They are limited to a maximum of 4 TUs of additional time with the Clan.

FULL SUCCESS RESCUING TAR'A'MON

If the PCs rescue Tar'a'mon and all the children, this is considered a full success.

Your mission to rescue Tar'a'mon was successful and you were able to save all the children. Tar'a'mon agrees to a meeting with Warden Tragorn and Knight Colonel Jinx, and agrees to a neutral site – a location where there is an old stone building only a day or two travel from Fort Tribulation. Clan Gwarcheidwad is surprised and pleased that you have rescued Tar'a'mon and all the children. Even Fran'gon seems somewhat impressed. The Clan invites you to stay to trade knowledge and information about your respective cultures.

Upon hearing of the news after your return to Fort Tribulation, Warden Tragorn is pleased with the possibility of a treaty. He says he knows the location of which Tar'a'mon speaks, as some adventurers spoke of the place several years ago. He

also mentions the Knight Colonel will be pleased to hear of your success. Brother Brownbaker is also overwhelmingly pleased that a meeting has been set up and is grateful that his years of work have not been wasted. The Warden thanks you for your service and leaves you with a great sense of hope that changes are occurring for the better in the Rush March.

The PCs do receive all of these Adventure Record effects: Military Commendation, Favor of Captain Nicoli Jinx, Favor of Clan Gwarcheidwad, Staying with Clan Gwarcheidwad. They are limited to a maximum of 8 TUs of additional time with the Clan.

GIFT OF THE GNOMES

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitching of gold waves you down. As he approaches, his face beams with the delight of your attention.

“Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it.”

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. “Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you’ve done, and all you’ve yet to accomplish.”

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. “I

have others to seek out. Soon, our paths shall cross again, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin’s brow. “I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?”

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. “Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can’t sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the **Gnome Vale Green Gemstone** reward listed on the AR. If they refuse, cross this item off the AR. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

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 3

Defeat swamp encounter.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 5

Defeat Flan scouts.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

Encounter 6

Defeat Clan Greenclaw Flan.

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

Story Award

Obtain a meeting from clan Gwarcheidwad.

APL 2: 45 xp.

APL 4: 60 xp.

APL 6: 75 xp.

APL 8: 90 xp.

APL 10: 105 xp.

APL 12: 120 xp.

Discretionary roleplaying award

APL 2: 45 xp.

APL 4: 75 xp.

APL 6: 105 xp.

APL 8: 135 xp.

APL 10: 165 xp.

APL 12: 195 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 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 adventure, 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 5:

APL 2: L: 76 gp, C: 0 gp, M: 2 sets of +1 studded leather (98 gp each), 2 elixirs of swimming (21 gp each).

APL 4: L: 76 gp, C: 0 gp, M: +1 composite shortbow [+1 Str bonus] (204 gp), 3 sets of +1 studded leather (98 gp each), 3 elixirs of swimming (21 gp each).

APL 6: L: 76 gp, C: 0 gp, M: +1 composite shortbow [+1 Str bonus] (204 gp), +1 greatclub (192 gp), 2 sets of +1 studded leather (98 gp each), +2 studded leather (348 gp), 4 elixirs of swimming (21 gp each).

APL 8: L: 1 gp, C: 0 gp, M: 2 +1 composite shortbows [+1 Str bonus] (205 gp each), +1 composite shortbow [+2 Str bonus] (210 gp), +1 greatclub (192 gp), +1 greatsword (196 gp), 2 sets of +1 studded leather (98 gp each), +2 chain shirt (355 gp), +2 studded leather (348 gp), 4 elixirs of swimming (21 gp each).

APL 10: L: 1 gp, C: 0 gp, M: 2 +1 composite shortbows [+1 Str bonus] (204 gp each), +1 composite shortbow [+2 Str bonus] (210 gp), +1 greatclub (192 gp), +1 greatsword (196 gp), 2 sets of +1 studded leather (98 gp each), +2 chain shirt (354 gp), +2 studded leather (348 gp), 4 elixirs of swimming (21 gp each), 2 rings of protection +2 (667 gp each).

APL 12: L: 1 gp, C: 0 gp, M: 2 +1 composite shortbows [+1 Str bonus] (204 gp each), +1 composite shortbow [+2 Str bonus] (210 gp), 3 sets of +1 studded leather (98 gp each), +2 greatclub (692 gp), +2 scimitar (693 gp), +2 studded leather (348 gp), +3 studded leather (765 gp), 4 elixirs of swimming (21 gp each), 2 rings of protection +2 (667 gp each).

Encounter 6:

APL 2: L: 105 gp, C: 0 gp, M: 2 +1 composite shortbows [+1 Str bonus] (204 gp each), +1 studded leather (98 gp each), 3 elixirs of swimming (21 gp each), 2 potions of barkskin +2 (25 gp each), potion of barkskin +3 (50 gp), ring of protection +1 (167 gp), 2 wands of cure light wounds [CLI, 50 charges] (63 gp each).

APL 4: L: 93 gp, C: 0 gp, M: 2 +1 composite shortbows [+2 Str bonus] (210 gp each), +1 morningstar (192 gp), +2 chain shirt (354 gp), 3 elixirs of swimming (21 gp each), 2 potions of barkskin +2 (25 gp each), ring of protection +1 (167 gp), 3 wands of cure light wounds [CLI, 50 charges] (63 gp each).

APL 6: L: 89 gp, C: 0 gp, M: 2 +1 greatswords (196 gp each), +1 morningstar (192 gp), 3 +2 chain shirts (354 gp each), 3 elixirs of swimming (21 gp each), 3 rings of protection +1 (167 gp each), wand of cure light wounds [CLI, 50 charges] (63 gp).

APL 8: L: 116 gp, C: 0 gp, M: 2 +1 greatswords (196 gp each), +1 morningstar (192 gp), 3 +2 chain shirts (354 gp each), +2 composite shortbow [+2 Str bonus] (710 gp), +3 studded leather (765 gp), 4 elixirs of swimming (21 gp each), potion of barkskin +2 (25 gp), 4 rings of protection

+1 (167 gp each), 2 wands of cure light wounds [CL1, 50 charges] (63 gp each).

APL 10: L: 101 gp, C: 0 gp, M: +1 morningstar (192 gp), 2 +2 chain shirts (354 gp each), +2 composite shortbow [+2 Str bonus] (710 gp), +2 greatclub (692 gp), 2 +2 greatswords (696 gp each), +2 studded leather (348 gp), +3 studded leather (765 gp), 4 elixirs of swimming (21 gp each), potion of barkskin +2 (25 gp), potion of barkskin +3 (50 gp), ring of protection +1 (167 gp), 3 rings of protection +2 (667 gp each), wand of cure light wounds [CL1, 50 charges] (63 gp).

APL 12: L: 101 gp, C: 0 gp, M: +1 morningstar (192 gp), 3 +2 chain shirts (354 gp each), +2 composite shortbow [+2 Str bonus] (710 gp), +2 greatclub (692 gp), 2 +2 greatswords (696 gp each), +2 heavy wooden shield (346 gp), +2 studded leather (348 gp), +3 studded leather (765 gp), 4 elixirs of swimming (21 gp each), potion of barkskin +2 (25 gp), potion of barkskin +3 (50 gp), 2 rings of protection +1 (167 gp each), 3 rings of protection +2 (667 gp each), wand of cure critical wounds [CL7, 50 charges] (1,750 gp), 2 wands of cure light wounds [CL1, 50 charges] (63 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 181 gp, C: 0 gp, M: 1,198 gp – Total: 1,379 gp (400 gp).

APL 4: L: 169 gp, C: 0 gp, M: 1,994 gp – Total: 2,163 gp (600 gp).

APL 6: L: 165 gp, C: 0 gp, M: 3,295 gp – Total: 3,460 gp (800 gp).

APL 8: L: 117 gp, C: 0 gp, M: 6,009 gp – Total: 6,126 gp (1,250 gp).

APL 10: L: 102 gp, C: 0 gp, M: 10,416 gp – Total: 10,518 gp (2,100 gp).

APL 12: L: 103 gp, C: 0 gp, M: 13,830 gp – Total: 13,932 gp (3,000 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Military Commendation:** You have earned a commendation from the Gran March military for performing successful diplomatic missions with Clan Gwarcheidwad in the Rush March.

☛ **Favor of Captain Nicoli Jinx:** For helping the Captain in the service he has asked, the PC receives this favor. This favor can be used a single time as a substitute for an Influence point with the Gran March military or the Church of Heironeous (see regional metaorganization documentation). One favor can be exchanged for access (Frequency: Regional) for one of

the following upgrades (circle choice and mark favor as USED): +2 weapon/armor/shield enhancement bonus, weapon special ability (*deflecting* (CW), *keen*, *merciful*, *mighty cleaving*, or *thundering*), shield special ability (*bashing* or *blinding*).

Two favors can be exchanged for access (Frequency: Regional) for one of the following upgrades (circle choice and mark favors as USED): +3 weapon/armor/shield enhancement bonus, weapon special ability (*axiomatic*, *disarming* (CW), or *holy*), armor special ability (*axeblock* (CW), *energy resistance* (any), *hammerblock* (CW), or *spearblock* (CW)).

Three favors can be exchanged for access (Frequency: Regional) for one of the following upgrades (circle choice and mark favors as USED): +4 weapon/armor/shield enhancement bonus, weapon special ability (*explosive* (CW), *knockback* (CW), or *speed*), armor/shield special ability (*moderate fortification*, *ghost touch*, or *improved energy resistance* (any)).

☛ **Favor of Clan Gwarcheidwad:** You have earned the respect and aid of Clan Gwarcheidwad. This favor can be used to gain access to one of the following (circle one): Daunting Presence (MH), Double Hit (MH), Energy Affinity (MH), Shieldmate (MH), *legion's aid* (MH), *align fang* (MH), *benign transposition* (MH), *baleful transposition* (MH), darkwood shield (Frequency: Regional). Mark this favor as USED once redeemed.

