



ATTACK OF THE GATORMEN

by

John Meagher & Larry Wile

A Dungeons & Dragons® Adventure for four 1st-level player characters

Attack of the Gatormen is an adventure for four 1st-level player characters (PCs). The adventure is set at the Cygnaran fortress of Northguard and in the Bloodsmeath Marsh to its south. Text set in gray blocks is meant to be read aloud to the players.

Although the adventure will function with any group of characters, it is helpful to include a ranger or some other character capable of tracking. If the party does not have a tracker, the Dungeon Master (DM) should introduce an NPC or find an alternate method of getting the PCs to where they need to be.

Additionally, much of this adventure takes place around the water or in swampy terrain. Unless the encounter specifically mentions otherwise, assume all areas of the map covered by mangrove thickets are treated as Heavy Undergrowth (DMG p. 87). Small characters may Move Silently through mangroves with a DC 15 check, but medium creatures require a DC 25 check. Larger creatures cannot move through the mangrove thickets silently.

All water squares are treated as Deep Bog (DMG p. 88), although the water's depth can reach 7 feet in areas over 20 feet from shore. DMG pg. 304 has rules on drowning.

As always, feel free to adapt the material found here to fit within your campaign.

REQUIRED MATERIALS

You will require the D&D core rulebooks (Players Handbook (PHB), Dungeon Masters Guide (DMG), and Monster Manual (MM)) in addition to the Iron Kingdoms Campaign Guide (IKCG), the Iron Kingdoms World Guide (IKWG), and the Monstronomicon (MN1).

The description of the Bloodsmeath Marsh given below is taken from IKWG p. 192

ADVENTURE BACKGROUND

The war between Cygnar and Khador continues unabated. The fog of war envelops northern Cygnar as man fights man and 'jack fights 'jack. After devastating losses early on, the Cygnaran army has managed to force Khador back to the north, leaving a horrific wasteland behind. The Blue and Gold now holds its own against the northern Red Menace.

Amidst the carnage and utter destruction of battle stands Northguard Fortress. A shimmering bastion of Cygnaran engineering and a source of great pride for the forces of King Leto, this massive stone edifice stands in open defiance of the bloodthirsty Khadoran army spread out before it.

Just like other hotspots along the front, Northguard has seen more than its fair share of wounded men and women. These loyal Cygnarans whose wounds cannot be treated at Northguard are evacuated mostly by the Black River, but when ships are not available they are sent by hospital barges that are dispatched through the Bloodsmeath Marsh to points south where they can recuperate or receive additional healing from clerics.

PCs in Northguard may make a DC Gather Information roll DC 10 to learn the following: In recent weeks, scouts have reported a series of brutal attacks on barges by a local tribe of gatormen located in the Bloodsmeath Marsh.

What these scouts do NOT know is that a small squad of Khadoran soldiers has managed to get behind the Cygnaran lines and has set up a base of operations in the Bloodsmeath Marsh, carrying out a series of deadly attacks on the barges passing through the Marsh. In order to cause additional mischief, the leader of the Khadorans has had her squad costumed as gatormen when they attack, convincing what few survivors there have been that they were attacked by vicious humanoids.

These attacks, however brutal, have not been able to convince Northguard to stop the caravans. In fact, a hospital barge is heading south on the day the adventure begins.

ADVENTURE SYNOPSIS

The party must accompany the hospital barge south along the journey through the Bloodsmeath Marsh. You, as the DM, will choose what point along the journey to have the barge attacked. Once attacked, the party should investigate further, thereby uncovering the deception and defeating the Khadoran squad.

ADVENTURE HOOKS

As the DM, you must decide how best to involve the PCs in the adventure. We have provided a few hooks here to aid your imagination:

- A trader lost his barge recently and needs to return south. Recognizing safety in numbers, the trader offers to hire the party to escort him aboard the hospital barge, safely to points south.

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- The Cygnaran military does not have the resources to devote to hunting down a group of rampaging gatormen. The party is hired by the Cygnaran military to escort a hospital barge south and, when attacked, destroy the gatormen, hopefully teaching the tribe to avoid future barges.
- Sir Boslin Varrington, a minor Cygnaran noble, has heard that his son was grievously injured at the front near Northguard. Wanting his son to receive the best treatment possible, he hires the party for 25 gp per PC to escort his son back south where the local Morrowan clergy can heal his wounds. The wounded son is aboard the departing hospital barge.

BLOODSMEATH MARSH

Located in the upper northeast corner of Cygnar, Bloodsmeath Marsh comprises hundreds of tiny peat moss islands afloat in a sea of murky water, cat-tailed reeds, water locusts, and black mangroves. It is home to few humans – hermits and druids mostly. Difficult to traverse, the Marsh is often avoided by travelers who prefer the safety of the Black River a few miles to the East. Bloodsmeath is thick with biting insects and poisonous snakes and home to gatormen, bog-trogs, and primal gobber settlements. Cygnaran forces have recently been forced to make their way through Bloodsmeath between Fort Rhyker and Deepwood Tower and sometimes soldiers are forever lost within the dark and twisted marshes.

SISTER AGNES CINTENFLOWER



Sister Agnes Cintenflower, a devout Morrowan and follower of the teachings of Asc. Corben, has aided the Cygnaran army on the battlefield and now she and her fellow sisters help tend to the wounded traveling south in hospital barges from the battles around Northguard. With the news of one or more hospital barges being lost and no news from the sisters who traveled with

them, Sister Agnes wishes to accompany the next hospital barge to find news of the missing barges and her sisters.

At some time during the preparations for departure, Sister Agnes will arrive with the wounded and aid in their transfer onto the boat.

You arrive at the docks at the appointed hour just as the sun crests the horizon to the east. The makeshift wooden dock sits flat against the bank, gently bobbing as men load supplies onto the barge. Off to the side sit two oxen-led wagons with bright yellow Radiances of Morrow painted on their sides. Several men dressed in Cygnaran army uniforms are aiding a young woman in removing wounded men on stretchers from the back of the wagons. After about an hour,

the wounded are safely aboard the vessel, a 50' steam barge named The Lucky Lass. Her captain, a stoic man named Olo Vandercleef, orders all aboard and starts stoking the boiler. His first mate, Cadmus Redapple, takes his station at the bow, carrying a long pole to push obstacles out of the boat's path. Once aboard, the accommodations are cramped and the constant moaning of the wounded quickly drives you the roof of the boat, where, while muggy, it is a least roomier and quieter. The stack belches forth a thick cloud of white smoke as The Lucky Lass pulls away from the dock and heads south into the Bloodsmeath Marsh.

Sister Agnes Cintenflower; Caspian Clr1; CR: 1; Size/type: Medium humanoid; HD: 1d8+2; hp: 7; Initiative: -1; Speed: 20; AC: 17; BAB: 1; Grapple: 1; Attack: +2 mace, 1d8+1; Space/Reach 5/5; Special Attack; SQ: spells; AL LG: SV Fort +4, Ref +1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Chr 12

Skills: Heal 9, Concentration 3, Spellcraft 2,

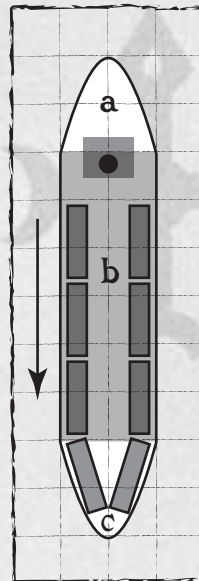
Feats: Skill Focus: Healing, Lightning Reflexes

Languages: Cygnaran

Spells: 0-detect magic, guidance, resistance 1-bless, sanctuary, cure light wounds

Domains: Good, Healing

Possessions: Heavy mace, heavy wooden shield, breastplate



1 square = 5 feet

THE LUCKY LASS

The PCs' home for this journey is a 50' long steam-powered barge named The Lucky Lass. The accompanying diagram is included to help give the characters navigate through this crowded vessel.

The boat is divided into three sections: stern, hold and bow. The stern is the "command deck" of the Lucky Lass, with both the steam engine and the steering wheel here. The letter "a" on the diagram indicates the usual position of Olo Vandercleef. The deck of the stern is elevated 3' feet above the deck of the hold and is accessed by a wooden stepladder. The engine's smokestack extends up through the wooden roof for 3 feet.

