

KET2-04



TREASURE HUNT

A One-Round D&D[®] LIVING GREYHAWK[®]
Ket Regional Adventure

Version 1

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RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

The treasure of Arad Darkeye lies hidden in the dark reaches of the Bramblewood. What does it take to retrieve it and survive? The sequel to KET1-02 *Fallen Hero*.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6 0	0	0	1	
1/3 and 1/2 0	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Ket. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

A treasure waits in the dark heart of the Bramblewood. During the war with Bissel in 584 CY, Arad Darkeye was a commander in the Beygraf's army. His leadership and heroic deeds led him to become regarded as a national hero.

One specific mission led to his ambushing a large caravan carrying supplies to Bisselite forces. The ambush took place near the small thorp of Custed in the Bramblewood Gap (an area that previously belonged to Bissel). Even though it was well protected, Arad and his troop of soldiers, through superior tactics and maneuvering, managed to capture the caravan. Arad lost only one man, Banugul, while the Bisselites lost many, including the merchant who was leading the supply caravan. They were first of many to die for this accursed treasure.

Mere hours after this success, new orders were received, Arad's company's was commanded to engage in

a dangerous war operation against superior numbers. Success would require several of Arad's men to provide a diversion so an entire unit of the Bissilite army would be exposed to a surprise attack. For those few volunteers required as the diversion, it was a suicide mission.

In return for the enormous risk the volunteers were about to undertake, Arad gave to them a portion of the bounty of the caravan; hundreds of bars of silver and copper. He directed them to take the treasure and hide it. In the unlikely event that any of the volunteers were to survive, they would be free to claim the treasure as their own, and could retire from the army as heroes.

The treasure was hidden by the men on the property of an abandoned logging camp near the edge of the Bramblewood forest, not far from the small town of Hedyeh. Two maps were made to the hiding place. The first map was given to Arad, and the second map was placed in the grave of Banugul, the sole Ketite casualty of the caravan raid. This was a back up should anything ever happen to Arad's map.

The mission against the Bisselites was a success, leading to the capture and defection of an entire mercenary army. However, none of the volunteers survived, being struck down within minutes of the start of their attack.

When the Ketite forces withdrew from Bissel in 591 CY, Arad gathered those from his company who had survived the war to reclaim the treasure. However, in the eight years since the treasure was buried, the Bramblewood's border expanded at a frightening rate, reclaiming land which years ago had been harvested by loggers. Now, instead of being near the Bramblewood's edge, the treasure was buried several miles within the dangerous woods.

Arad and his entire squadron of veteran soldiers gathered in Hedyeh, then ventured into the forest. They encountered, and defeated several groups of creatures as they followed their map and made their way to the treasure, including ogres, harpies and a tribe of lizardfolk. However, the curse of the treasure struck again as several of his men also fell as they made their approach to the hiding place.

A fierce group of spider eaters (ettercap) and their powerful aranea druid leader set upon Arad and his remaining forces when they finally arrived at the treasure site. Again victory against these foul creatures came at a cost, as more than half of those who survived were now paralyzed by the spider eaters' poison. Arad's group now faced a painful realization. They would not be able to return carrying both the weight of the treasure, and the bodies of their comrades.

Arad began the perilous return trip to Hedyeh without the treasure. But the curse of the treasure was not done with his team yet. Dire creatures and worgs, enticed by the scent of the intruders, further reduced the party until only Arad and one other member of his squad remained. Then, while the two men valiantly attempted to haul the paralyzed bodies of four friends home, they were overrun by kech.

Ultimately, even the great Arad Darkeye could not withstand the sustained fury of these feral beasts. The great man fell two hours before dawn on the day he and his men were scheduled to retire. Arad's map was lost in the dark recesses of the Bramblewood.

Due to his heroic actions during the war, *true resurrection* was arranged on Arad's behalf. It was assumed that he would return to serving in the military, as had been his plan. However, Arad surprised his superiors by resigning his commission, and has since led a private life, surrounded by the speculation and rumors shared by others.