☛ **Staying with Clan Gwarcheidwad:** You have decided to spend some time with the clan in an exchange of cultures. For each 4 TUs spent immediately, the PC has the chance to gain access to different benefits from the clan (circle ones chosen, cross out others). Benefits aren't gained until PC reaches appropriate level. This PC spent ___ TUs with the clan: new animal companion – dire toad (7th level, MM2, page 76) or dire snake (10th level, MM2, page 76), new paladin mount – Large monstrous spider (6th level) or swamplight lynx (10th level, MM2, page 191), new familiar – Small storm elemental (7th level, MM3, page 48), ooze mephit (7th level), water mephit (7th level), new prestige class – Wild Mage (CA) or Skull Clan Hunter (MH).

☛ **Gnome Vale Green Gemstone:** A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gp. You do not have to pay for this item. You may only possess one *Gnome Vale green gemstone*.

Item Access

APL 2:

- *Elixir of Swimming* (Adventure; Dungeon Master's Guide)
- *Wand of Cure Light Wounds* (CL 1st; Adventure; Dungeon Master's Guide)

APL 4 (all of APL 2 plus the following):

- +2 *Chain Shirt* (*Adventure; Dungeon Master's Guide*)

APL 6 (all of APLs 2, 4 plus the following):

- +2 *Studded Leather* (*Adventure; Dungeon Master's Guide*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- +2 *Composite Shortbow*, +2 *Str Bonus* (*Adventure; Dungeon Master's Guide*)
- +3 *Studded Leather* (*Adventure; Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- +2 *Greatclub* (*Adventure; Dungeon Master's Guide*)
- +2 *Greatsword* (*Adventure; Dungeon Master's Guide*)
- *Ring of Protection* +2 (*Adventure; Dungeon Master's Guide*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +2 *Heavy Wooden Shield* (*Adventure; Dungeon Master's Guide*)
- +2 *Scimitar* (*Adventure; Dungeon Master's Guide*)
- *Wand of Cure Critical Wounds* (CL 7th; *Adventure; Dungeon Master's Guide*)

APPENDIX 1 – ALL APLS

ENCOUNTER 1

Krag Sathan: male half-orc Drd12; CR 12; Medium humanoid; HD 12d8+12; hp 81; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk/Grp: +9/+12; SQ animal companion, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy, wild shape, woodland stride; AL N; SV Fort +9, Ref +4, Will +12; Str 16, Dex 10, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Handle Animal +7, Heal +13, Knowledge (nature) +11, Knowledge (local – Sheldomar Valley metaregion) +3, Spellcraft +8, Survival +19, Swim +11; Brew Potion, Craft Wondrous Item, Extra Wild Shape, Improved Initiative, Natural Spell.

Possessions: none.

Druid Spells Prepared (6/6/5/5/4/3/2; base DC = 14 + spell level): 0 — cure minor wounds (x3), detect magic, detect poison, purify food and drink; 1st — cure light wounds, entangle, faerie fire, goodberry, longstrider, speak with animals; 2nd — barkskin, bear's endurance, delay poison, hold animal, lesser restoration; 3rd — cure moderate wounds (x2), neutralize poison, speak with plants, water breathing; 4th — cure serious wounds (x2), dispel magic, freedom of movement; 5th — commune with nature, cure critical wounds, transmute mud to rock; 6th — mass cure light wounds, find the path.

Description: Krag is a strong half-orc with a gruff, harsh sounding voice. He is quite handsome and articulate for his kind. He is quiet and reserved though, and is not quick to anger. Patience is a virtue to him, and he will usually let others ramble on or lose their temper, while still remaining calm. Krag has lived in the Rushmoors for more than half of his 34 years. Recently, he was sentenced 3 years in the work-gangs for breaking into a military camp and theft. When Knight Colonel Nicoli Jinx was promoted to his post in the 9th Battle, he used his influence to have Krag transferred to Fort Tribulation under Warden Tragorn's authority. The Knight Colonel believes Krag is true when he says he is reforming and truly sorry for his past actions.

Torok: male half-orc Ftr5; CR 5; Medium humanoid; HD (5d10)+10; hp 45; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); Base Atk/Grp: +5/+9; AL LN; SV Fort +6, Ref +2, Will +3; Str 18, Dex 12, Con 14, Int 10, Wis 10, Cha 7.

Skills and Feats: Climb +8, Intimidate +6, Jump +8; Cleave, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: none

Description: Torok is a 6'2 half-orc with a massive frame. He has a few battle scars on his face and hands that are usually visible, and keeps his hair short and uneven (because he chops it off with a sharp blade). Torok was sentenced to the work-gangs almost five years ago for

theft and assault. He was pulling duty in the Dim Forest for two years where he earned a little bit of trust by the military and was put in charge of other work-gangers to keep them in line. He was then delivered to a military encampment in the Rushmoors under Captain Nicoli Jinx. Jinx saw something in Torok and took special interest in trying to make a military man out of him, as well as teaching him about Heironeous. Jinx did this in his spare time, and Torok took a liking to it, perhaps because he spent much of his life without a father (or even any real affection). When Captain Jinx was reassigned, he made sure Torok was kept under Captain Vandris' charge so that he could learn other ways of the military. With the encampment in the Rushmoors being disbanded, Torok has now been reassigned to Fort Tribulation under Warden Tragorn to finish out his sentence this year. Unbeknownst to Torok, Knight Colonel Jinx has arranged the ending of Torok's work-gang assignment and waits to see if he enlists once his work-gang punishment has been fulfilled.

Geraint Brownbaker: male human Clr10; CR 10; Medium humanoid; HD 10d8+10; hp 62; Init +4; Spd 20 ft.; AC 18, touch 11, flat-footed 18 (+6 armor, +1 deflection, +1 natural); Base Atk/Grp: +7/+7; Atk +8 ranged (1d8/19-20, masterwork light crossbow) or +8 melee (1d8+1, +1 holy heavy mace); Full Atk +8/+3 ranged (1d8/19-20, masterwork light crossbow) or +8/+3 melee (1d8+1, +1 holy heavy mace); SA spontaneous casting, turn undead 10/day; AL NG; SV: Fort +7, Ref +3, Will +10; Str 10, Dex 10, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +7, Diplomacy +14, Heal +14, Knowledge (religion) +11, Sense Motive +8, Spellcraft +11; Combat Casting, Extra Turning, Improved Initiative, Leadership, Spell Focus (Necromancy).

Possessions: amulet of natural armor +1, backpack, +1 mithral chainmail, masterwork light crossbow, healer's kit, gold holy symbol of Pelor, +1 holy heavy mace, spell component pouch, ring of protection +1, tattered cleric's vestments.

Cleric Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): 0 — cure minor wounds (x3), detect magic, detect poison, purify food and drink; 1st — bless, comprehend languages, cure light wounds (x4)*; 2nd — aid (x2)*, bull's strength, calm emotions, cure moderate wounds (x2); 3rd — create food and water, cure serious wounds (x2)*, magic circle against evil, remove disease; 4th — cure critical wounds (x2)*, greater magic weapon, neutralize poison; 5th — healing circle*, atonement, hallow.

*Domain Spell. Deity: Pelor; Domains: Good (cast good spells at +1 caster level); Healing (cast healing spells at +1 caster level).

Description: Geraint Brownbaker may not be one of the most powerful clergy of Pelor in Gran March, but he is very influential with the Pelorite faithful, particularly with Gyri refugees. Previously, his work involved aiding

in the ministry to those refugees and helping the Hospitalers where possible. Over the past year, however, Brownbaker has received visions relating to the growing influence of the Pelorite faithful in local affairs. He has disappeared for weeks at a time, secretly conferring with Tar'a'mon, the leader of the Gwarcheidwad (a Flan tribe dedicated to ensuring that the remnants of the evil, which once ruled this land, do not surface). Over a year ago, Tar'a'mon sent a message to the Commandant: "The incursions have gone on too long. Things that should remain buried are in danger of being revealed. This cannot be allowed. No further incursions will be tolerated, and the March has one year to abandon Fort Tribulation." Through Brownbaker's diplomacy, however, Tar'a'mon has stayed his hand for now, though recent events in the western part of the Rushmoors may change his mind (see GRM3-03 *Shades of the Past* and GRM3-07 *Rustling in the Reeds* for details of these events).

Brownbaker's demeanor around the refugees is that of a street preacher. His sermons are loud and emotional, with a small touch of demagoguery mixed in for flavor. One on one or in small groups, he is more sympathetic and a good listener. Brownbaker is an excellent negotiator and is not above an occasional little white lie, as long as it furthers the causes of good and Pelor. Geraint Brownbaker is in his early forties in average physical shape. He has long, red hair and a beard, both of which he keeps rather unkempt as the appearance helps him provide a less-threatening image both to the refugees and to the Gwarcheidwad. He typically wears a worn set of clerical vestments over his armor, which makes him look like less of a threat.

ENCOUNTER 2

Knight Warden Vitness Tragorn: male human Ftr8; CR 8; Medium humanoid; HD (8d10)+16; hp 72; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 16 (+3 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 +8, Ref +5, 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.

Description: Vitness is a thirty-seven 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 was 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 the Commandant 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 by Jeff Kahrs; updated by Will Dover.

Knight Colonel Nicoli Jinx: male human Ftr6/Pal5/ShiningBladeofHeironeous3; CR 14; Medium humanoid; HD 14d10+28; hp 126; Init +1; Spd 30 ft.; AC 26, touch 13, flat-footed 25 (+1 Dex, +7 armor, +4 shield, +2 natural armor, +2 deflection); Base Atk/Grp: +14/+17; Atk +20 melee (1d8+7/17-20, +2 holy longsword) or +18 melee (1d4+3/19-20, masterwork dagger) or +18 melee (1d8+4/x3, masterwork lance) or +16 ranged (1d6+3/x3, masterwork composite shortbow [Str +3]); Full Atk +20/+15/+10 melee (1d8+7/17-20, +2 holy longsword) or +18/+13/+8 melee (1d4+3/19-20, masterwork dagger) or +18/+13/+8 melee (1d8+4/x3, masterwork lance) or +16/+11/+6 ranged (1d6+3/x3, masterwork composite shortbow [Str +3]); SA Shock blade 3/day, smite evil 2/day; SQ Aura of courage, aura of good, detect evil, divine grace, divine health, lay on hands, special mount, turn undead; AL LG; SV Fort +20, Ref +11, Will +13; Str 17, Dex 12, Con 14, Int 12, Wis 12, Cha 18.