The hold is 7' deep and currently holds 18 wounded soldiers on bunks, stacked 3 high. It has a wooden roof used for more cargo, but for now is the only remaining space for the PCs to sleep. The roof is the fastest way to travel from one end of the boat to another. Sister Agnes is generally found at the position of "b" on the diagram, tending to the cares of the wounded.

The bow, like the stern, is elevated 3' feet above the hold. Two more wounded soldiers are bunked here, bringing the total of the Lass's cargo to an even twenty. Cadmus Redapple, the first mate, is usually found at letter "c" on the diagram, armed with a 10' pole to scout ahead and push logs and other obstacles out of the Lass's path. If he is incapacitated

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or killed, Capt. Vandercleef will insist that a PC take up the watchpoint to ensure the boat does not run into something. This will require a Spot check (DC 10) every hour to ensure the Lass does not run into something.

The banisters around the edges of the deck provide 50% cover to anyone crouching behind them.



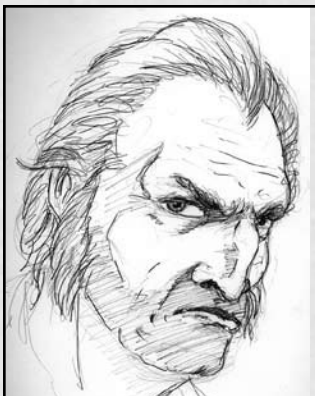
Olo Vandercleef: Male Midlunder Exp2; CR: 1; Size/type: medium humanoid; HD: 2d6+4; hp: 12; Initiative: +1; Speed: 30; AC: 11; BAB: +1; Grapple: +1; Attack: +1 short sword 1d6, +2 Shortbow 1d6; Space/Reach 5/5; AL N; SV Fort 2, Ref 1, Will 4; Str 11, Dex 12, Con 14, Int 15, Wis 13, Chr 12

Skills: Knowledge nature 6, knowledge geography 6, knowledge local 6, knowledge history 6, profession sailor 8, appraise 6, diplomacy 5, bluff 5, spot 5, use rope 5

Feats: Skill Focus (sailor), Endurance

Languages: Cygnaran, Llaeese, Ordic

Possessions: short sword, shortbow, 20 arrows, 5 gp



Cadmus Redapple: Male Midlunder Exp1; CR: .5; Size/type: medium humanoid; HD: 1d6+2; hp: 6; Initiative: +1; Speed: 30; AC: 11; BAB: 0; Grapple: 0; Attack: 0 short sword 1d6, 1 Shortbow 1d6; Space/Reach 5/5; AL N; SV Fort 2, Ref 1, Will 3; Str 11, Dex 12, Con 14, Int 10, Wis 12, Chr 12

Skills: Knowledge nature 2, knowledge geography 2, knowledge local 2, knowledge history 2, profession sailor 5, appraise 2, diplomacy 3, bluff 3, spot 8, use rope 3; Feats: Skill Focus (spot), Endurance

Languages: Cygnaran

Possessions: short sword, shortbow, 20 arrows, 5 gp

CHAPTER ONE: ONE BARGE FOR SISTER AGNES

After two days of travel on The Lucky Lass, the ship steams on just after sunrise. The party is bug bitten and hot, but otherwise unaffected by the trip so far. However, the ship's spotter, an old curmudgeon named Cadmus Redapple, says he smells something foul on the air.

As The Lucky Lass rounds a bend in the channel, your spotter, Cadmus Redapple, points out a column of black smoke rising into the sky about a mile ahead. Still being so early in the morning, the fog has yet to burn off and the area is shrouded in a white murk.

As the Lucky Lass approaches the column of black smoke, the party quickly discovers the smoldering wreckage of another barge, similar in design to the Lucky Lass.

Half submerged in the brackish muck of the Bloodsmeath, the smoldering remains of a steam barge lays against a copse of mangroves. Foul, black smoke floats lazily out of the shattered windows. Hanging off the near edge of the barge, a corpse is sprawled, its arms tapping gently against the side of the barge in rhythm with the wake of The Lucky Lass. As The Lucky Lass nears, more corpses are spotted on deck and two more in the water, lodged in the brambles, denying the crocodiles their prize. In faded paint along the bow of the wreck read the words Murial's Dream. As the barge pulls along side to investigate, a cursory glance at the bodies shows they looked to have been clawed and hacked to death.

Murial's Dream is the same design as The Lucky Lass, so the map of The Lucky Lass can be used.

If the party boards Murial's Dream, they discover five corpses strewn about the deck from fore to aft. Two more corpses are strewn into the mangrove trees behind the barge.

Buzzard beetles are quietly feeding on corpses 2, 3 and 5 on the barge and 6 and 7 in the mangroves as well.

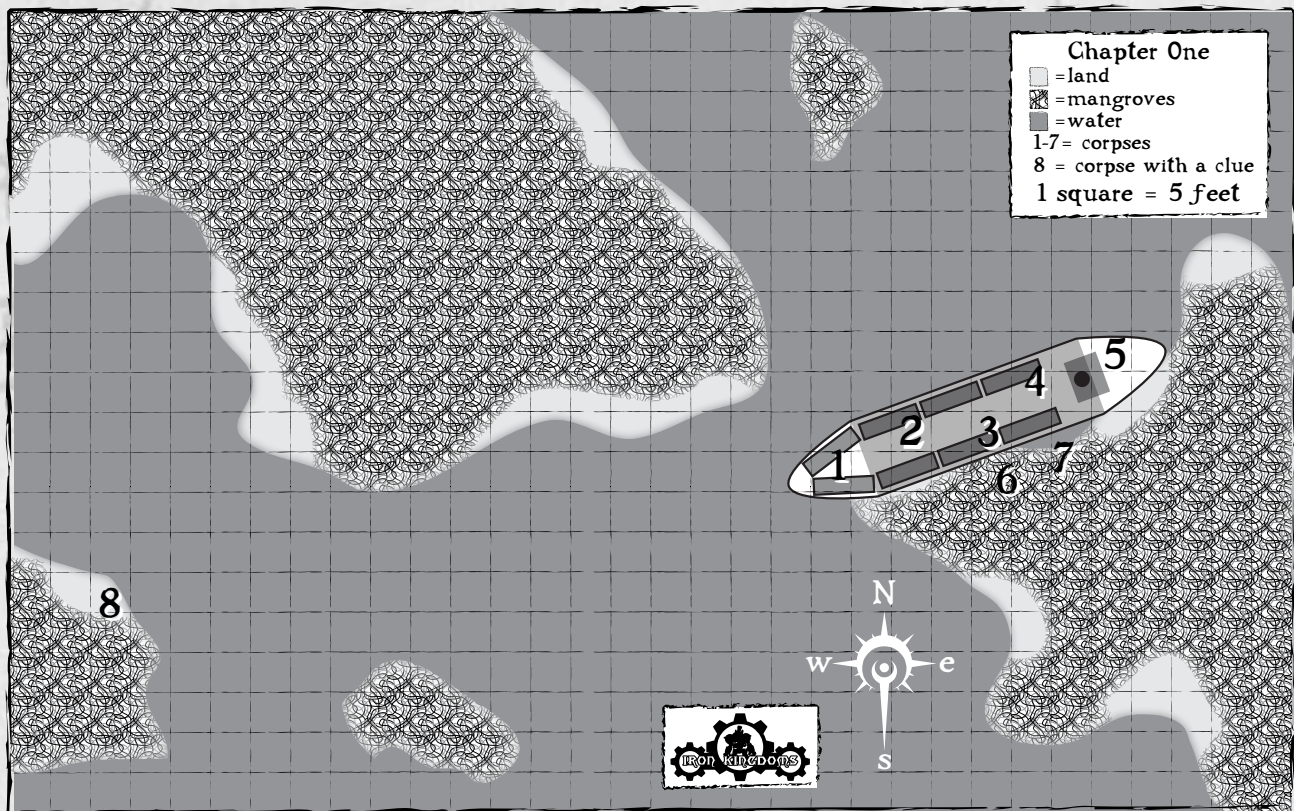
All three Buzzard Beetles on the barge burst forth from their respective corpses and attack the interlopers if anyone disturbs one of the corpses they are feeding on. The two beetles in the mangroves will do the same if the party disturbs bodies 6 or 7.