Recently, in *KET1-02 Fallen Hero*, the map hidden in Banugul's grave has been discovered, and is possibly in the hands of adventurers. If so, the adventurers either aided Arad, or the son of the Bisselite caravan leader lost his life in defense of the treasure against Arad's raid.

The son of Banugul, Tomaz now knows of the map's discovery and has assembled a group of adventurers who also wish to liberate the treasure. The quest is personal for Tomaz, as it was his father's blood, which was first spilled in its acquisition.

Meanwhile, the dynamics of the Bramblewood are always changing. While the tribe of lizardfolk Arad defeated is now extinct, the ettercaps who survived the battle have now abandoned their old territory near the treasure in favor of the more desirable lands once possessed by the lizardfolk. The ettercaps have rebuilt and regrouped under a new, sorcerous leader who now fills the void left by the druid who fell in Arad's assault. Worse yet, a medusa has now taken residence in the logging camp where the treasure still lies.

The treasure is patient. It remains on the site of the abandoned logging camp, and every day the road into the Bramblewood to retrieve it grows longer and darker. How many more shall die before it is found.

Treasure Hunt is a dungeon crawl-style adventure. In this case the crawling takes place outside in part of the dense and dangerous Bramblewood forest at the dark center of Ket. Treasure Hunt is designed to introduce players to the unforgiving threat of this forbidding forest.

This adventure can be very combat heavy, so it would serve the characters well to spend the minimum amount of time in Hedyeh, the village in which the characters start this adventure.

It is not necessary that players play *KET1-02 Fallen Hero* before playing this adventure, but it is strongly recommended. It is also recommended that players play the same characters they played in *KET1-02 Fallen Hero*. If possible, tables should be arranged based on the results those players had from *KET1-02 Fallen Hero*, as marked on the map they received if they were successful in completing the adventure.

These results have a significant impact on this adventure, specifically whether Tomaz al'Banugul and his group of adventurers ally with the party, or compete against them, as established in *Encounter 1*. It also determines the fate of Arad Darkeye and whether or not he accompanies the party on this quest.

The potential results are as follows:

Result A

The characters sided with Arad Darkeye, but were unable to convince him to continue to the quest. The characters parted company with Arad on good terms.

- Arad is not with the party
- Arad has been in communication with Tomaz, who considers the party honorable and offers to ally with the party.
- If Tomaz does not ally with the party, he and his party ambushes the party as detailed in *Encounter 9*.

Result B

The characters sided with Arad Darkeye, but were unable to convince him to continue to the quest. The characters parted company with Arad on bad terms.

- Arad is not with the party
- Arad has been in communication with Tomaz, who considers the party dishonorable and unworthy of the treasure. A successful Diplomacy check (DC 22) is required for Tomaz to ally with the party.
- If Tomaz does not ally with the party, he and his party ambush the party as detailed in *Encounter 9*.

Result C

The characters sided with Arad Darkeye. Arad Darkeye was dead at the end of the adventure.

- Arad is dead
- Tomaz does not know of the party, but knows the map to his father's treasure has been found.
- If Tomaz discovers the characters have the map, he accuses them of theft. A successful Diplomacy check (DC 15) convinces him that the party's intentions are honorable and he offers to ally with the party to find the treasure.
- If Tomaz does not ally with the party, he and his party ambush the party as detailed in *Encounter 9*.

Result D

The characters sided with Arad Darkeye, and were able to convince him to continue to the quest. The characters parted company with Arad on good terms.

- Arad is with the party and accompanies them into the Bramblewood.
- Arad introduces the characters to Tomaz and his party, recommending they join forces.
- If Tomaz does not ally with the party, Arad insists that a share of the treasure go to Tomaz and his family. Tomaz does not ambush the party.

Result E

The characters sided with the merchant. The characters parted company with the merchant on good terms.