Skills and Feats: Diplomacy +14, Handle Animal +18, Knowledge (religion) +11, Profession (soldier) +15, Ride +17, Swim +1; Cleave, Extra Smiting, Improved Critical (longsword), Improved Smiting, Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 mithral breastplate, +2 heavy adamantite shield, +2 holy longsword, masterwork dagger, masterwork lance, masterwork composite shortbow (Str +3), 20 arrows, ring of protection +2, vest of resistance +2, amulet of natural armor +2, cloak of charisma +4.

Shock Blade (Su): Three times per day, as a standard action, a Shining Blade of Heironeous can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing an extra d6 points of electricity damage on a successful hit. The weapon is enhanced this way for up to a number of rounds equal to the Shining Blade's level plus his Charisma modifier, but only so long

as the Shining Blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magic effect ends.

Description: Knight Colonel Nicoli Jinx is a male of mixed descent approximately forty years old. He stands at nearly 6 ft. 2 in. and weighs about 200 pounds. He has short cropped black hair and steely gray eyes. He is a career Gran March soldier, having spent over twenty years in the Commandant's service; primarily in the Lortmils and the Rush March. Nicoli started his career as a simple soldier and through hard work and dedication, rose in the ranks. When he nearly died in the giant campaign, he found his faith in Heironeous. This transformed how he served and protected the men that served under him. His last assignment was a two-year stint in the Rushmoors protecting and ensuring ruins found in the Rushmoors were uncovered. Nicoli is a loyal Gran March officer with only his faith to Heironeous coming before his duty. He is a widower with one son who also serves in the military as a scout. He is tough but fair and follows the chain of command. He will not break direct commands but will fulfill his task through means he deems within his duty. He believes in loyalty, honesty and honor, and if someone he knows breaks one of those in his eyes, it takes a great effort to restore any relationship he had to the level it was. Nicoli has many friends within the military and church which he values. He was as surprised as everyone else when the Commandant personally promoted him from Captain to Knight Colonel in charge of the 9th Battle. Although the Commandant never mentioned his reason, Nicoli believes it was his experience in dealing with swamp matters that prompted it and does not plan to let the March or the Commandant down.

ENCOUNTER 4

Lor'en'war: male human Clr5/Rng2/WarPriest6; CR 13; Medium humanoid; HD 7d8+6d10+26; hp 100; Init +2; Spd 30 ft.; AC 20, touch 14, flat-footed 18 (+2 Dex, +6 armor, +2 deflection); Base Atk/Grp: +11/+13; Atk +14 melee (1d6+4, +1 quarterstaff) or +14 ranged (1d6, masterwork shortbow); Full Atk +14/+9/+4 melee (1d6+4, +1 quarterstaff) or +10/+5/+0 melee (1d6+3, +1 quarterstaff) and +10 melee (1d6+2, +1 quarterstaff) or +11/+6 ranged (1d4, masterwork shortbow); SA Favored enemy (magical beast +2); SQ Fear aura, heroes' feast 1/day, inflame, mass cure light wounds 1/day, rally, spontaneous casting, turn undead, wild empathy; AL N; SV Fort +14, Ref +8, Will +10; Str 14, Dex 14, Con 14, Int 12, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Diplomacy +11, Handle Animal +12, Knowledge (nature) +13, Knowledge (religion) +6, Sense Motive +9, Spot +11, Survival +11, Swim +10; Combat Casting, Disciple of the Sun, Divine Spell Power, Extra Turning, Improved Turning, Quicken Turning, Track, Two-Weapon Fighting.

Possessions: +2 chain shirt, +1 quarterstaff, masterwork shortbow, 20 arrows, ring of protection +2, gauntlets of dexterity +4, periapt of wisdom +2.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0 — create water, cure minor wounds (x2), detect magic, detect poison, purify food and drink; 1st — bless, detect evil, detect law, entangle*, magic weapon, shield of faith; 2nd — augury, barkskin*, calm emotions, make whole, silence; 3rd — daylight, dispel magic, invisibility purge, plant growth*, water breathing; 4th — divination, greater magic weapon, neutralize poison, summon nature's ally IV*.

*Domain Spell. Deity: Obad-Hai; Domains: Animal (Can use *speak with animals* one per day as a spell-like ability. Knowledge (nature) becomes a class skill); Plant (rebuke or command plant creatures 4/day, Knowledge (nature) is a class skill); Water (Can turn or destroy fire creatures 8/day as a supernatural ability); Glory (Turn undead with a +2 bonus on turning check and +1d6 on the turning damage roll).

Description: Lor'en'war is an elderly male Flan in his mid-fifties. He is bald with many tattoos and wears bear totems. He used to be the Snapper Clan Elder and made the decision to join Clan Gwarcheidwad because of the constant attacks by Clan Otter. By that time, Clan Gwarcheidwad was a large clan and had driven off Clan Otter. Lor'en'war is a member of the Guardian Council and is starting to feel Clan Snapper should separate once more. Unfortunately, with the increased bullywug activity and the growth of Clan Otter, he feels it may be a poor decision for his clansmen at this point in time. Unlike the other Council members, he does not dye his hand or eye. Lor'en'war is a patient, strong-willed man somewhat stubborn in his ways. He is loyal and honest and a devout follower of Obad-Hai. His true calling revolves around the purity of the Rushmoors and keeping it unspoiled.

Fran'gon: male human Bbn7/BearWarrior5; CR 12; Medium humanoid; HD 12d12+60; hp 151; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 20 (+4 Dex, +6 armor); Base Atk/Grp: +12/+17; Atk +18 melee (2d6+8/17-20, +1 keen greatsword of speed) or +18 melee (2d4+8/x3, +1 guisarme) or +18 melee (1d6+5, masterwork club) or +18 melee (1d4+4/19-20, masterwork silver dagger) or +17 ranged (1d6+4, masterwork composite shortbow [STR +4]); Full Atk +18/+13/+8 melee (2d6+8/17-20, +1 keen greatsword of speed) or +18/+13/+8 melee (2d4+8/x3, +1 guisarme) or +18/+13/+8 melee (1d6+5, masterwork club) or +18/+13/+8 melee (1d4+4/19-20, masterwork silver dagger) or +17/+12/+7 ranged (1d6+4, masterwork composite shortbow [STR +4]); SA Bear form (black, brown), rage 2/day; SQ Damage reduction 2/-, improved uncanny dodge, scent, trap sense +2, uncanny dodge; AL CN; SV Fort +14, Ref +8, Will +6; Str 21, Dex 18, Con 18, Int 12, Wis 10, Cha 12.

Skills and Feats: Climb +11, Handle Animal +16, Intimidate +16, Jump +23, Listen +15, Survival +15, Swim +11; Combat Reflexes, Extend Rage, Greater Resiliency, Improved Toughness, Iron Will, Power Attack.

Bear Form (Black) (Su): You can transform into a black bear form while in a rage or frenzy and return to your own form once the rage of frenzy ends. You retain the normal +2 bonus to Will saves and -2 penalty to AC

while raging and gain +8 Str, +2 Dex, and +4 Con. You gain the bear form's physical qualities (space 5 ft, reach 5 ft, speed 40 ft, natural armor class +2, and attacks [2 claws +0 melee (1d4), bite -5 melee (1d6)]). The transformation lasts for the duration of the rage or frenzy. You may also assume bear form outside of your rage twice per day.

Bear Form (Brown) (Su): You can transform into a brown bear form while in a rage or frenzy and return to your own form once the rage of frenzy ends. You retain the normal +2 bonus to Will saves and -2 penalty to AC while raging and gain +16 Str, +2 Dex, and +8 Con. You gain the bear form's physical qualities (space 10 ft, reach 5 ft, speed 40 ft, natural armor class +5, attacks [2 claws +0 melee (1d8), bite -5 melee (2d6)], and special attack [improved grab]). The transformation lasts for the duration of the rage or frenzy. You may also assume bear form outside of your rage twice per day.

Possessions: +2 chain shirt, +1 keen greatsword of speed, +1 guisarme (has a dire bear claw on the end of a staff), masterwork club, masterwork silver dagger, masterwork mighty composite shortbow [STR +4], 20 arrows, gauntlets of dexterity +4, belt of giant strength +4, amulet of health +4, vest of resistance +1.

Druid Spells Prepared (6/7/5/5/4/3/1; base DC = 15 + spell level): 0 — cure minor wounds (x2), detect magic, detect poison, mending, purify food and drink; 1st — cure light wounds, endure elements, entangle, goodberry, longstrider, pass without trace, speak with animals; 2nd — animal messenger, barkskin, delay poison, hold animal, lesser restoration; 3rd — cure moderate wounds, neutralize poison, remove disease, speak with plants, water breathing; 4th — cure serious wounds (x2), dispel magic, repel vermin; 5th — commune with nature, cure critical wounds, wall of thorns; 6th — mass cure light wounds.

Description: Fran'gon is a fit male Flan in his late twenties. He has long, braided hair, several tattoos, and carries a dire bear claw fashioned on a polearm as a weapon. He used to be the Bearclaw Clan Elder and was defeated by Tar'a'mon in tribal combat. Therefore, Clan Bearclaw was consumed by Clan Gwarcheidwad. Tar'a'mon spared Fran'gon's life and made him a councilmember because his stubbornness and strong ideology of independence provides a contrasting view. Fran'gon abides by his loss in combat but plans to challenge Tar'a'mon when the time is right to free his tribe. Fran'gon is thoughtful and observant, but tends to bouts of hasty action and can be easily angered or upset. He is very stubborn and strong-willed and wants nothing to do with the Gran March military. He feels the military has overstepped their bounds by entering their lands — the swamp. He would also like to take a force and attack the bullywugs, feeling his tribal might can lead to victory. Although he is unaware of it, Tar'a'mon is attempting to mold Fran'gon so he can take over as head of the council.