Once the Buzzard Beetles are dealt with, the party will quickly realize that the barge has been thoroughly picked clean.

Clues:

- Knowledge: Tactics (DC 15) – the attack on the barge came from the land next to the barge and not from all sides.
- Search (DC 10) – Several marks on the hull of Murial's Dream indicate the use of grappling hooks.
- Search (DC 15) – one of the bodies is still wearing tatters of his uniform, but all metal objects on the uniform have been ripped off. Captain Vandercleef will comment that gatormen are like ravens: "they're attracted to anything shiny."
- Spot (DC 15) – A glint of metal catches the eye of the party member and the remains of an 8th corpse are found on a bit of land across the channel (#8 on the map). The metallic glint turns out to be a brightly polished brass pendant of Morrow (1 sp). Upon examination, the body has no claw or hack marks, just a single bullet wound to the back.

- Attack of the Gatormen -



Chapter One
 □ = land
 ▨ = mangroves
 ■ = water
 1-7 = corpses
 8 = corpse with a clue
 1 square = 5 feet

Buzzard Beetle: CR: 2; Size/type: Tiny Vermin; HD: 1d8-1; hp: 3, 3, 4, 5, 2; Init: +2; Spd: 10 ft., 40 ft. fly; AC: 16; BAB: 0; Grapple: -2; Attack: 0 bite, 1d4-2; Space/Reach: 2.5 x 2.5; SA: attach, soften flesh, flesh burrow; SQ: vermin immunities, half damage from piercing or slashing weapons; AL N; SV Fort 1, Ref 2, Will 0; Str 6, Dex 15, Con 9, Int -, Wis 10, Chr 10

Source: MN1

Skills: climb 10, hide 14, spot 3

Detailed Special Attacks and Special Qualities:

- Attach: begins to soften flesh with a successful bite attack. May be knocked off with a successful attack until it has begun to burrow.
- Soften flesh: Fort save (DC 10) or suffer 1d3 acid damage. Beetle has 4 rounds worth of acid
- Flesh burrow: beetle cannot be knocked once it has burrowed into flesh. Attacks on the beetle cause half as much damage to victim. May be pried loose with Str check DC 18; 1d2 damage to victim if successful.

CHAPTER TWO:

ONCE UPON A TIME IN THE SWAMP

The following day as The Lucky Lass continues on her journey through the Bloodsmeath March, the barge passes through a narrowing in the channel, Cadmus Redapple point out a large shape on the shore to the right of the barge. The shape is vaguely humanoid and is swarming with flies and carrion birds. Captain Vandercleef slows the barge and asks the party to investigate.

The Lucky Lass slows, comes to a halt, and Cadmus Redapple puts down the gangplank. As the party disembarks onto the marshy ground next to the tangle of mangroves, the stink of death is thick in the air along with the buzzing of flies and the cawing of carrion crows. As the party brushes away the flies and birds, two massive shapes burst forth from the water and attack.

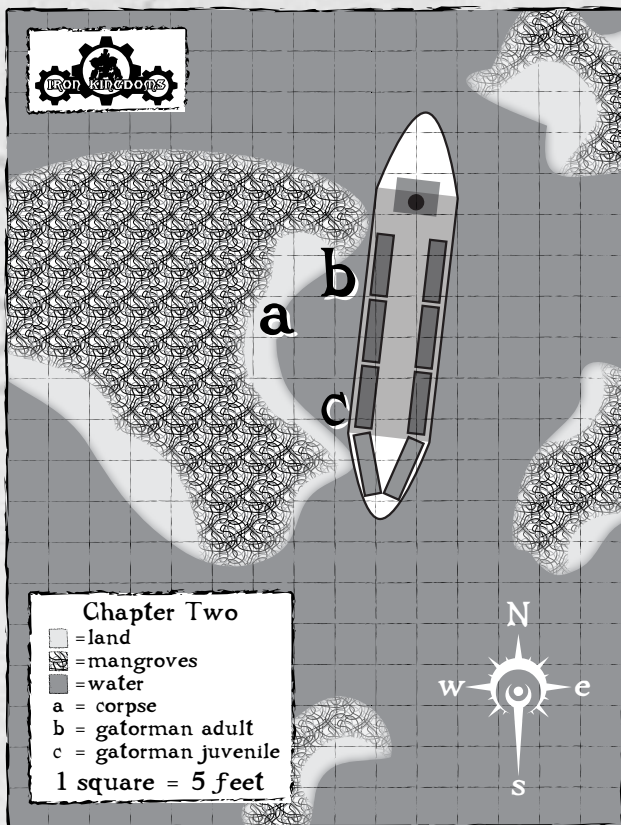
The two creatures are local gatormen (one adult, one juvenile) who have stumbled upon the scene and believe the party is responsible for the death of their tribesman. They fight to the death consumed by rage and hate.

Clues:

- Knowledge: Nature (DC 10) – The bodies of the slain gatormen are of the same creature type as the corpse on the ground.
- Knowledge: Tactics (DC 15) – The style of attack used by these gatormen does not match the combat style used to attack Murial's Dream.
- Search (DC 10) – The hands, feet, and head of the corpse were deliberately severed and the creature was skinned.
- Spot (DC 10) – The corpse is that of a Large humanoid creature.

Gatorman Adult: Large Monstrous humanoid (reptilian); CR: 2; HD: 3d8+9; hp: 22; Init: +5; Spd: 30 / 20 swimming; AC: 14 (-1 size, +1 dex, +4 natural armor); touch 10, ff 13; BAB: +3; Grapple: +9; Attack: heavy mace +4 melee (2d6+2) or bite +4 (1d8+2); Full Attack: bite +4 (1d8+2), 2 claws -1 (1d6+1) and tail -1 (1d8+1); Space/Reach: 10/10

- Attack of the Gatormen -



Special Attack: improved grab; Special Qualities: darkvision 30', hold breath, scent; AL N; SV: Fort 4, Ref 4, Will 3; Str 14, Dex 12, Con 16, Int 10, Wis 10, Chr 10

Source: MN1

Skills: Hide 2, Move Silently 4, Spot 4, Swim 10; Feats: Improved Initiative, Multiattack

Languages: pidgin Cygnaran

Detailed Special Attacks and Special Qualities:

- hold breath, can hold breath equal to their Con score in minutes, not rounds
- improved grab, must hit with bite attack and then start a grapple as a free action without provoking an attack of opportunity.

Possessions: 1d8x10 sp, 1d6x5 gp

Gatorman juvenile: Medium Monstrous humanoid (reptilian); CR: 1; HD: 2d8+4; hp: 13; Init: +4; Spd: 30 / 20 swimming; AC: 15 (+1 dex, +4 natural armor); touch 11, ff 14; BAB: +2; Grapple: +2; Attack: bite +2 (1d4+1) or 2 claws +0 (1d4+1); Full Attack: bite +2 (1d4+1), 2 claws -2 (1d4+1); Space/Reach: 10/10

Special Attack: improved grab; Special Qualities: darkvision 30', hold breath, scent; AL N; SV: Fort 2, Ref 3, Will -1; Str 12, Dex 10, Con 14, Int 10, Wis 8, Chr 10

Source: WFT2

Skills: Hide 1, Move Silently 3, Spot 3, Swim 8; Feats: Improved Initiative, Multiattack

Languages: pidgin Cygnaran

Detailed Special Attacks and Special Qualities:

- hold breath, can hold breath equal to their Con score in

minutes, not rounds

- improved grab, must hit with bite attack and then start a grapple as a free action without provoking an attack of opportunity.