- Arad is dead
- Tomaz knows his father's map has been sold to adventurers, and that they have played a role in Arad's demise. He considers the party dishonorable and unworthy of the treasure. Under no

circumstances does he ally with the party, short of Enchantment spells.

- Tomaz and his party ambush the party as detailed in *Encounter 9*.

Result F

The characters sided with the merchant. The characters parted company with the merchant on bad terms.

- Arad is dead
- Tomaz knows his father's map has been taken or stolen by the adventurers from the merchant, and that they have also played a role in Arad's demise. He considers the party dishonorable and unworthy of the treasure. Under no circumstances does he ally with the party short of Enchantment spells.
- Tomaz and his party ambush the party as detailed in *Encounter 9*.

Ask all players who have a copy of the map to make a Spot check (DC 20). If successful, they have noticed irregularities on the leather surface of the map case. If they look inside, they see writing on the inside of the case, but they have to disassemble it to read the message: "FIREPLACE, FOREMAN'S OFFICE."

There is also a "Result G": The party did not succeed in receiving the map, or have not played KET1-02 *Fallen Hero*. In this case, run *Encounter 2*, which gives the characters access to a copy of the map.

DEALING WITH MULTIPLE RESULTS

It is entirely possible there are multiple results at your table. In this case, use the following guidelines:

- 1) Establish if the majority of the party aided Arad (result A, B, C, or D) or the Merchant (result E or F). Ignore the results of the group in the minority (If there are "3 Helped Arad" and "2 Helped the Merchant", ignore the Merchant results). If the results are even, then treat the result as "no map."
- 2) If the majority of the party helped the Merchant, the result is either "E" or "F", based on which is the most common result. If it is a tie, treat the result as "F."
- 3) If the majority of the party helped Arad, and attempts to discover what the result is using this method: Results B and D cancel each other out, and Results A and C cancels each other out. Whatever results remain determine the result for the purpose of this adventure. If all results are cancelled out, then treat the result as Result A.

Use your judgment to resolve any other possibilities. The cumulative results of your table should provide an "average" result.

Note that groups that did not side with Arad Darkeye, and do not ally with Tomaz, should find this adventure extremely difficult.

INTRODUCTION

It is a welcoming mid-fall morning. Your travels have taken you to Hediye, a small logging community in the east of Ket, on the trade road between Falwur and Thornward. On first impression, the town appears like a place that has been dormant for some time, and now is springing back to life. However, there is evidence that industry is returning. Many of the logging camps on your way into town appear to have recently reopened, and Hediye seems to be finally shaking itself out of hibernation.

As you arrive at the heart of the town, you hear the sound of prayer call from the minaret of the Mosque of Al'Akbar.

Note that if the party has Result D on their certed map, Arad Darkeye accompanies the group on this adventure, and serves as a valuable resource in the acquisition of the treasure. Read to them the following text:

Your eyes are quickly drawn to "The Dragon's Leg," Hediye's only inn. It is here that Arad Darkeye has requested you meet him before following your map into the Bramblewoods in search of its hidden treasure.

If the party does not have Result D, Sharmin, of Sharmin's Lumber Company, approaches the party. She asks them where they're from, and if they're in Hediye to sign on with a logging crew. She is disappointed if the party says no, but provides them a friendly welcome to the town. If the party identifies themselves as adventurers, she says "More adventurers?" When asked, she reveals that another group arrived the previous night.

Sharmin is also happy to direct the characters to the key points of interest in town, The Dragon's Leg, the inn, tavern, and social hub of Hediye (See *Encounter 1*).

The Mosque of Al Akbar is where Mullah Ashik (Clr 5) can provide those of the faith, healing for prices as quoted in the *Player's Handbook*. Holy water is available for purchase by the faithful at the price listed in the *Player's Handbook* as well.

Halil's General Store is where the party can buy basic adventuring supplies; regular equipment from the *Player's Handbook*, as well as simple and martial weapons, plus light and medium armor. The party can also buy lumber working supplies here.