Clan Greenclaw Warrior: male human War2; CR 2; Medium humanoid; HD 2d8+4; hp 15; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +3 armor, +2 shield); Base Atk/Grp: +2/+4; Atk +4 melee (1d8+2, battleaxe) or +5 melee (1d6+2, masterwork sap) or +4 melee (1d6+2, club) or +3 ranged (1d6/x3, shortbow); Full Atk +4 melee (1d8+2, battleaxe) or +5 melee (1d6+2,

masterwork sap) or +4 melee (1d6+2, club) or +3 ranged (1d6/x3, shortbow); AL LE; SV Fort +5, Ref +1, Will +2; Str 15, Dex 12, Con 15, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Handle Animal +1, Intimidate +2, Jump +4, Swim +5; Iron Will, Power Attack.

Possessions: masterwork studded leather armor, masterwork heavy wooden shield, battleaxe, club, masterwork sap, shortbow, 20 arrows.

ENCOUNTER 6

Tar'a'mon: male human Drd11; CR 11; Medium humanoid; HD (11d8)+22; hp 80; Init +6; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+2 Dex, +7 armor, +3 shield); Base Atk/Grp: +8/+8; Atk +9 melee (1d6+1/18-20, +1 scimitar) or +9 ranged (1d6, masterwork shortspear) or +11 ranged (1d4, masterwork sling); Full Atk +9/+4 melee (1d6+1/18-20, +1 scimitar) or +9/+4 ranged (1d6, masterwork shortspear) or +11/+6 ranged (1d4, masterwork sling); SQ Animal companion, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy, wild shape, woodland stride; AL NG; SV Fort +9, Ref +7, Will +12; Str 10, Dex 14, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +19, Handle Animal +8, Heal +19, Knowledge (nature) +16, Knowledge (religion) +4, Survival +21; Improved Initiative, Leadership, Lightning Reflexes, Natural Spell, Skill Focus (concentration).

Possessions: +1 dragonhide banded mail, +1 heavy darkwood shield, +1 scimitar, 4 masterwork shortspears, masterwork sling, 10 sling stones, periapt of wisdom +2.

Description: Tar'a'mon is an ancient looking Flan male, somewhere between 60 and 80 years of age. He has spent his life warding against the evil magics in the swamp. He was also a critical piece in the growth of Clan Gwarcheidwad, such that he has been part of the Guardian Council for the past twelve years. Two years ago, he became head of the Council. While he was instrumental in assembling the clans, many of his clan feel that he has not done enough to stop the Gran March military from digging up ancient ruins. The clan has begun to have underpinnings of dissension, with many wishing to break away back to separate, more radically confrontational clans. His primary goal is to ensure that Vecna's magic is not released upon the world. With the recent bullywug population boom he realizes he now has a new threat, one that may pose a more immediate threat than the Gran March military. He is considering an agreement with Gran March that may be beneficial for both sides, but he is unyielding when it comes to the magics in the Rushmoors.

Originally developed by Jeff Kahrs; updated by James Lell.

APPENDIX 2 – APL 2

ENCOUNTER 5

Clan Greenclaw Rgr2: male human (Flan) Rgr2; CR 2; Medium humanoid; HD (2d8)+4; hp 15; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1, club) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +3 melee (1d6+1, club) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]) or +3/+3 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2); SQ Wild empathy; AL N; SV Fort +5, Ref +5, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +5, Hide +7, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +6; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: +1 studded leather, club, dagger, masterwork composite shortbow [+1 Str bonus], 40 arrows, *elixir of swimming*.

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Clan Greenclaw Spellwarped Bbn2: male human (Flan) Bbn2; CR 2; Medium aberration; HD (2d12)+8; hp 24; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 19 (+2 Dex, +4 armor, +2 natural, +1 deflection); Base Atk/Grp: +2/+6; Atk +7 melee (1d10+6, masterwork greatclub) or +6 melee (1d4+4/19-20, dagger); Full Atk +7 melee (1d10+6, masterwork greatclub) or +6 melee (1d4+4/19-20, dagger); SA Rage 1/day; SQ Spell absorption, SR 13 (11 + HD), uncanny dodge; AL CE; SV Fort +7, Ref +2, Will +0; Str 19, Dex 15, Con 18, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +9, Handle Animal +5, Intimidate +5, Jump +13, Listen +5, Spot +2, Survival +5; Improved Bull Rush, Power Attack.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +1 studded leather, masterwork greatclub, dagger, *elixir of swimming*, *ring of protection* +1, *potion of barkskin* +3.

Clan Greenclaw Spellwarped Rgr2: male human (Flan) Rgr2; CR 2; Medium aberration; HD (2d8)+8; hp 18; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +3 armor, +2 natural); Base Atk/Grp: +2/+5; Atk +6 melee (1d6+3, masterwork club) or +5 melee (1d4+3/19-20, dagger) or +6 ranged (1d6+3/x3, +1 composite shortbow [+2 Str bonus]); Full Atk +6 melee (1d6+3, masterwork club) or +5 melee (1d4+3/19-20, dagger) or +6 ranged (1d6+3/x3, +1 composite shortbow [+2 Str bonus]) or +4/+4 ranged (1d6+3/x3, +1 composite shortbow [+2 Str bonus]); SA Favored enemy (humanoid reptilian +2); SQ Spell absorption, SR 13 (11 + HD), wild empathy; AL NE; SV Fort +7, Ref +6, Will +1; Str 16, Dex 16, Con 18, Int 14, Wis 13, Cha 10.

Skills and Feats: Handle Animal +5, Hide +8, Listen +6, Move Silently +8, Search +7, Spot +6, Survival +6, Swim +8, Tumble +5; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: masterwork studded leather armor, masterwork club, dagger, +1 composite shortbow [+2 Str bonus], 40 arrows, *elixir of swimming*, *wand of cure light wounds* (CL 1st), *potion of barkskin* +2.

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Clan Greenclaw Rgr2: male human (Flan) Rgr2; CR 2; Medium humanoid; HD (2d8)+4; hp 15; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1, club) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +3 melee (1d6+1, club) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]) or +3/+3 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2); SQ Wild empathy; AL N; SV Fort +5, Ref +5, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +5, Hide +7, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +6; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: +1 studded leather, club, dagger, masterwork composite shortbow [+1 Str bonus], 40 arrows, *elixir of swimming*.

Clan Greenclaw Rgr4: male human (Flan) Rgr4; CR 4; Medium humanoid; HD (4d8)+8; hp 30; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); Full Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]) or +5/+5 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2); SQ Wild empathy, animal companion; AL N; SV Fort +6, Ref +6, Will +2; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +7, Hide +9, Listen +8, Move Silently +9, Search +7, Spot +8, Survival +8; Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st — *animal messenger*.

Possessions: +1 studded leather, club, dagger, +1 composite shortbow [+1 Str bonus], 40 arrows, *elixir of swimming*.

ENCOUNTER 6

Clan Greenclaw Spellwarped Rgr2: male human (Flan) Rgr2; CR 2; Medium aberration; HD (2d8)+8; hp 18; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +3 armor, +2 natural); Base Atk/Grp: +2/+5; Atk +6 melee (1d6+3, masterwork club) or +5 melee (1d4+3/19-20, dagger) or +6 ranged (1d6+3/x3, +1 composite shortbow [+2 Str bonus]); Full Atk +6 melee (1d6+3, masterwork club) or +5 melee (1d4+3/19-20, dagger) or +6 ranged (1d6+3/x3, +1 composite shortbow [+2 Str bonus]) or +4/+4 ranged

(1d6+3/x3, +1 composite shortbow [+2 Str bonus]); SA Favored enemy (humanoid reptilian +2); SQ Spell absorption, SR 13 (11 + HD), wild empathy; AL NE; SV Fort +7, Ref +6, Will +1; Str 16, Dex 16, Con 18, Int 14, Wis 13, Cha 10.

Skills and Feats: Handle Animal +5, Hide +8, Listen +6, Move Silently +8, Search +7, Spot +6, Survival +6, Swim +8, Tumble +5; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: masterwork studded leather armor, masterwork club, dagger, +1 composite shortbow [+2 Str bonus], 40 arrows, *elixir of swimming*, *wand of cure light wounds* (CL 1st), *potion of barkskin* +2.

Clan Greenclaw Spellwarped Clr5: male human (Flan) Clr5; CR 6; Medium aberration; HD (5d8)+20; hp 45; Init +1; Spd 30 ft.; AC 22, touch 12, flat-footed 21 (+1 Dex, +6 armor, +2 shield, +2 natural, +1 deflection); Base Atk/Grp: +3/+6; Atk +7 melee (1d8+4, +1 morningstar) or +6 melee (1d4+3/19-20, dagger); Full Atk +7 melee (1d8+4, masterwork morningstar) or +6 melee (1d4+3/19-20, dagger); SA Rebuke undead 3/day; SQ Aura, spell absorption, SR 16 (11 + HD), spontaneous casting; AL NE; SV Fort +8, Ref +2, Will +7; Str 17, Dex 12, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Heal +11, Knowledge (religion) +10, Knowledge (the planes) +10, Spellcraft +10; Divine Spell Power*, Extend Spell, Power Attack, Weapon Focus (flail). **Complete Divine*.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – *detect magic, guidance, light, read magic, virtue*; 1st — *bles, cure light wounds, magic weapon, protection from good**, *shield of faith*; 2nd – *cure moderate wounds, desecrate**, *sound burst, spiritual weapon*; 3rd – *dispel magic**, *magic vestment, extended resist energy*.

*Domain Spell. Deity: Vecna; Domains: Evil (cast evil spells at +1 caster level); Magic (use spell completion or spell trigger devices as a 3rd level wizard).

Possessions: +2 *chain shirt*, *masterwork heavy wooden shield*, +1 *morningstar*, *dagger*, *elixir of swimming*, *ring of protection +1*, *wand of cure light wounds* (CL 1st).