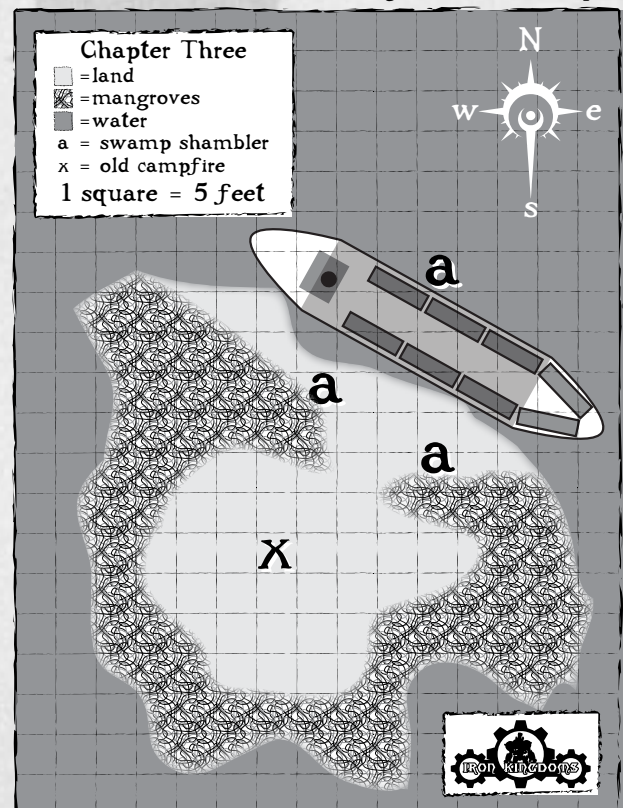
Possessions: 1d6x10 sp, 1d4x5 gp

CHAPTER THREE: THE GOOD, THE BAD AND THE SHAMBLERS

At some point during the next few days, The Lucky Lass approaches an island of mangrove trees and chugs to a halt. Captain Vandercleef announces that the ship will be stopping for the night.

The Lucky Lass begins to slow as you approach a strange formation of mangrove trees up ahead. You have reached Feldar's Fist, halfway point through the journey across the Bloodsmeath Marsh. Captain Vandercleef announces that the ship will anchor next to the Fist (named after one of the early explorer's of the Bloodsmeath Marsh) for the night. As you approach, you get a better look at the Fist. The Fist is a small island surrounded by mangrove trees. The small inner clearing is ideal for a campsite and the remnants of a large firepit in the center of the clearing mark this location as well used.

The wounded will remain on the barge with Sister Agnes. The captain and the spotter disembark to sleep away from the moans of the wounded for a night and invite the party



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to do the same. It is assumed that the party will take watch, but neither the captain nor the spotter will participate as protection is what the party was hired for.

At about midnight, the swamp shamblers attack the barge, climbing out of the swamp. One shambler climbs onto the barge, while two head for the party drawn by the light of the fire. The screams of the wounded and Sister Agnes alert the party member(s) awake on watch, who can then rouse their fellow party members.

If the party has not put a watch on the boat, Sister Agnes will fight the shambler on board by herself. This battle will be too much for her alone, and she will be knocked into negative hit points in five rounds. Thereafter, the shambler aboard the boat will kill a wounded man every two rounds. A slain wounded man will rise again as a shambler in 1d4 minutes. Here is a summary of the battle between Agnes and the shambler if no party members come to assist her:

- Rd 1 – Shambler comes aboard. Sister Agnes grabs shield and mace.
- Rd 2 – Sister Agnes attempts to turn the shambler and fails. Shambler injures Sister Agnes (3 hp damage).
- Rd 3 – Sister Agnes again attempts to turn the shambler and fails. Shambler injures Sister Agnes (4 hp damage).
- Rd 4 – Sister Agnes injures the shambler (5 hp damage). The shambler attacks but misses.
- Rd 5 – Sister Agnes attempts one final turning and fails. The shambler injures Sister Agnes (4 hp damage) knocking her to -1 hit points.

For dramatic effect, Sister Agnes will not stabilize and if the party does not save her in 9 rounds, she dies and rises again as a shambler in 1d4 minutes.

Please be aware that this combat can quickly get out of control if the party fails to keep the shamblers from killing Sister Agnes or some of the wounded soldiers. Unless the party members make a successful Creature Lore or Knowledge: Religion check (see Clues), they will not be aware of the contagious nature of the Swamp Shambler injury. If a shambler manages to slay a wounded man aboard the boat, be sure to reanimate the corpse in 1d4 minutes with appropriate dramatic effect. If no party members has ranks in Knowledge: Religion, perhaps Agnes can scream the warning to the PCs during her fight.

One of the shamblers that attacks the party on land is a dead Khadoran soldier still dressed in his gatorman outfit. The party may incorrectly believe as they see the hulking figure approach that they are again being attacked by gatormen. The slow and jerky movement along with the guttural moaning of the shambler should quickly dispel this notion.

Once all of the shamblers have been slain, the Khadoran “gatorman” is found to be carrying several Khadoran coins as well as Cygnaran military insignia. The party can ask the wounded Cygnaran soldiers about these insignia and find out that they are from companies and regiments that have been captured or completely wiped out. The party now knows the

“gatormen” are actually Khadoran soldiers engaged in guerilla warfare behind enemy lines. None of the other shamblers are carrying anything of value.

Clues:

- Creature Lore (DC 10) – The wounds of shamblers are contagious and anyone killed by a shambler rises again as one soon after.
- Knowledge: Religion (DC 15) – The wounds of shamblers are contagious and anyone killed by a shambler rises again as one soon after.
- Search – The “gatorman” zombie is carrying odd copper and silver coins. Characters who are from Khador or speak Khadoran will recognize them as 3 talons (coppers) and 2 hooves (silvers). The body also has 3 metal military insignia in a pouch on his belt. Some of the wounded soldiers will recognize them all as Cygnaran rank insignia or badges denoting individual combat groups. All of these groups have either been in heavy combat on the front lines or have had injured members sent south on other barges through the swamp.

Swamp Shambler, medium undead: CR: 2; HD: 3d12; hp: 19; Init: 0; Spd: 20; AC: 13, 10 touch, 13 flat-footed; BAB: +1; Grapple: +2; Attack: claw +2 melee (1d6+1); Full Attack: claw +2 melee (1d6+1); Space/Reach: 5/5; SA: create spawn; SQ: undead traits AL: N; SV: F1, R1, W3; Str 12, Dex 11, Con -, Int 6, Wis 10, Chr 10

Source: Witchfire Trilogy pg. 286

Skills: Climb 4, Hide 3, Listen 4, Move Silently 2, Spot 4,

Feats: Alertness, Blind-fighting

Languages: uuuuuuhhhhh.....

- Create Spawn: anyone killed by a shambler rises as one in 1d4 minutes. They are not under the control of their creator and may create spawn as well.