ENCOUNTER 1: THE DRAGON'S LEG

As the center of a Baklunish community of loggers, you'd expect "The Leg" to be a bit rough around the edges, yet it is clear that the proprietor takes some pride in her business. The overall cleanliness, the smell of kabobs being grilled, the aromatic scent of spices, and the Baklunish rhythms of a musician in the far

corner give the Dragon's Leg an atmosphere beyond your expectations.

Surveying the room you see a group of adventurers at a large table in the center of the room. A pair of couples is enjoying a meal at the table nearest the front door, and a group of three lumber workers are enjoying a drink at the bar. They are being served by a woman in her mid-forties with an air of authority about her.

IF THE GROUP HAS NO MAP

If the group does not have a map, go directly to *Encounter 2: The Merchant*.

THE PATRONS OF THE DRAGON'S LEG

The key encounter for the characters at the Dragon's Leg is with the adventurers currently playing dice. This is the party of Tomaz al Banugul. He has gathered this company together to retrieve what he believes is rightfully his, a treasure undeniably linked to his father; the same treasure that once hidden, led to the demise of Arad Darkeye and his men.

Go to "Meeting Tomaz" below to establish the appropriate response for Tomaz based on the party's actions in KET1-02 *Fallen Hero*.

The other patrons of the Dragon's Leg are amiable, but have little to contribute to the party:

- The drinking loggers are named Abdul, Morad, and Sam. If the characters ask, the three loggers warn the characters about the Bramblewood, and recommend they stay well clear of the forest.
- The two couples (Hosh and Medhi, Sahi and Zar) are from nearby horse farms, trying to arrange a stud fee for a certain Bakluni Stallion. They have heard stories from merchants they trade with about a treasure hidden in the Bramblewood bearing a Bisselite curse, such that no Ketite may seek it and live.
- Kasra, the owner of the Dragon's Leg, is also serving her customers. If Arad is with the party, she recognizes him from his earlier journey, but doesn't know about the outcome of his expedition to the Bramblewood. She merely treats him as a returning friendly face.
- The only other occupant of the Dragon's Leg is, Shahpur, (Brd 3). When the characters arrive, he is playing a sitar. He is traveling between Falwur and Thornward, and has been offered by Kasra the opportunity to make a few Lances on his route. He has heard a rumor of a cursed treasure that is hidden within the Bramblewood, which slays all who seek its riches.

In all cases, if it is discovered that the characters intend to venture into the Bramblewood, the villagers recommend beginning the trek into the dark forest at first light, and to avoid spending time there at night.

MEETING TOMAZ

Tomaz is a moderately attractive Baklunish male, of wiry yet muscular build. His dark features sport a tightly cropped goatee. His party includes three Baklunish women, Ava, Kia and Tomaz's wife Jaz. Also with Tomaz is another Baklunish male named Umid, and a homely looking half-orc named Veer. When the party arrives, Tomaz's group is entertaining themselves by throwing some dice. Veer is unexpectedly winning.

Veer, the half-orc, is somewhat of a "second-class citizen" in the group, with Jaz and Umid sometimes referring to him as "equipment."

🔦 **Tomaz:** Male human Ftr3; hp 28; see Appendix I.

🔦 **Umid:** Male human Rog3; hp 17; see Appendix I.

🔦 **Veer:** Male half-orc Bbn3; hp 32; see Appendix I.

🔦 **Ava:** Female human Rgr3; hp 25; see Appendix I.

🔦 **Kia:** Female human Clr3 (Al'Akbar); hp 24; see Appendix I.

🔦 **Jaz:** Female human Sor3; hp 19; see Appendix I.

Please refer to the outcome established for your table in the "Adventure Overview" section to determine the appropriate reaction for Tomaz below. Regardless of the result indicated, Tomaz believes he has more of a right to the treasure than the characters, and he would be right both morally and legally. He isn't arrogant; he is a man passionately in search of his father's legacy.

Result A

Arad has been in communication with Tomaz, who has told him the party is honorable. Tomaz introduces himself and his fellow adventurers to the party and offers an alliance.

