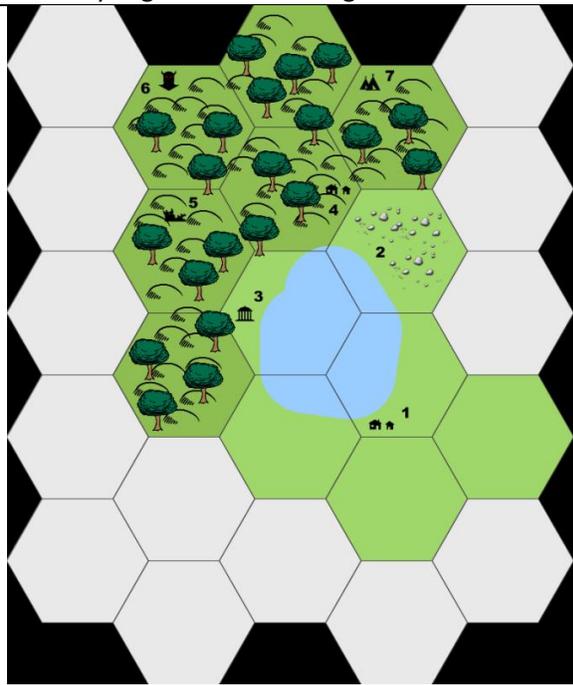


The Low March, once a frontier province for a long forgotten kingdom, now a focus for both adventurers, looking for riches in the regions many tombs and barrows, and the mysterious Red Hand, a shadowy organization looking to establish a foothold in the March.



Legend

1	Laketown , nestled along SE shore of Lake Issis, is chief settlement in region – a sleepy village in the wilderness
2	The Stanlow , rocky NE shore of Lake Issis, contains ancient barrows and wandering undead
3	Ruined Shrine of Wodwitan , a dead god of learning and knowledge
4	Midwych , a logging village in the Kroom Headlands
5	Tomb of the Cunnian , famous explorer for a now forgotten ancient empire
6	Snake Den , home to King Hiss, a huge viper snake that hunts through the hills
7	Raiding Camp , home to skirmishers of the Red Hand, looking to move into the region

Random Encounters (Base EL 1-3)

1.	King Hiss , out looking for food and wandering far from his lair
2.	1 Ghost Brute Hound (from LM)
3.	1-3 Dire Badgers
4.	Ravaged Farmstead or Logging Camp , attacked by Red Hand raiders, occupants slaughtered
5.	4 Wild Elf Trackers (CG, all ranger 2, from Heartstone Vale), tracking Red Hand through the headlands
6.	Red Hand Scout (rogue 1 bladeling)
7.	Zombies , wandering from the Stanlow (1d6)
8.	Bandit Checkpoint (4 bandits + fighter 2)
9.	Devil-possessed Traveler , acting strange (50% will become violent)
10.	Farmers , carrying produce to market in Laketown (loggers if in hills)
11.	Red Hand Raiding Party (4 bladelings + fighter 1)
12.	1-2 Owlbears

Notes (NPCs, rumors, dungeons, treasures, etc.)

- According to past legends, the shine of Wodwitan holds the ruins of a scriptorium and a repository of ancient knowledge hidden inside
- Rumors abound of strangely dressed raiders moving through the hills and lowlands, attacking and looting farms; village elders in Laketown are getting nervous at this activity and are looking for groups to investigate
- Contained deep within the lost Tomb of the Cunnian is the explorer's chief weapon, the Staff of the Crushing Breeze
- All non-hill hexes, even Laketown, are considered borderlands for encounters (2d6); all hill hexes are wilderness, even Midwych (1d12)