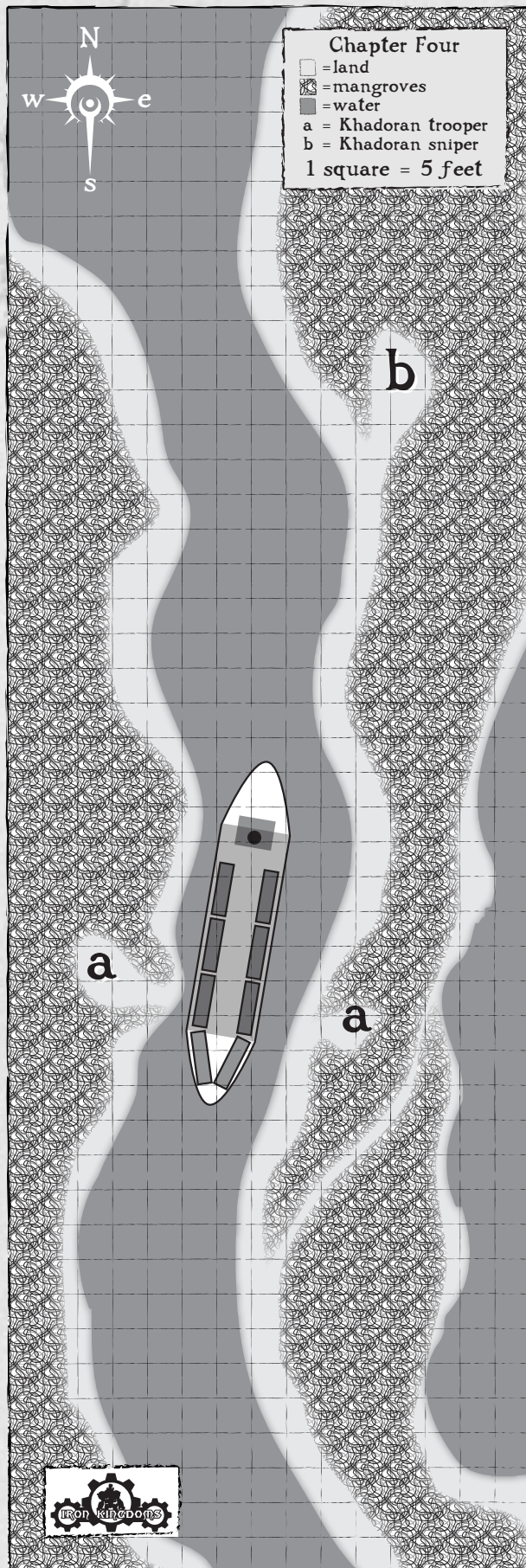
Possessions: none

CHAPTER FOUR: A FISTFUL OF KHADORANS

The Lucky Lass continues to make her way south through the swamp and the next stage of the adventure is where the Khadorans will now attempt to ambush The Lucky Lass in an attempt to destroy it. What the Khadorans do not know is that the party may have figured by now what is actually going on and should be prepared for an ambush, making quick work of an otherwise brutal slaughter by the Khadorans.

As The Lucky Lass continues south, the ground in this area seems a bit more pronounced and the mangrove trees seem more plentiful. As the barge continues, the waterway begins to narrow significantly and Cadmus Redapple announces that The Lucky Lass is approaching the Narrows, a passage between two islands dotted with mangrove trees and high swamp grass. The captain slows the barge as Redapple takes readings, guiding the barge around hidden dangers beneath the surface.

- Attack of the Gatormen -



If the party has anyone with Knowledge: Tactics, have them make a roll against DC 15. If they succeed, then all party members gain a +1 to their initiative rolls for the upcoming combat, as they recognize that this area is a prime area for an ambush.

Just as The Lucky Lass passes between the two islands, shouts erupt from the grass and several large grappling hooks crash into the barge, beginning to hold her fast. Seconds later, large axe-wielding forms burst forth from the grass yelling and growling and climbing aboard the boat.

Two Khadorans dressed as gatormen will climb aboard the boat and engage the party in combat. A third Khadoran (the ranger) is hidden in the trees nearby and will attempt to kill Captain Vandercleef.

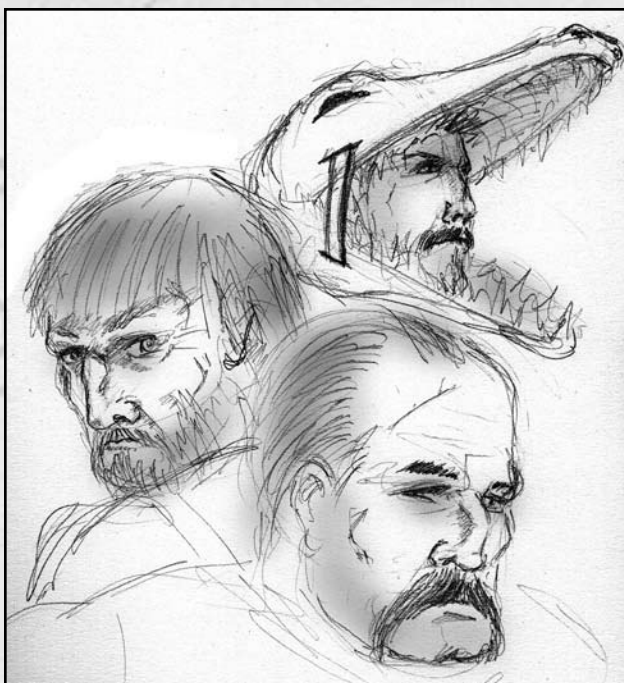
- Rd 0 (if party is surprised) – Khadorans get aboard the barge without taking attacks of opportunity.
- Rd 1 – Khadoran ranger shoots at Captain Vandercleef. If Captain Vandercleef is wounded, Sister Agnes moves to heal him. Khadoran soldiers now engage party in hand-to-hand combat.
- Rd 2 – Sister Agnes will heal Captain Vandercleef if he is injured. If Captain Vandercleef has not been injured, he wisely seeks cover. The ranger reloads his weapon.
- Rd 3 – The ranger will shoot at Sister Agnes if she is a target. If not, he will hold his shots for any visible spellcasters or healers.

Clues:

- Knowledge: Tactics (DC 15) – Prior to combat, the party member recognizes the upcoming Narrows as a perfect ambush point and notifies the party, granting them a +1 bonus to their initiative.
- Spot (DC 15) – Prior or during combat, the party member spots the ranger hidden in the nearby swamp.

If the DM wishes to continue to have the party hunt for the Khadorans, you may include the following clues.

- Spot (DC 15) – After combat, the party member spots the Khadorans' barge. The barge can be towed behind The Lucky Lass easily.
- Search (DC 10) – After the combat is over, the party locates a map through the swamp to the hidden Khadoran base camp.



Khadoran Scout: Male Skirov Rgr 2; CR: 2; Size/type: medium; HD: 2d8+4; hp: 17; Init: +2; Speed: 30; AC: 15 (studded leather); BAB: 2; Grapple: 3 Attack: +4 ranged (Khadoran long rifle, 2d6, 19-20/x3, 160 range increment, wt. 10), +4 melee (longsword, 1d8+2, 19-20/x2); Space/Reach 5 feet/5 feet; SA: +2 damage to humans; SQ: favored enemy (humans), favored terrain (swamp), track, wild empathy; AL LE; SV: Fort 5, Ref 5, Will 1; Str 14, Dex 15, Con 15, Int 8, Wis 12, Chr 8; Skills: Spot +6, Survival +7, Listen +5, Hide +5, Move Silently +5, Knowledge: tactics +1, Knowledge: geography +1, Craft (leatherworking) +2; Feats: Exotic Weapon Proficiency (small arms), Point Blank Shot
Languages: Khadoran
Possessions: studded leather armor, Khadoran long rifle, 10 rounds, blackroot balm (2 doses), 2d6 horns (Khadoran coppers), 1d6 hooves (Khadoran silvers), 1d4 talons, 2d4 Cygnaran military insignia (souvenirs)

Khadoran Trooper: Male Khard Ftr 1; CR: 1; Size/type: medium; HD: 1d10+2; hp: 12; Initiative: +1; Spd: 30; AC: 14 (gatorman hide armor); BAB: 1; Grapple: 4; Attack: +4 (gatorman battleaxe, 1d8+3, x3); Space/Reach 5 feet/5 feet; AL LE; SV: Fort 4, Ref 1, Will 0; Str 17, Dex 13, Con 14, Int 10, Wis 10, Chr 8; Skills: Jump +2, Ride +2, Swim +2, Intimidate +3, Handle Animal +3; Feats: Power Attack, Weapon Focus (Khardic Spear), Blind-fighting
Languages: Khadoran
Possessions: gatorman hide armor, gatorman battleaxe, blackroot balm (1 dose), 1d6 horns (Khadoran coppers), 1d3 hooves (Khadoran silvers), 1d2 Cygnaran military insignia (souvenirs)

CHAPTER FIVE: ANY WHICH WAY BUT BACK

After defeating the Khadorans, The Lucky Lass again steams off to the south and by the next day, has arrived at the southern edge of the Bloodsmeath Marsh.

The dense fields of mangrove trees begin to thin and the murky waters of the Marsh begin to give way to the more open water of the southern lakes. As the Lucky Lass clears the swamp at last, Captain Vandercleef opens the throttle wide and begins a dash across the open water. With the far shore drawing near, signs of massive activity and the presence of Cygnaran troops become more evident. By the time the sun has begun to dip near the horizon, The Lucky Lass approaches a freshly built dock lined with banners from both the Cygnaran military and the Church of Morrow. A group of figures, all dressed as clergy, stand ready to assist with the wounded.

The party is met by Captain Vilmer Karrigan, head of the local group of Cygnaran trenchers in this area. Both Sister Agnes and Captain Vandercleef heap praise upon the party members for their heroism during the journey south.