Tomaz knows that Arad faced ogres, harpies, spider-eaters, dire creatures, and kech (the monkey creatures) on his previous journey, but no other details.

If Tomaz and the party do ally, Tomaz honors their partnership. However, if he or any member of his group gets the sense the characters are planning to betray them, they plan to betray the characters first.

Result B

Arad has been in communication with Tomaz, and has told him the party is dishonorable. Tomaz considers the characters unworthy of the treasure, and tells them so if approached. It takes a convincing argument, and a successful Diplomacy check (DC 22), for Tomaz to ally with the party.

Tomaz knows that Arad faced ogres, harpies, spider-eaters, dire creatures, and kech (the monkey creatures) on his previous journey, but no other details.

If Tomaz and the party do ally, Tomaz honors their partnership. However, if he or any member of his group gets the sense the characters are planning to betray them, they plan to betray the characters first.

Result C

Tomaz does not know of the party, but knows the map to his father's treasure has been found. If Tomaz discovers the characters have the map, he initially accuses them of theft and grave robbery. However, if the party's intentions are honorable, a successful Diplomacy check (DC 15) convinces him, and he offers an alliance.

If Tomaz and the party do ally, Tomaz honors their partnership. However, if he or any member of his group gets the sense the characters are planning to betray them, they plan to betray the characters first.

Result D

Arad is at Tomaz's table watching his men dice. He stands up and welcomes the characters, introducing them to Tomaz and telling the party Tomaz's family background. Arad recommends the two parties join forces.

Arad uses this opportunity to share all he knows about the Bramblewood and its dangers. No doubt the party wants to know about what he encountered on his journey into the Bramblewood. It's important to note, however, that his information is somewhat out of date. He can tell them about the following:

- Ogres, harpies and lizardfolk on the approach.
- At the treasure site: spider eaters with a druid, which could control plants. They paralyzed so many of his party they were forced to retreat without the treasure; only their comrade's frozen bodies.
- Worgs and dire creatures who set upon them on the way out; he suspects that by following the same route to return home, they made themselves easier to be found by creatures who were already tracking them.
- The feral monkey creatures that came from nowhere out of the night, which felled Arad and the balance of his party.

Arad points out that in the Bramblewood, "*The deeper you go, the darker it gets.*"

If Tomaz or Arad gets the sense the characters are planning to betray them, they plan to betray the characters first.

Arad Darkeye: Male human Ftr8; hp 68; see Appendix I.

Result E

Tomaz knows his father's map has been sold to adventurers, and that they played a role in Arad's capture and execution by Bisselites. He regards the party with contempt and disdain. He considers them dishonorable and unworthy of the treasure. Under no circumstances does he ally with the party, short of Enchantment spells.

Result F

Tomaz knows his father's map has been taken or stolen by the adventurers from the merchant, and that they have also played a role in Arad's capture and execution by Bisselites. He regards the party with contempt and disdain. He considers them dishonorable and unworthy

of the treasure. Under no circumstances does he ally with the party, short of Enchantment spells.

ENCOUNTER 2: THE MERCHANT

This encounter occurs only if the characters don't have a copy of the map.

Suddenly, from the adventurer's table where men are dicing, you hear voices begin to rise. "Four-hundred greatshields for a map you took directly from my father's grave! You should pay me that sum for your desecration, and may Al'Akbar have mercy on your spirit! I offer you no more than 20 shields for that ill-gained document."

The speaker is Tomaz, and he is shouting at a merchant dressed in Bisselite garb. The merchant is the son of the Bisselite supply caravan leader who died in 584 CY when ambushed by Arad's forces, the same raid in which Tomaz's father was killed. If the party approaches, the merchant pauses in his negotiations with Tomaz to talk with the party. He responds to Tomaz as follows:

I spit on your offer, if only to show you what I think of your father's so-called bravery and his thieving companions. Your father got what he deserved.

He walks away from Tomaz, and approaches the party.