APPENDIX 4 – APL 6

ENCOUNTER 5

Clan Greenclaw Rgr2: male human (Flan) Rgr2; CR 2; Medium humanoid; HD (2d8)+4; hp 15; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +2/+3; Atk +3 melee (1d6+1, club) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); Full Atk +3 melee (1d6+1, club) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]) or +3/+3 ranged (1d6+1/x3, masterwork composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2); SQ Wild empathy; AL N; SV Fort +5, Ref +5, Will +1; Str 12, Dex 14, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +5, Hide +7, Listen +6, Move Silently +7, Search +5, Spot +6, Survival +6; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: +1 studded leather, club, dagger, masterwork composite shortbow [+1 Str bonus], 40 arrows, *elixir of swimming*.

Clan Greenclaw Rgr4: male human (Flan) Rgr4; CR 4; Medium humanoid; HD (4d8)+8; hp 30; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); Full Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]) or +5/+5 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2); SQ Wild empathy, animal companion; AL N; SV Fort +6, Ref +6, Will +2; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +7, Hide +9, Listen +8, Move Silently +9, Search +7, Spot +8, Survival +8; Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st — *animal messenger*.

Possessions: +1 studded leather, club, dagger, +1 composite shortbow [+1 Str bonus], 40 arrows, *elixir of swimming*.

Clan Greenclaw Bbn6: male human (Flan) Bbn6; CR 6; Medium humanoid; HD (6d12)+18; hp 68; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +6/+9; Atk +10 melee (1d10+5, +1 greatclub) or +9 melee (1d4+3/19-20, dagger); Full Atk +10/+5 melee (1d10+5, +1 greatclub) or +9/+4 melee (1d4+3/19-20, dagger); SA Rage 2/day; SQ Trap sense +2, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Handle Animal +9, Jump +16, Listen +9, Survival +9; Improved Bull Rush,

Improved Toughness*, Iron Will, Power Attack. *Complete Warrior.

Possessions: +2 studded leather, +1 greatclub, dagger, *elixir of swimming*.

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Clan Greenclaw Spellwarped Ftr5: male human (Flan) Ftr5; CR 6; Medium aberration; HD (5d10)+15; hp 49; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +6 armor, +2 natural); Base Atk/Grp: +5/+10; Atk +12 melee (2d6+8/19-20, +1 greatsword) or +10 melee (1d4+5/19-20, dagger) or +9 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); Full Atk +12 melee (2d6+8/19-20, +1 greatsword) or +10 melee (1d4+5/19-20, dagger) or +9 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); SQ Spell absorption, SR 16 (11 + HD); AL NE; SV Fort +7, Ref +4, Will +1; Str 20, Dex 16, Con 16, Int 14, Wis 10, Cha 11.

Skills and Feats: Climb +12, Intimidate +8, Jump +12, Spot +4, Swim +11; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword).

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +2 chain shirt, +1 greatsword, dagger, masterwork composite shortbow [+2 Str bonus], 40 arrows, *elixir of swimming*, *ring of protection* +1.

Clan Greenclaw Spellwarped Clr5: male human (Flan) Clr5; CR 6; Medium aberration; HD (5d8)+20; hp 45; Init +1; Spd 30 ft.; AC 22, touch 12, flat-footed 21 (+1 Dex, +6 armor, +2 shield, +2 natural, +1 deflection); Base Atk/Grp: +3/+6; Atk +7 melee (1d8+4, +1 morningstar) or +6 melee (1d4+3/19-20, dagger); Full Atk +7 melee (1d8+4, masterwork morningstar) or +6 melee (1d4+3/19-20, dagger); SA Rebuke undead 3/day; SQ Aura, spell absorption, SR 16 (11 + HD), spontaneous casting; AL NE; SV Fort +8, Ref +2, Will +7; Str 17, Dex 12, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Heal +11, Knowledge (religion) +10, Knowledge (the planes) +10, Spellcraft +10; Divine Spell Power*, Extend Spell, Power Attack, Weapon Focus (flail). *Complete Divine.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – *detect magic, guidance, light, read magic, virtue*; 1st — *bles, cure light wounds, magic weapon, protection from good**, *shield of faith*; 2nd – *cure moderate wounds, desecrate**, *sound burst, spiritual weapon*; 3rd – *dispel magic**, *magic vestment, extended resist energy*.

*Domain Spell. Deity: Vecna; *Domains:* Evil (cast evil spells at +1 caster level); Magic (use spell completion or spell trigger devices as a 3rd level wizard).

Possessions: +2 *chain shirt*, masterwork heavy wooden shield, +1 *morningstar*, dagger, *elixir of swimming*, ring of protection +1, wand of cure light wounds (CL 1st).

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ENCOUNTER 3

Catoblepas: CR 6; Huge aberration; HD 6d8+30; hp 59; Init +1; Spd 30 ft.; AC 19, touch 9, flat-footed 18 (-2 size, +1 Dex, +10 natural); Base Atk/Grp: +4/+20; Atk +10 melee (1d6+12 plus stun, tail slam) or +3 ranged (see below, death ray); Full Atk +10 melee (1d6+12 plus stun, tail slam) or +3 ranged (see below, death ray); Space/Reach: 15 ft./10 ft.; SA: Death ray, stun; SQ Darkvision 60 ft., scent; AL N; SV Fort +8, Ref +3, Will +6; Str 26, Dex 13, Con 21, Int 2, Wis 13, Cha 8.

Skills and Feats: Jump +10, Listen +3, Spot +3, Survival +4; Improved Bull Rush, Improved Overrun, Power Attack.

Death Ray (Su): The catoblepas can project a thin, green ray up to 160 feet from its bloodshot eyes. Any living creature struck by this ray must make a Fortitude save (DC 18) or die instantly. Even on a success, the target takes 5d6 points of damage. After striking one target, the ray dissipates, and the attack cannot be used again for 1d4 rounds.

Stun (Ex): Any living creature struck by the catoblepas' tail must succeed at a Fortitude save (DC 18) or be stunned for 1 round. (A stunned character cannot act and loses any Dexterity bonus to Armor Class. An attacker gets a +2 bonus on attack rolls against a stunned opponent.) Success indicates that the target takes only the normal damage for the attack.

Scent (Ex): A catoblepas can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Description: The body of a catoblepas resembles that of a bloated buffalo, and its legs are stumpy, like those of a pygmy elephant or a hippopotamus. Its muscular tail, which it can move with blinding speed, ends in a chitinous knob. The head is perched upon a long, weak neck that can barely support its weight, so the creature tends to hold its head very low to the ground. The face looks like that of a warthog, but uglier.

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Clan Greenclaw Rgr4: male human (Flan) Rgr4; CR 4; Medium humanoid; HD (4d8)+8; hp 30; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +4/+5; Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); Full Atk +5 melee (1d6+1, club) or +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]) or +5/+5 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2); SQ Wild empathy, animal companion; AL N; SV Fort +6, Ref +6, Will +2; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +7, Hide +9, Listen +8, Move Silently +9, Search +7, Spot +8, Survival +8; Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Ranger Spells Prepared (1; base DC = 11 + spell level): 1st — animal messenger.

Possessions: +1 studded leather, club, dagger, +1 composite shortbow [+1 Str bonus], 40 arrows, elixir of swimming.

Clan Greenclaw Bbn6: male human (Flan) Bbn6; CR 6; Medium humanoid; HD (6d12)+18; hp 68; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +6/+9; Atk +10 melee (1d10+5, +1 greatclub) or +9 melee (1d4+3/19-20, dagger); Full Atk +10/+5 melee (1d10+5, +1 greatclub) or +9/+4 melee (1d4+3/19-20, dagger); SA Rage 2/day; SQ Trap sense +2, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Handle Animal +9, Jump +16, Listen +9, Survival +9; Improved Bull Rush, Improved Toughness*, Iron Will, Power Attack. *Complete Warrior.

Possessions: +2 studded leather, +1 greatclub, dagger, elixir of swimming.

Clan Greenclaw Ftr8: male human (Flan) Ftr8; CR 8; Medium humanoid; HD (8d10)+16; hp 72; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +8/+11; Atk +13 melee (2d6+7/17-20, +1 greatsword) or +11 melee (1d4+3/19-20, dagger) or +11 ranged (1d6+3/19-20, +1 composite shortbow (+2 Str bonus)); Full Atk +13/+8 melee (2d6+7/17-20, +1 greatsword) or +11/+6 melee (1d4+3/19-20, dagger) or +11/+6 ranged (1d6+3/19-20, +1 composite shortbow (+2 Str bonus)); AL N; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +13, Intimidate +11, Jump +13; Dodge, Improved Critical (greatsword), Improved Initiative, Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *Complete Warrior.

Possessions: +2 chain shirt, +1 greatsword, dagger, +1 composite shortbow (+2 Str bonus), 40 arrows, elixir of swimming.

ENCOUNTER 6

Clan Greenclaw Spellwarped Ftr5: male human (Flan) Ftr5; CR 6; Medium aberration; HD (5d10)+15; hp 49; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +6 armor, +2 natural); Base Atk/Grp: +5/+10; Atk +12 melee (2d6+8/19-20, +1 greatsword) or +10 melee (1d4+5/19-20, dagger) or +9 ranged (1d6+2/x3, masterwork composite shortbow [+2 Str bonus]); Full Atk +12 melee (2d6+8/19-20, +1 greatsword) or +10 melee (1d4+5/19-20, dagger) or +9 ranged (1d6+2/x3,

masterwork composite shortbow [+2 Str bonus]); SQ Spell absorption, SR 16 (11 + HD); AL NE; SV Fort +7, Ref +4, Will +1; Str 20, Dex 16, Con 16, Int 14, Wis 10, Cha 11.

Skills and Feats: Climb +12, Intimidate +8, Jump +12, Spot +4, Swim +11; Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword).

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +2 chain shirt, +1 greatsword, dagger, masterwork composite shortbow [+2 Str bonus], 40 arrows, elixir of swimming, ring of protection +1.