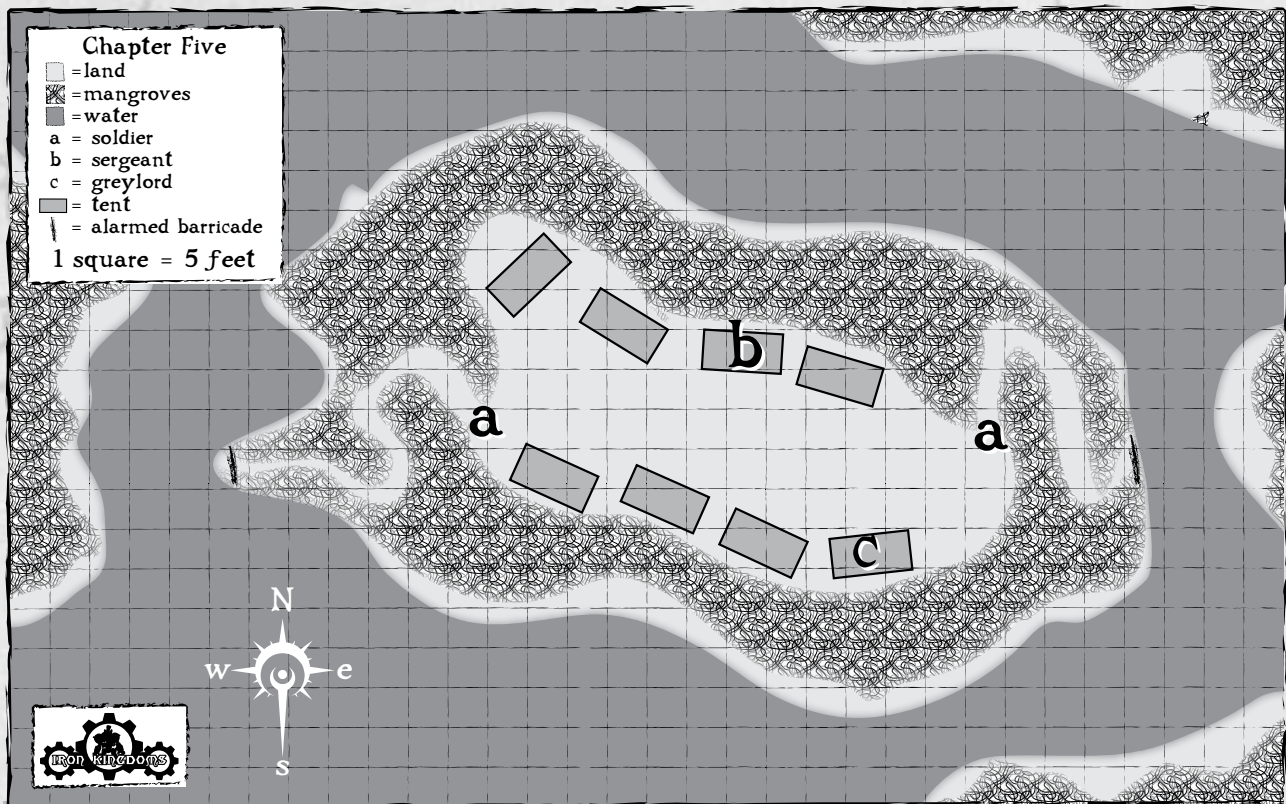
If the party wishes to end the adventure here, Sister Agnes arranges for a payment of 100 Cygnaran crowns per party member from the Church of Morrow (in addition to any payment arrangements the party made at the beginning of the adventure). Additionally, Captain Vandercleef informs the party that they will ride for free on The Lucky Lass if they ever need to traverse the Bloodsmeath again.

If the party wishes to pursue the Khadorans, Captain Vilmer Karrigan listens to the party's story and then officially recognizes the party as a mercenary company in the pay of the Cygnaran crown. With the front so close, Captain Karrigan cannot provide additional troops to aid the newly formed mercenary company, but the crown will pay handsomely for the capture or proof of death of the Khadorans in the Marsh. If the party did not find the Khadoran barge in Chapter Four, Captain Karrigan is willing to provide the party with a barge for the party to get back into the Bloodsmeath.

Early in the morning, you begin the arduous journey back into the Bloodsmeath Marsh. The mangrove trees surround the barge and draw close around, almost as if the Marsh were closing a fist around you. The buzzing of insects is a constant background noise as you follow the symbols on the captured Khadoran map. The occasional ripple in the water or the far off growl of some beast reminds you that the Marsh is not for the faint of heart.

The map taken from the Khadoran fight leads the party eventually to a base camp where the remaining Khadoran forces and their Greylord leader are camped.

- Attack of the Gatormen -



After several days of travel, you near the area marked on the map as where the base camp should be found. In the distance, through the tangles of mangrove trees and semi-permanent haze that clings to the water, you see a welcome patch of dry ground rising up amidst the surrounding murk. You believe you have found the Khadorans' hidden campsite.

The camp now consists of the greylord Anevka Novorskorad, a Sergeant, and two troopers. If the Khadoran's guard is down, the party will have an easier time of taking the camp by surprise. If the party approaches by stealth and attempts to subdue one of the guards in secret, the second guard has a Listen check DC 15 each round of combat to hear the fight and raise the alarm himself.

The island is a wide patch of dry sand surrounded by a dense ring of mangrove trees. The Khadorans have managed to carve a series of tunnels through the tangle and reach the center, which is their base of operations in the Bloodsmeath Marsh.

There are two hidden tunnels on the island, east and west, the eastern tunnel being the more used. A DC 15 Spot check is required to locate either of the tunnel entrances. Both tunnels are rigged with primitive barricades made up of branches and laced with bells (Alarm Trap, Search DC 12 to find bells, Disable Device DC 10). Due to the winding nature of the tunnels, it will take a party member two full rounds to get from the water's edge to the campsite inside.

If the Khadorans are not surprised, follow the actions below. If the Khadorans are surprised, they react as normal.

- Rd 1 – Anevka casts Protection from Arrows on herself. The two Khadoran troopers and Khadoran Sergeant take cover and prepare a crossbow volley for the first person into the camp.
- Rd 2 – Anevka casts Mage Armor on herself.
- Rd 3 – Anevka casts Sleep right at the entrance. Khadoran Sergeant and Khadoran Troopers fire their crossbows at the first person through the entrance, then switch to melee weapons.
- Rd 4 – Khadoran Sergeant and Khadoran Troopers arm themselves with their Khardic spears and attack. Anevka waits until a priest or spellcaster appears and casts Scorching Ray on them.

The Khadorans will try to fight to the death, knowing that they will be tortured for information by the Cygnarans if they are taken alive. If the party does somehow manage to take some or all of the Khadorans prisoner, they will take advantage of any opening the players leave for them to try and escape or be killed in the attempt.

- Attack of the Gatormen -

Khadoran Trooper: Male Khard Ftr 1; CR: 1; Size/type: medium; HD: 1d10+2; hp: 12; Initiative: +1; Spd: 30; AC: 15 (chain shirt); BAB: 1; Grapple: 4; Attack: +5 (Khardic spear, 1d8+3, x3), +1 ranged (light crossbow, 1d8, 19-20/x2, range increment 80 feet); Space/Reach 5 feet/5 feet; AL LE; SV: Fort 4, Ref 1, Will 0; Str 17, Dex 13, Con 14, Int 10, Wis 10, Chr 8; Skills: Jump +2, Ride +2, Swim +2, Intimidate +3, Handle Animal +3; Feats: Power Attack, Weapon Focus (Khardic Spear), Blind-fighting
Languages: Khadoran
Possessions: chain shirt, light crossbow, 10 bolts, Khardic spear, blackroot balm (1 dose), 1d6 horns (Khadoran coppers), 1d3 hooves (Khadoran silvers), 1d2 Cygnaran military insignia (souvenirs)