Perhaps you will be more interested in what I have to offer. I possess a map that leads to the great treasure taken from my family nine years ago. Treasure stolen and ordered hidden by the great... (spits) Arad Darkeye. For five hundred greatshields, you may take it off my hands, as well as the stain to my family.

Tomaz immediately reiterates his objections around how the merchant got the map. The party has the option to compete with Tomaz in purchasing the map, but Tomaz is only willing to go as high as 200 gp to secure the map. The party may cooperate with Tomaz in purchasing the map, or let Tomaz purchase the map and then offer to ally with Tomaz. The lowest the merchant goes is 100 greatshields (gp).

If the party purchases the map, Tomaz offers to ally with the party. If the party refuses, Tomaz deems the party unworthy of the treasure. He allows them to blaze the trail through the Bramblewood, using them to ferret out traps and monsters, ambushing them once they have retrieved the treasure.

Note that the map the merchant is selling comes without the leather case. This means they cannot receive the additional information contained within the case.

ENCOUNTER 3: INTO THE BRAMBLEWOOD

Setting off from Hediye, it is a typical early autumn day in Ket, warm, and very pleasant.

You make your way along what is called the Jauk River, but in reality is only a stream. However, you can tell the rush of spring waters would be invaluable to the loggers for transport of lumber to Hediye.

Now however, there is no sign of that industry. These areas were harvested shortly before the war. While there are plenty of yarpick trees on both sides of the Jauk, the greatest of these reach merely to human shoulder height. The fresh scent of young pines provides a sense of optimism for the journey ahead.

Yet as you walk on, you reach a more mature forest of daggerthorn trees. The closest are still saplings, but they get taller and thicker with each passing mile.

TRACKING TIME IN THE BRAMBLEWOOD

The time at which the party decides to venture into the Bramblewood has an impact on the number of nights they must spend there.

At this time of year, there are eleven hours of daylight.

Parties with a 20 ft. movement rate can travel from Hediye to the treasure site in approximately 10 hours: 3 hours from Hediye to the edge of the Bramblewood, and 7 hours further to the treasure.

Parties with 30 ft. movement can do the trip in 7 hours: 2 hours from Hediye to the edge of the Bramblewood, and 5 hours further to the treasure. Those with 15 ft. movement take 14 hours: 4 hours from Hediye to the edge of the Bramblewood, and 10 hours further to the treasure.

These times assume the party sticks to the map, doesn't attempt to find a "short-cut" or spend excessive time on searching, other diversions.

A party of average speed should only have to spend one night in the Bramblewood if they set out from Hediye at first light. Slower parties may also avoid an unnecessary second night in the fell forest if they are clever enough to rest undisturbed at its edge before venturing inside.

However, slow parties that do not use this strategy, or faster parties who enter the Bramblewood too late in the day, or waste time within the forest may find themselves facing the consequences of an additional night in the Bramblewood.

FIRST NIGHT IN BRAMBLEWOOD

All APLs

If the party does not light a fire, and does little more than set a watch, they do not attract attention from the fiends of the Bramblewood on their first night. However, if they make significant noise or light, or continue to travel in the Bramblewood after dark, they experience the encounter scheduled for the second night.

SECOND NIGHT IN BRAMBLEWOOD

All APLs (EL 8)

Shortly after midnight on the second evening ogres and their dire pets attack the party. The wolves attack the watch, while the other two ogres attempt to coup de grace sleeping party members, then and make off with their bodies when the job is done.

If the party experienced this encounter on the first night, they have the third night's encounter instead.

🐾 **Dire Wolves (4):** hp 51, 45, 45, 45; see *Monster Manual*.

🐾 **Ogres (2):** hp 27, 26; see *Monster Manual*.

THIRD NIGHT IN BRAMBLEWOOD

All APLs (EL 8)

If the party is foolish enough to stretch their voyage into the Bramblewood a third night, the ogres strike at an hour past sundown in force. Four ogres attempt to overpower the guard, while four ogres grab sleeping characters, spend one round dragging them into the forest, then attempt a coup de grace.