Clan Greenclaw Spellwarped Clr5: male human (Flan) Clr5; CR 6; Medium aberration; HD (5d8)+20; hp 45; Init +1; Spd 30 ft.; AC 22, touch 12, flat-footed 21 (+1 Dex, +6 armor, +2 shield, +2 natural, +1 deflection); Base Atk/Grp: +3/+6; Atk +7 melee (1d8+4, +1 morningstar) or +6 melee (1d4+3/19-20, dagger); Full Atk +7 melee (1d8+4, masterwork morningstar) or +6 melee (1d4+3/19-20, dagger); SA Rebuke undead 3/day; SQ Aura, spell absorption, SR 16 (11 + HD), spontaneous casting; AL NE; SV Fort +8, Ref +2, Will +7; Str 17, Dex 12, Con 18, Int 14, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Heal +11, Knowledge (religion) +10, Knowledge (the planes) +10, Spellcraft +10; Divine Spell Power*, Extend Spell, Power Attack, Weapon Focus (flail). *Complete Divine.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – detect magic, guidance, light, read magic, virtue; 1st — bless, cure light wounds, magic weapon, protection from good*, shield of faith; 2nd — cure moderate wounds, desecrate*, sound burst, spiritual weapon; 3rd — dispel magic*, magic vestment, extended resist energy.

*Domain Spell. Deity: Vecna; Domains: Evil (cast evil spells at +1 caster level); Magic (use spell completion or spell trigger devices as a 3rd level wizard).

Possessions: +2 chain shirt, masterwork heavy wooden shield, +1 morningstar, dagger, elixir of swimming, ring of protection +1, wand of cure light wounds (CL 1st).

Clan Greenclaw Spellwarped Rgr8: male human (Flan) Rgr8; CR 9; Medium aberration; HD (8d8)+40; hp 78; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+4 Dex, +6 armor, +2 natural, +1 deflection); Base Atk/Grp: +8/+11; Atk +12 melee (1d6+3, masterwork club) or +11 melee (1d4+3/19-20, dagger) or +14 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]) or +10/+10 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]); Full Atk +12/+7 melee (1d6+3, masterwork club) or +11/+6 melee (1d4+3/19-20, dagger) or +14/+9 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]) or +12/+12/+7 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]); SA Favored enemy (humanoid-human +4, humanoid-reptilian +2); SQ Animal companion, spell absorption, SR 19 (11 + HD), swift tracker, wild empathy, woodland stride; AL N; SV Fort +10, Ref +10, Will +3; Str 16, Dex 18, Con 18, Int 14, Wis 13, Cha 10.

Skills and Feats: Handle Animal +11, Hide +15, Listen +12, Move Silently +15, Search +13, Spot +12, Survival +12, Swim +14, Tumble +9; Endurance, Improved Initiative, Improved Toughness*, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track. *Complete Warrior.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st — animal messenger, longstrider.

Possessions: +3 studded leather, masterwork club, dagger, +2 composite shortbow [+2 Str bonus], 40 arrows, elixir of swimming, wand of cure light wounds (CL 1st), potion of barkskin +2, ring of protection +1.

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Clan Greenclaw Rgr9: male human (Flan) Rgr9; CR 9; Medium humanoid; HD (9d8)+27; hp 75; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 armor, +2 deflection); Base Atk/Grp: +9/+10; Atk +10 melee (1d6+1, club) or +10 melee (1d4+1/19-20, dagger) or +13 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]) or +9/+9 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); Full Atk +10/+5 melee (1d6+1, club) or +10/+5 melee (1d4+1/19-20, dagger) or +13/+13/+8 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2, humanoid human +4); SQ Wild empathy, animal companion, woodland stride, swift tracker, evasion; AL N; SV Fort +8, Ref +9, Will +4; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +12, Hide +15, Listen +13, Move Silently +15, Search +12, Spot +13, Survival +13; Endurance, Improved Initiative, Improved Rapid Shot*, Improved Toughness*, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track. *Complete Warrior.

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st — animal messenger, longstrider.

Possessions: +1 studded leather, club, dagger, +1 composite shortbow [+1 Str bonus], 40 arrows, elixir of swimming, ring of protection +2.

Clan Greenclaw Bbn6: male human (Flan) Bbn6; CR 6; Medium humanoid; HD (6d12)+18; hp 68; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +6/+9; Atk +10 melee (1d10+5, +1 greatclub) or +9 melee (1d4+3/19-20, dagger); Full Atk +10/+5 melee (1d10+5, +1 greatclub) or +9/+4 melee (1d4+3/19-20, dagger); SA Rage 2/day; SQ Trap sense +2, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Handle Animal +9, Jump +16, Listen +9, Survival +9; Improved Bull Rush, Improved Toughness*, Iron Will, Power Attack. *Complete Warrior.

Possessions: +2 studded leather, +1 greatclub, dagger, elixir of swimming.

Clan Greenclaw Ftr8: male human (Flan) Ftr8; CR 8; Medium humanoid; HD (8d10)+16; hp 72; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 armor); Base Atk/Grp: +8/+11; Atk +13 melee (2d6+7/17-20, +1 greatsword) or +11 melee (1d4+3/19-20, dagger) or +11 ranged (1d6+3/19-20, +1 composite shortbow [+2 Str bonus]); Full Atk +13/+8 melee (2d6+7/17-20, +1 greatsword) or +11/+6 melee (1d4+3/19-20, dagger) or +11/+6 ranged (1d6+3/19-20, +1 composite shortbow [+2 Str bonus]); AL N; SV Fort +7, Ref +4, Will +2; Str 17, Dex 14, Con 12, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +13, Intimidate +11, Jump +13; Dodge, Improved Critical (greatsword), Improved

Initiative, Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *Complete Warrior.

Possessions: +2 chain shirt, +1 greatsword, dagger, +1 composite shortbow (+2 Str bonus), 40 arrows, elixir of swimming.

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Clan Greenclaw Spellwarped Bbn8: male human (Flan) Bbn8; CR 9; Medium aberration; HD (8d12)+40; hp 140; Init +2; Spd 40 ft.; AC 21, touch 14, flat-footed 21 (+2 Dex, +5 armor, +2 natural, +2 deflection); Base Atk/Grp: +8/+13; Atk +15 melee (1d10+9, +2 greatclub) or +13 melee (1d4+5/19-20, dagger); Full Atk +15/+10 melee (1d10+9, +2 greatclub) or +13/+8 melee (1d4+5/19-20, dagger); SA Rage 3/day; SQ Damage reduction 1/-, improved uncanny dodge, spell absorption, SR 19 (11 + HD), trap sense +2, uncanny dodge; AL CE; SV Fort +10, Ref +4, Will +4; Str 21, Dex 15, Con 18, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +16, Handle Animal +11, Intimidate +11, Jump +20, Listen +11, Spot +5, Survival +11; Improved Bull Rush, Improved Toughness*, Iron Will, Power Attack. *Complete Warrior.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +2 studded leather, +2 greatclub, dagger, elixir of swimming, ring of protection +2, potion of barkskin +3.

Clan Greenclaw Spellwarped Ftr8: male human Ftr8; CR 9; Medium aberration; HD (8d10)+24; hp 78; Init +7; Spd 30 ft.; AC 23, touch 15, flat-footed 20 (+3 Dex, +6 armor, +2 natural, +2 deflection); Base Atk/Grp: +8/+13; Atk +16 melee (2d6+11/17-20, +2 greatsword) or +13 melee (1d4+5/19-20, dagger) or +12 ranged (1d6+2/19-20, masterwork composite shortbow [+2 Str bonus]); Full Atk +16/+11 melee (2d6+11/17-20, +2 greatsword) or +13/+8 melee (1d4+5/19-20, dagger) or +12/+7 ranged (1d6+2/19-20, masterwork composite shortbow [+2 Str bonus]); SQ Spell absorption, SR 19 (11 + HD); AL NE; SV Fort +9, Ref +5, Will +2; Str 21, Dex 16, Con 16, Int 14, Wis 10, Cha 11.

Skills and Feats: Climb +15, Intimidate +11, Jump +15, Spot +5, Swim +14; Dodge, Improved Critical (greatsword), Improved Initiative, Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword). *Complete Warrior.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +2 chain shirt, +2 greatsword, dagger, masterwork composite shortbow [+2 Str bonus], 40 arrows, elixir of swimming, ring of protection +2.

Clan Greenclaw Spellwarped Rgr8: male human (Flan) Rgr8; CR 9; Medium aberration; HD (8d8)+40; hp 78; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+4 Dex, +6 armor, +2 natural, +1 deflection); Base Atk/Grp: +8/+11; Atk +12 melee (1d6+3, masterwork club) or +11 melee (1d4+3/19-20, dagger) or +14 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]) or +10/+10 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]); Full Atk +12/+7 melee (1d6+3, masterwork club) or +11/+6 melee (1d4+3/19-20, dagger) or +14/+9 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]) or +12/+12/+7 ranged (1d6+4/x3, +2 composite shortbow [+2 Str bonus]); SA Favored enemy (humanoid-human +4, humanoid-reptilian +2); SQ Animal companion, spell absorption, SR 19 (11 + HD), swift tracker, wild empathy, woodland stride; AL N; SV Fort +10, Ref +10, Will +3; Str 16, Dex 18, Con 18, Int 14, Wis 13, Cha 10.

Skills and Feats: Handle Animal +11, Hide +15, Listen +12, Move Silently +15, Search +13, Spot +12, Survival +12, Swim +14, Tumble +9; Endurance, Improved Initiative, Improved Toughness*, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track. *Complete Warrior.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st — animal messenger, longstrider.

Possessions: +3 studded leather, masterwork club, dagger, +2 composite shortbow [+2 Str bonus], 40 arrows, elixir of swimming, wand of cure light wounds (CL 1st), potion of barkskin +2, ring of protection +1.