Khadoran Sergeant: Male Umbrean Ftr 2; CR: 2; Size/type: medium; HD: 2d10+4; hp: 19; Init: +5; Spd: 30; AC: 17 (chain shirt and shield); BAB: 2; Grapple: 5; Attack: +6 (Khardic spear, 1d8+3, x3), +2 ranged (light crossbow, 1d8, 19-20/x2, range increment 80 feet); Space/Reach 5 feet/5 feet; AL LE; SV Fort 5, Ref 1, Will 1; Str 17, Dex 13, Con 14, Int 12, Wis 12, Chr 6; Skills: Jump +3, Ride +5, Swim +3, Intimidate +4, Handle Animal +2, Spot +3; Feats: Power Attack, Weapon Focus (Khardic Spear), Blind-fighting, Improved Initiative
Languages: Khadoran, Cygnaran
Possessions: chain shirt, heavy wooden shield, light crossbow, 10 bolts, Khardic spear, blackroot balm (1 dose), 2d6 horns (Khadoran coppers), 1d6 hooves (Khadoran silvers), 1d4 talons, 1d4 Cygnaran military insignia (souvenirs)



Anevka Novorskorad, Khadoran Greylord: Female Umbrean Wiz 3; CR: 3; Size/type: medium; HD: 3d4+3; hp: 13; Init: +1; Speed: 30; AC: 14 (padded armor and leather greatcoat); BAB: +1; Grapple: +1; Attack: +2 melee (longsword 1d8, 19-20/x2), +2 ranged (military pistol 2d6, 19-20/x3); Space/Reach: 5 feet/5 feet; SQ: familiar, DR 5/bludgeoning,

arcane spell failure chance 10%, spells; AL LE; SV Fort 1, Ref 2, Will 4; Str 10, Dex 13, Con 11, Int 16, Wis 12, Chr 10
Skills: Concentration +6, Craft (alchemy) +7, Knowledge: Arcana +9, Spellcraft +11, Decipher Script +3, Knowledge: geography +7, Search +5, Spot +3; Feats: Greylord, Combat Casting, Alertness (when familiar is within 10 feet), Scribe Scroll

Languages: Khadoran, Cygnaran, Llaeese, Ordic
Spells: 4/3/2

Spells Prepared: 0-Daze, Detect Magic, Light, Ray of Frost, 1-Mage Armor, Sleep, Magic Missile, 2-Protection from Arrows, Scorching Ray

Spellbook: 0- all. 1st - Arcane Bullet, Scramble, Mage Armor,

Shield, Magic Missile, Sleep, Color Spray, Comprehend Languages, Charm Person, Feather Fall. 2nd - Protection from Arrows, Scorching Ray, Detect Thoughts

Possessions: spellbook, masterwork longsword, Khadoran military pistol and 10 rounds, padded armor, armored greatcoat, 2d10 horns, 2d8 hooves, 2d6 talons, 1 50 gp garnet, 2d4 Cygnaran insignia. Scroll: Mage Armor. Scroll: Protection from Arrows. Potion: cure light wounds (1d8+1). Runeplate of +1 attack (useable for future mechanical creations).

Minions: familiar (cat), +3 to Move silently, natural armor +2, Int 7, deliver touch spells, Alertness feat for the master, Improved Evasion, share spells, share empathic link

CONCLUDING THE ADVENTURE

From the campsite, the party gets information about potentially darker things going on deeper in the Bloodsmeth Marsh, such as hints of a crazed wizard who has staked out a claim deep within the murky recesses of the swamp and is now served by a fanatic tribe of primal gobbers. There is mention in the Greylord's journal that a second squad of Khadorans had gone further into the swamp to investigate these rumors about four weeks ago, but has not been heard from since.

If the party returns with proof of the Khadorans' deaths to Captain Karrigan, the crown rewards their efforts with 1000 crowns in cash or equipment. If the party manages to return with prisoners, Captain Karrigan rewards the party an additional 500 crowns for the Greylord's capture. The Sergeant and two Troopers are summarily executed as spies. War is not pretty.

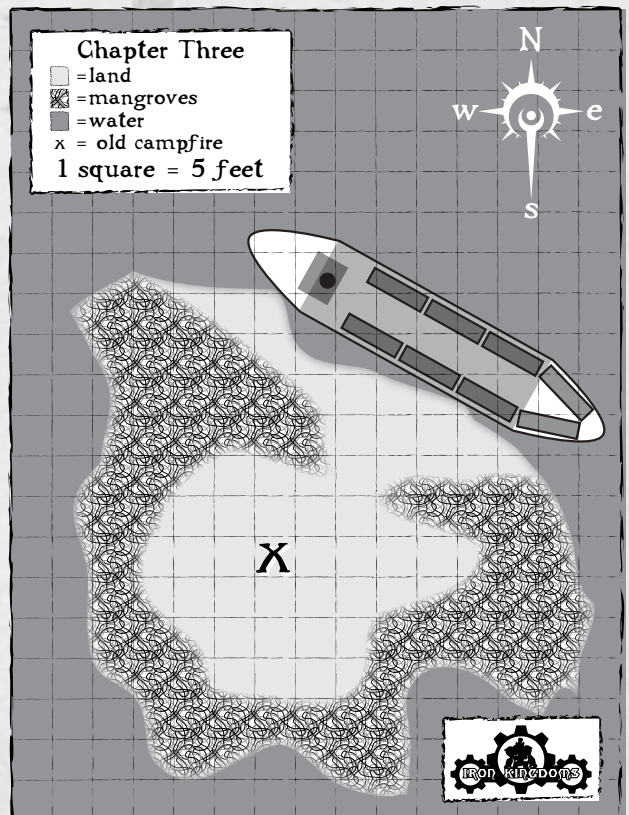
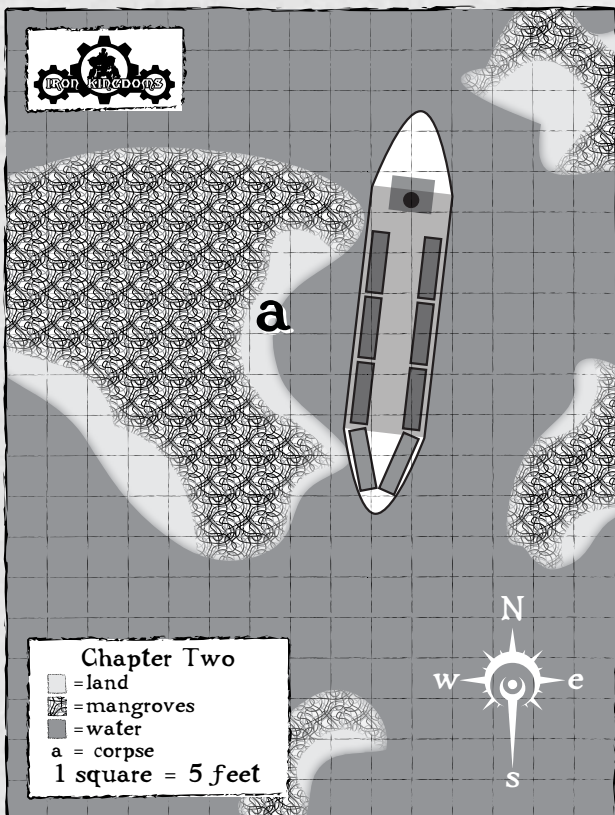
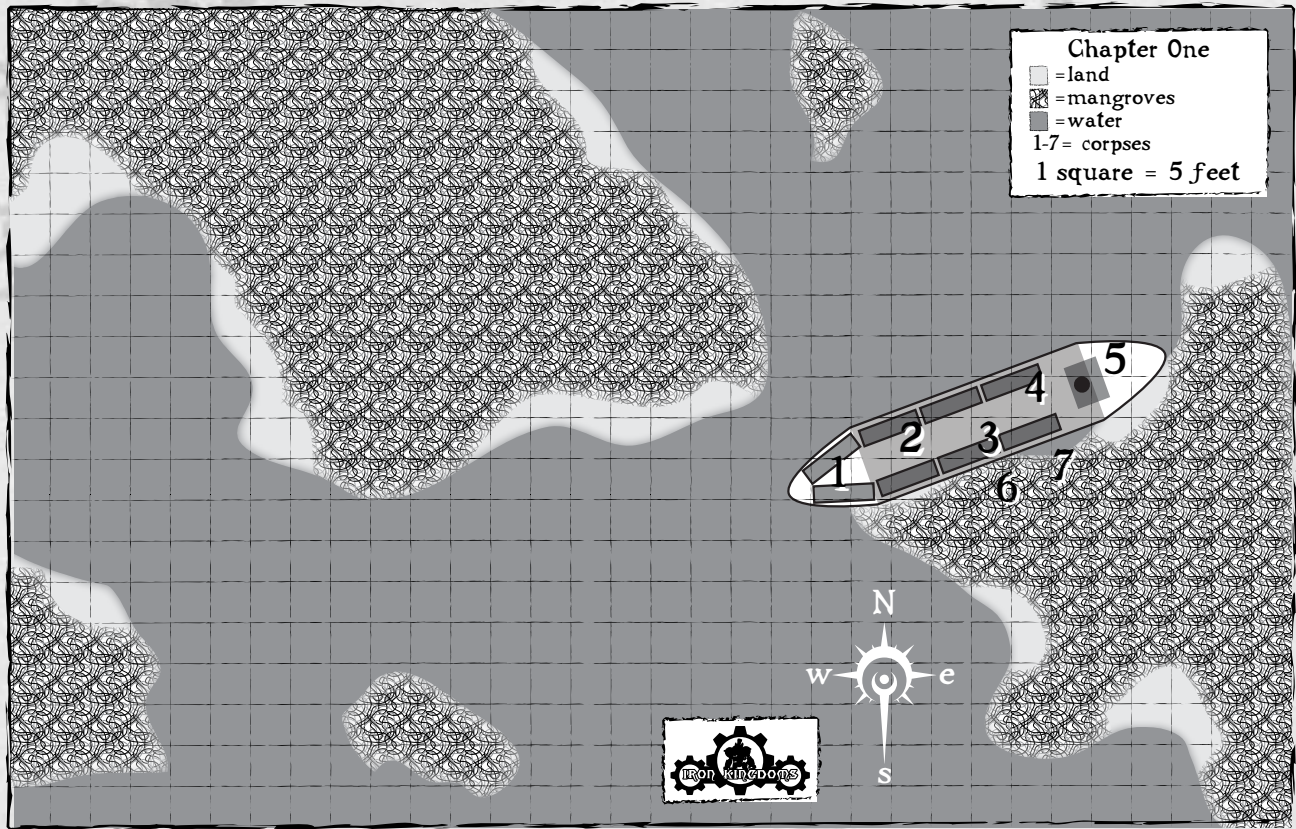