🐾 **Ogres (8):** hp 31, 30, 27, 27, 26, 26, 26, 26; see *Monster Manual*.

For each additional night spent in the Bramblewood, add four more ogres and one ogre mage.

WANDERING ENCOUNTERS

If characters stick to the route on the map, they face no wandering monsters. However, should the characters attempt to find a short cut or move away from the shore of the Jauk River they wander into territory that is fiercely guarded by the ogres.

Each hour, the characters face an escalating encounter until they return to the route detailed on the map. The first encounter is the same as that listed above for the "Second Night" 4 dire wolves and 2 ogres. The encounters then increase in intensity as outlined in the night encounters above.

Note that groups who trigger a wandering encounter automatically attract attention their first night in the Bramblewood. In addition, night encounters and wandering encounters stack. For example, a party that faces the 4 dire wolves and 2 ogres first during the day, encounter the 8 ogres their first night in the forest.

RETREATING AND RETURNING

The party is free to retreat from the Bramblewood, then return. However, there is danger in pursuing this route. Those who do so automatically face the "Second Night" encounter on their first night in the forest.

ENCOUNTER 4: THE PRAYING MANTIS

One moment, you are walking along the bank of the Jauk through spruce trees no more than 12 or 13 years old. The next you are confronted with a wall of trees on both sides of the river double or triple that age. You know you have now entered the Bramblewood, and the contorted mass of conifers ahead is anything but welcoming.

In reality, the trees are only 20 years old, yet the disturbing reach of the Bramblewood makes them look deceptively older. The party now has a choice, to follow north or south of the river. As the party continues on, proceed with the following:

While you can still see the blue sky through the canopy of trees, the scent of the forest has changed, becoming musty, almost toxic.

The river meanders eastward as your map suggests. The water looks brackish and uninviting.

Less than a mile into the Bramblewood, you find the remains of a rotting loggers camp about 50 yards away from the north side of the riverbank.

Since the river is so narrow, the camp is easily seen, and the river can be easily crossed. If the party decides to investigate:

The camp appears to have been abandoned for 20 years or more. Some of the walls have fallen down, and are now overgrown with moss.

The party finds nothing of value or interest in the camp. However, shortly after returning to follow the river, they get their first warning on the true danger of the Bramblewood.

Tactics: A giant praying mantis lies camouflaged, requiring a successful Spot check (DC 28) to notice, and is waiting to strike. At APL 8 there are two of the creatures. They attempt to use their *improved grab* ability on the characters at the front of the party. If successful, and the character is light enough, they fly off with the grabbed character into the forest, where it squeezes its quarry to death in preparation of a tasty meal. Their carrying capacity is:

Weight	Fly Spd
(light)	0 – 116 lbs 40 ft.
(medium)	117 – 233 lbs 30 ft.
(heavy)	234 – 350 lbs 20 ft.

If the character is heavier than 350 lbs they are too heavy to be flown away with. If Tomaz and his party are with the group, he is happy to let the characters blaze the trail. The mantis targets one of the characters. Tomaz and his party immediately do everything within their power to stop the mantis from fleeing with a party member.

This encounter with the praying mantis occurs regardless of which side of the river the party is traveling on.

APL 4 (EL 2/1 IF ALLIED WITH TOMAZ)

🐛 **Giant Praying Mantis:** hp 26; see *Monster Manual*.

APL 6 (EL 4/3 IF ALLIED WITH TOMAZ)

🐛 **Giant Praying Mantis (2):** hp 26, 26; see *Monster Manual*.

APL 8 (EL 6/5 IF ALLIED WITH TOMAZ)

🐛 **Giant Praying Mantis, Advanced (2):** hp 48; see Appendix I.

ENCOUNTER 5: THE ETTERCAP OF THE NORTH

You continue following the map along the north bank of the Jauk. As you push deeper into the Bramblewood the river becomes more still, and a stagnant stench hangs in the air.