APPENDIX 7 – APL 12

ENCOUNTER 5

Clan Greenclaw Rgr9: male human (Flan) Rgr9; CR 9; Medium humanoid; HD (9d8)+27; hp 75; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 16 (+3 Dex, +4 armor, +2 deflection); Base Atk/Grp: +9/+10; Atk +10 melee (1d6+1, club) or +10 melee (1d4+1/19-20, dagger) or +13 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]) or +9/+9 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); Full Atk +10/+5 melee (1d6+1, club) or +10/+5 melee (1d4+1/19-20, dagger) or +13/+13/+8 ranged (1d6+2/x3, +1 composite shortbow [+1 Str bonus]); SA favored enemy (humanoid reptilian +2, humanoid human +4); SQ Wild empathy, animal companion, woodland stride, swift tracker, evasion; AL N; SV Fort +8, Ref +9, Will +4; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Handle Animal +12, Hide +15, Listen +13, Move Silently +15, Search +12, Spot +13, Survival +13; Endurance, Improved Initiative, Improved Rapid Shot*, Improved Toughness*, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track. *Complete Warrior.

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st — animal messenger, longstrider.

Possessions: +1 studded leather, club, dagger, +1 composite shortbow [+1 Str bonus], 40 arrows, elixir of swimming, ring of protection +2.

Clan Greenclaw Bbn9: male human (Flan) Bbn9; CR 9; Medium humanoid; HD (9d12)+27; hp 101; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 16 (+1 Dex, +5 armor); Base Atk/Grp: +9/+12; Atk +14 melee (1d10+6, +2 greatclub) or +12 melee (1d4+3/19-20, dagger); Full Atk +14/+9 melee (1d10+6, +2 greatclub) or +12/+7 melee (1d4+3/19-20, dagger); SA Rage 3/day; SQ DR 2/-, trap sense +3, uncanny dodge, improved uncanny dodge; AL CN; SV Fort +8, Ref +4, Will +5; Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +15, Handle Animal +12, Jump +19, Listen +12, Survival +12; Greater Resiliency*, Improved Bull Rush, Improved Toughness*, Iron Will, Power Attack. *Complete Warrior.

Possessions: +2 studded leather, +2 greatclub, dagger, elixir of swimming.

Clan Greenclaw Ftr4/Rgr8: male human (Flan) Ftr4/Rgr8; CR 12; Medium humanoid; HD (4d10)+(8d8)+24; hp 96; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor); Base Atk/Grp: +12/+14; Atk +16 melee (1d6+4/18-20, +2 scimitar) or +14 melee (1d4+2/19-20, dagger) or +18 ranged (1d6+6/19-20/x3, +2 composite shortbow (+2 Str bonus)) or +14/+14 ranged (1d6+6/19-20/x3, +2 composite shortbow (+2 Str bonus)); Full Atk +16/+11/+6 melee (1d6+4/18-20, +2 scimitar) or +14/+9/+4 melee (1d4+2/19-20, dagger) or +18/+18/+13/+8 ranged (1d6+6/19-20/x3, +2 composite shortbow (+2 Str bonus)); SA Favored enemy (humanoid-

human +2, humanoid-elf +4); SQ Animal companion, swift tracker, wild empathy, woodland stride; AL N; SV Fort +12, Ref +10, Will +4; Str 14, Dex 17, Con 14, Int 9, Wis 12, Cha 10.

Skills and Feats: Hide +14, Listen +12, Move Silently +14, Spot +12, Survival +12, Swim +6, Tumble +10; Dodge, Endurance, Improved Critical (composite shortbow), Improved Initiative, Improved Rapid Shot*, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite shortbow), Weapon Specialization (composite shortbow). *Complete Warrior.

Possessions: +3 studded leather, +2 scimitar, dagger, +2 composite shortbow (+2 Str bonus), 40 arrows, elixir of swimming.

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st — animal messenger, longstrider.

ENCOUNTER 6

Clan Greenclaw Spellwarped Bbn8: male human (Flan) Bbn8; CR 9; Medium aberration; HD (8d12)+40; hp 140; Init +2; Spd 40 ft.; AC 21, touch 14, flat-footed 21 (+2 Dex, +5 armor, +2 natural, +2 deflection); Base Atk/Grp: +8/+13; Atk +15 melee (1d10+9, +2 greatclub) or +13 melee (1d4+5/19-20, dagger); Full Atk +15/+10 melee (1d10+9, +2 greatclub) or +13/+8 melee (1d4+5/19-20, dagger); SA Rage 3/day; SQ Damage reduction 1/-, improved uncanny dodge, spell absorption, SR 19 (11 + HD), trap sense +2, uncanny dodge; AL CE; SV Fort +10, Ref +4, Will +4; Str 21, Dex 15, Con 18, Int 14, Wis 10, Cha 10.

Skills and Feats: Climb +16, Handle Animal +11, Intimidate +11, Jump +20, Listen +11, Spot +5, Survival +11; Improved Bull Rush, Improved Toughness*, Iron Will, Power Attack. *Complete Warrior.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +2 studded leather, +2 greatclub, dagger, elixir of swimming, ring of protection +2, potion of barkskin +3.

Clan Greenclaw Spellwarped Ftr8: male human Ftr8; CR 9; Medium aberration; HD (8d10)+24; hp 78; Init +7; Spd 30 ft.; AC 23, touch 15, flat-footed 20 (+3 Dex, +6

armor, +2 natural, +2 deflection); Base Atk/Grp: +8/+13; Atk +16 melee (2d6+11/17-20, +2 *greatsword*) or +13 melee (1d4+5/19-20, dagger) or +12 ranged (1d6+2/19-20, masterwork composite shortbow [+2 Str bonus]); Full Atk +16/+11 melee (2d6+11/17-20, +2 *greatsword*) or +13/+8 melee (1d4+5/19-20, dagger) or +12/+7 ranged (1d6+2/19-20, masterwork composite shortbow [+2 Str bonus]); SQ Spell absorption, SR 19 (11 + HD); AL NE; SV Fort +9, Ref +5, Will +2; Str 21, Dex 16, Con 16, Int 14, Wis 10, Cha 11.

Skills and Feats: Climb +15, Intimidate +11, Jump +15, Spot +5, Swim +14; Dodge, Improved Critical (*greatsword*), Improved Initiative, Improved Toughness*, Mobility, Power Attack, Spring Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*). **Complete Warrior*.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Possessions: +2 *chain shirt*, +2 *greatsword*, dagger, masterwork composite shortbow [+2 Str bonus], 40 arrows, *elixir of swimming*, *ring of protection* +2.

Clan Greenclaw Spellwarped Rgr8: male human (Flan) Rgr8; CR 9; Medium aberration; HD (8d8)+40; hp 78; Init +8; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+4 Dex, +6 armor, +2 natural, +1 deflection); Base Atk/Grp: +8/+11; Atk +12 melee (1d6+3, masterwork club) or +11 melee (1d4+3/19-20, dagger) or +14 ranged (1d6+4/x3, +2 *composite shortbow* [+2 Str bonus]) or +10/+10 ranged (1d6+4/x3, +2 *composite shortbow* [+2 Str bonus]); Full Atk +12/+7 melee (1d6+3, masterwork club) or +11/+6 melee (1d4+3/19-20, dagger) or +14/+9 ranged (1d6+4/x3, +2 *composite shortbow* [+2 Str bonus]) or +12/+12/+7 ranged (1d6+4/x3, +2 *composite shortbow* [+2 Str bonus]); SA Favored enemy (humanoid-human +4, humanoid-reptilian +2); SQ Animal companion, spell absorption, SR 19 (11 + HD), swift tracker, wild empathy, woodland stride; AL N; SV Fort +10, Ref +10, Will +3; Str 16, Dex 18, Con 18, Int 14, Wis 13, Cha 10.

Skills and Feats: Handle Animal +11, Hide +15, Listen +12, Move Silently +15, Search +13, Spot +12, Survival +12, Swim +14, Tumble +9; Endurance, Improved Initiative, Improved Toughness*, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Track. **Complete Warrior*.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature

gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Ranger Spells Prepared (2; base DC = 11 + spell level): 1st — *animal messenger*, *longstrider*.

Possessions: +3 *studded leather*, masterwork club, dagger, +2 *composite shortbow* [+2 Str bonus], 40 arrows, *elixir of swimming*, *wand of cure light wounds* (CL 1st), *potion of barkskin* +2, *ring of protection* +1.

Clan Greenclaw Spellwarped Clr11: male human (Flan) Clr11; CR 13; Medium aberration; HD (11d8)+44; hp 99; Init +5; Spd 30 ft.; AC 25, touch 13, flat-footed 24 (+1 Dex, +6 armor, +4 shield, +2 natural, +2 deflection); Base Atk/Grp: +8/+11; Atk +12 melee (1d8+4, +1 *morningstar*) or +11 melee (1d4+3/19-20, dagger); Full Atk +12/+7 melee (1d8+4, +1 *morningstar*) or +11/+6 melee (1d4+3/19-20, dagger); SA Rebuke undead 3/day; SQ Aura, spell absorption, SR 22 (11 + HD), spontaneous casting; AL NE; SV Fort +11, Ref +4, Will +10; Str 17, Dex 12, Con 18, Int 14, Wis 17, Cha 10.

Skills and Feats: Concentration +18, Heal +17, Knowledge (religion) +16, Knowledge (the planes) +16, Spellcraft +16; Divine Spell Power*, Extend Spell, Improved Initiative, Power Attack, Quicken Spell, Weapon Focus (flail). **Complete Divine*.

Spell Absorption (Su): Whenever a spell fails to penetrate this creature's spell resistance, the creature gains one of the following benefits, chosen at the time the spell resolves.

Might: This creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: This creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: This creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: This creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: This creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: This creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Cleric Spells Prepared (6/6+1/5+1/5+1/3+1/2+1/ 1+1; base DC = 13 + spell level): 0 — *cure minor wounds*, *detect magic*, *guidance*, *light*, *read magic*, *virtue*; 1st — *cure light wounds* x2, *deathwatch*, *magic weapon*, *protection from good**, *shield of faith* x2; 2nd — *bull's strength*, *cure moderate wounds*, *desecrate**, *hold person*, *sound burst*, *spiritual weapon*; 3rd — *cure serious wounds*, *dispel magic**, *invisibility purge*, *magic*

*vestment, extended resist energy, searing light, 4th – freedom of movement, greater magic weapon, spell immunity, unholy blight**; 5th – *quicken bless, dispel good, quicken shield of faith*; 6th – *create undead**, *greater dispel magic*.