Captain Vandercleef of the Lucky Lass

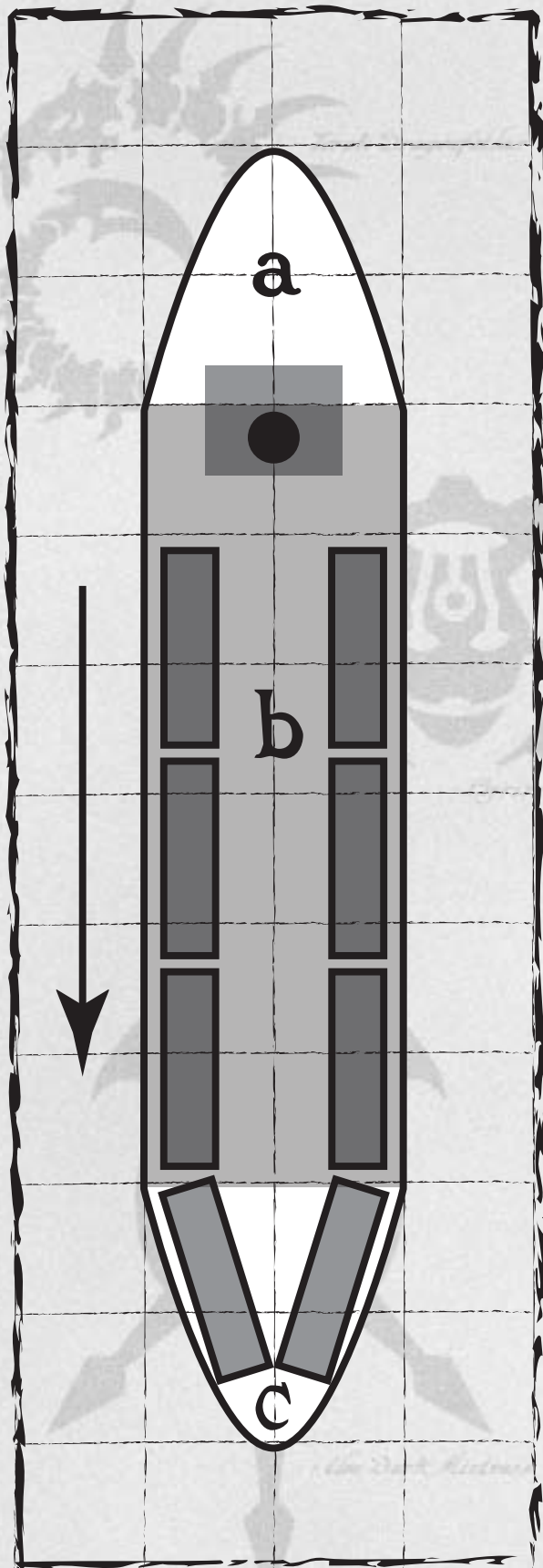
- Attack of the Gatormen -

PLAYER HANDOUTS:

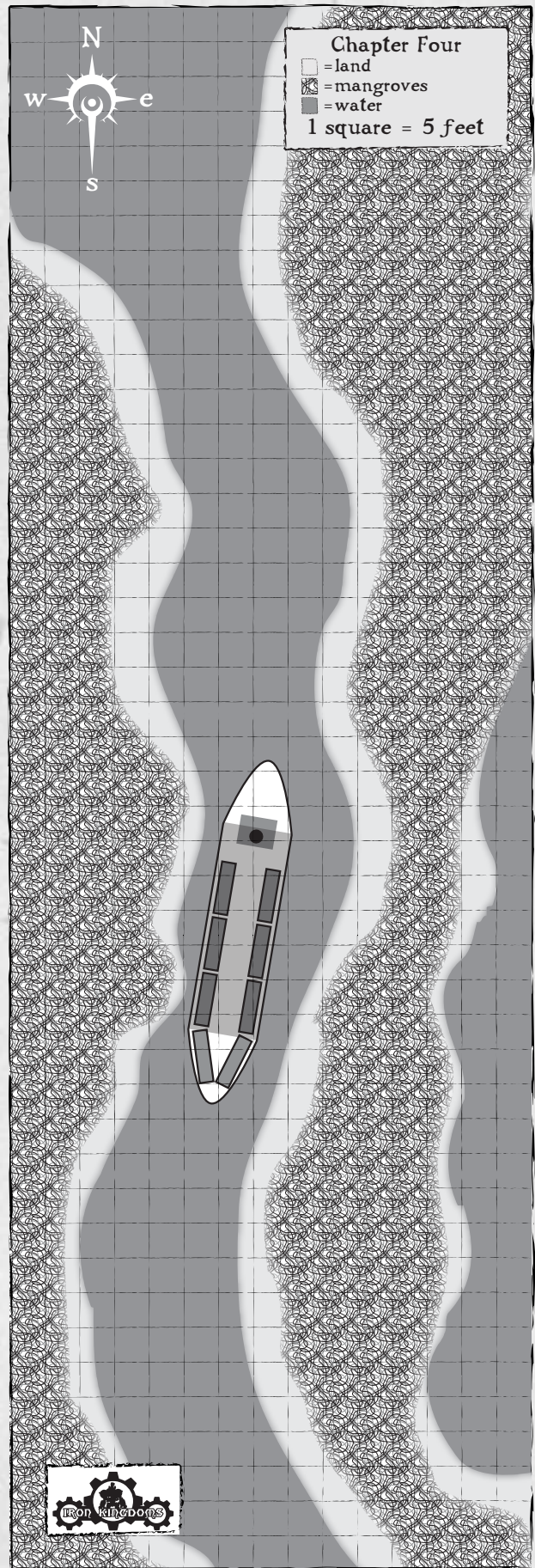
Here are printouts of the five maps for the DM to provide to the players.



- Attack of the Gatormen -



1 square = 5 feet



- Attack of the Gatomen -