*Domain Spell. Deity: Vecna; Domains: Evil (cast evil spells at +1 caster level); Magic (use spell completion or spell trigger devices as a 6th level wizard).

Possessions: +2 *chain shirt*, +2 *heavy wooden shield*, +1 *morningstar*, *dagger*, *elixir of swimming*, *ring of protection +1*, *wand of cure light wounds (CL 1st)*, *wand of cure critical wounds (CL 7th)*.

DM AID – NEW RULES

NEW FEATS

Divine Spell Power (*Complete Divine*)

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisite: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round. For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round. If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Greater Resiliency (*Complete Warrior*)

Your extraordinary resilience to damage increases.

Prerequisite: DR as a class feature or innate ability.

Benefit: Your DR increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. This feat has no effect on the type of weapon or damage that overcomes your DR. If you have more than one form of DR, choose which to increase when you take this feat.

Improved Rapid Shot (*Complete Warrior*)

You are an expert with firing weapons with exceptional speed.

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to you current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

DM AID – RUSHMOORS

The Rushmoors is a forbidding place filled with lizardfolk, outlaws, Flan natives, humanoid bands, disease, and lost magic best kept lost. It is also a thriving ecosystem that covers an area roughly one-third the size of the nation as a whole. It is made up of bogs and highlands with an occasional patch of open deep water. It was named for its undergrowth which consists of long reeds called rushes.

Look at the Swamp Terrain (*Dungeon Master's Guide*, page 88) for details on features. It includes details on bogs, undergrowth, quicksand, hedgerows, and more. Information on getting lost in the wilderness can also be found in the *Dungeon Master's Guide*, page 86. In some parts of the Rushmoors, the terrain is so watery that it is considered the Aquatic Terrain (*Dungeon Master's Guide*, page 92) 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)

Bog Hole: See *Dungeon Master's Guide*, page 88 for details on how to handle bog encounters.

Quicksand: See *Dungeon Master's Guide*, page 88 for details on how to handle quicksand encounters.

Infected Bugs: Travelers have a 50% chance to be of encountering infected mosquitoes each day of travel during the non-winter seasons. 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).

Infected Leeches: If the travelers head more than a day's distance within the swamp, they have a 20% each day to 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*, page 292).

Disease	Infection	DC	Incubation	Damage	Description
Filth Fever	Injury	12	1d3 days	1d3 Dex, 1d3 Con	Spread by: Dire rats, otyugh, filthy surroundings. Symptoms: Fever, weakness, sluggishness.
Swamp Fever	Injury	14	1 day	1 Con	Spread by: Mosquitoes. Symptoms: High fever, weakness, blurred vision, thirst.

Denizens: There are many creatures that live within the Rushmoors. The following list is merely some of the most common ones that may be found: bullywug, crocodile, dire rat, human (Flan), hydra, lizardfolk, rat swarm, snake, water spider, stirge, toad.

DM AID – FORT TRIBULATION

Fort Tribulation lies at the southeast corner of the Rush March and is the seat of the Warden of that march. As such, it houses a contingent of five hundred troops along with a smattering of civilian service providers, and occasionally merchants, farmers, and adventurers. Only the immediate area around the fort is pacified, and the swamp itself is home to outlaws, humanoids, barbarians, and others who do not fit into Gran March's lawful social structure.

The fort itself is a wooden palisade 200 yards to a side. It houses the barracks, the Warden's office and quarters, a blacksmith, other assorted suppliers, a house of hospitality, and a trading post.

The current Warden of the march is Vitness Tragorn, a young son of an influential merchant. He has only recently been appointed to the position. He has started a project of draining swampland to gain farmland for the influx of refugees. The area around the fort is covered with dikes and drainage ditches. The success of the project is open to debate.

TRINA'S HOUSE OF HOSPITALITY

This is a sprawling two-story wooden structure located near the eastern wall of the fort. Inside, the first floor is divided into a number of eating rooms, a gaming hall, and a kitchen. The second floor houses the brothel. Trina runs an honest house and any mistreatment of the girls is dealt with severely. Most people of means in the fort choose to eat here as the food and service is of extremely high quality. The only rules there are don't cause trouble and don't mistake the waitresses for the working girls.

TRADING POST

The trading post oversees the sale of the world famous Rush March rushes, which are used in furniture construction and papyrus manufacture.

SURROUNDING AREA

The surrounding land of the fort has been drained within the last 5 years under Vitness' project. Dikes and drainage ditches have been constructed a few farms have recently been built, mainly by transplanted refugees.

DM AID – INDIGENOUS FLAN CLANS

The Rushmoors once contained as many as 18 different tribes of Flan. Over the years the various tribes have consolidated into a confederation of Clans. There are now only four major clans within the Rush March: Otter, Cattail, Greenclaw, and Gwarcheidwad. There are also a few outcast Flan that belong to none, but they are few. There are details about each clan below:

CLAN OTTER

Clan Otter is dispersed amidst the central portion of the Rush March. The clan is a loose confederation of five different tribes. Each tribe considers themselves as though a family and look after each other accordingly. It is a loose confederation only to protect their own interests and because they all follow the way of the Ur-Flan from years before in some form or fashion. They are mostly descendents of the Flan servants/slaves of Vecna. Clan Otter's recent goals have included attempts to reclaim ancient magic long buried. These attempts have mostly failed. In the past, Clan Otter attempted to conquer several of the other tribes around the Rush March, which partially led to their unification (see Clan Gwarcheidwad).

CLAN CATTAIL

Clan Cattail is located in the eastern part of the Rushmoors between Fort Tribulation and Shibolet and number approximately 300 strong. The clan has an arrangement with Gran March to send clansmen to the army in exchange for allowing the clan to live in peace in their lands, essentially granting ownership. Cattails are known for self-reliance and adaptability in the face of changing situations. They have no settled structures and move from area to area. The clan is loosely led by a Clan Council. The current members of the council are Iosobal merch Nèill (the current Headman), Cailin ap Seamus, and Maghnus ap Pdraig. In recent years, the Cattails have had several confrontations with Clan Otter.

CLAN GREENCLAW

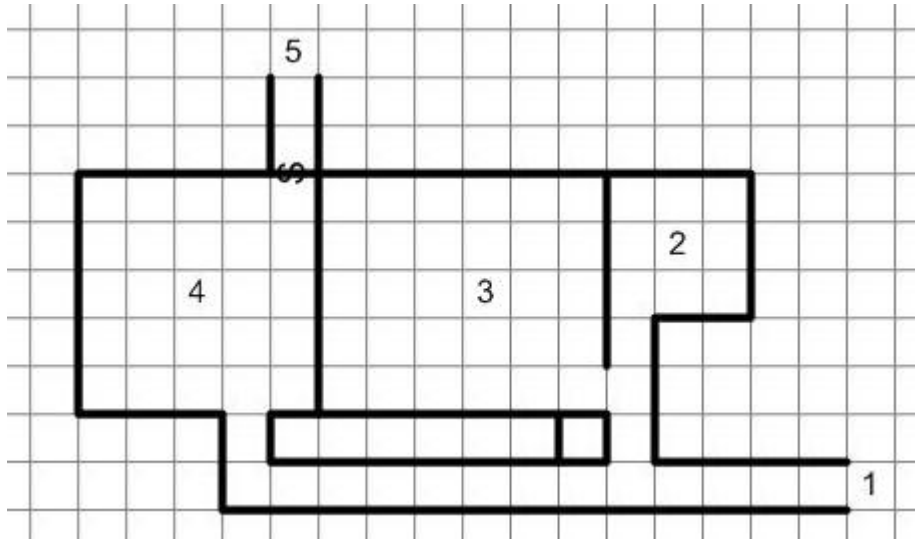
Clan Greenclaw was of similar size to the Cattail Clan. However, in 594, the entire village simply vanished. There is currently no news of what happened, although a new smaller Greenclaw Clan has been started by a supposed surviving member of the village.

CLAN GWARCHEIDWAD

Clan Gwarcheidwad at one time was a small tribe of about 100 clansmen (50 more if the loyalists from other tribes were counted) intent on ensuring that the lost magics of the Whispered One remained lost. Their members have their left hand dyed black and a circle of black henna around their left eye to remind them of the evil that still remains. They are quite dedicated and rarely yield the evil magics to others peaceably for fear of it being misused. Over the last two decades, the Clan grew nearly ten times its size as clans Bearclaw, White Tail, Foxtail, and Snapper consolidated with them to preserve themselves from attacks from Clan Otter. Since that time, Clan Gwarcheidwad has been attacked less by Clan Otter and has been able to establish a couple of semi-permanent settlements in the Rush March. The Clan is made up of a five member Council, although Tar'a'mon is the Council Elder that has been making decisions. Lately, many of the clansmen have become disgruntled with Tar'a'mon's decisions and feel it may be best to split away back to the old ways. Time will tell whether that situation improves.

DM AID – CLAN GREENCLAW CAMP

The underground camp was created to be a safe haven to perform rituals to Vecna. Led by Raul'ent, the new Clan Greenclaw is an evil shadow of the previous tribe. It is unknown what his long term goals are, but from the conversion of several Flan in the Rush March to his ideals, it is evident that he is a powerful force that will need to be reckoned with. The camp is almost entirely stone to allow it to be underground, but there is some water and mud throughout as the rain and muddy boots make their way into the underground tunnels. It is not currently used as a permanent residence. The map below shows the layout.



Area 1

This is the main entrance to the camp. It is located within 100 foot-diameter thick underbrush to provide some concealment. The entrance slopes down about 20 feet at a 30 degree incline.

Area 2

This area is the only gated area. It is the prison cells meant to hold prisoners until they are ransomed or sacrificed.

Area 3

This is a gathering area that is used for meetings, worship, and meals. An altar is usually set up to performed rituals here, and there are troughs in the floor to help drain the blood.

Area 4

This area is a resting area. It does not look to be a permanent residence, just a quick place to catch some shuteye. There is a curtain covering the door.

Area 5

This tunnel is a secret crawl space exit. To leave, medium sized creatures must crawl over 200 feet before they reach the outside world.