You are entering the area of a swamp. The reek of decay clings to you. Snakes and other swamp denizens slither and lurk among you.

At this point, you face a choice: continue to walk along the spongy, fetid bank of the swamp, where each step feels like it will suck your footwear into oblivion, or move into the higher, drier, but darker ground about 100 feet from the swamp which is dominated by the forest.

The decision made by the party has different consequences.

If they choose to make their way along the bank of the swamp, they avoid encounters. However, the effects of breathing the toxic air of the swamp over the two miles they traverse requires all characters to make a Fortitude save (DC 18) or lose 1d4 points of temporary Constitution.

If they choose to make their way around the swamp, the characters encounter a trap set by ettercaps. The trap is located about one and a half miles after leaving the swamp, and about half a mile before the swamp area ends.

Unless the characters are actively searching (Search check, DC 20), with the effect of slowing their movement, or are deliberately looking up (Spot check, DC 23), they walk blindly into the trap.

Tomaz's group, if with the party, continues to hold back, but goes on full offensive to help the characters once the trap is sprung. Three random characters activate snare traps, and must make successful Reflex saves (DC 20) or be pulled 30 feet into the trees above. Any character successfully snared must make an Escape Artist check (DC 20), or a Strength check (DC 26) to break free of the web.

Tactics: Once the trap has been sprung, two spiders use their partial action generated by surprise to approach the largest trapped character; they are 20 to 30 feet away, but

cannot charge in these conditions. Any character that breaks free of the webs can cut themselves loose as a full round action, falling 30 feet, and taking 3d6 damage.

At the same time the characters set off or evade the trap, the ettercaps, which have been hiding in the shadows of the forest 50 feet away, and require successful Spot checks (DC 23) to notice, attack. They use their *web* ability to weaken the party and support the spiders above before moving in with their poisonous claws.

If Tomaz is with the group, he joins the party in the attempt to rescue caught characters, compelling free characters to help if they hesitate.

Development: if the party returns the same route as their approach, they encounter members of the nearby ogre tribe who are following their tracks. They face *Encounter 8: Tracing the Trail Back*.

APL 4 (EL 6/5 IF ALLIED WITH TOMAZ)

🕷️ **Medium-size Monstrous Spiders (3):** hp 12, 12, 11; see *Monster Manual*.

🕷️ **Ettercap:** hp 28; see *Monster Manual*.

APL 6 (EL 8/7 IF ALLIED WITH TOMAZ)

🕷️ **Large Monstrous Spiders (3):** hp 24, 23, 22; see *Monster Manual*.

🕷️ **Ettercap (3):** hp 28, 27, 27; see *Monster Manual*.

APL 8 (EL 10/9 IF ALLIED WITH TOMAZ)

🕷️ **Huge Monstrous Spiders (4):** hp 62, 55, 55, 55; see *Monster Manual*.

🕷️ **Ettercap (4):** hp 30, 28, 27, 27; see *Monster Manual*.

ENCOUNTER 6: THE ETTERCAP OF THE SOUTH

You make your way along the south side of the river. After a while, a swamp begins to dominate the landscape to the north, but aside from the cloying stench drifting south, the ground stays firm on this side.

Up ahead you can see the remains of another former logging camp. Without warning you hear screaming coming from the ruins of the camp.

The screaming comes from Intef, a logger who has been foolishly surveying the site of his old logging camp, which now rests in the Bramblewood. The ettercap have captured him for their amusement, and to lure the humanoids that have been passing through their territory; the aranea's familiar has provided a warning.

Ettercap, an aranea, and monstrous spiders are tormenting Intef, who is bound with webs to the floor of one of the dilapidated barracks buildings of the camp. At the moment of his scream, the spider's bite has taken Intef to -5 hp, and his life force is quickly ebbing away.

Tactics: The aranea has devised a devious trap to eliminate trespassers in their domain.

When the characters arrive at the building, they see Intef webbed, and being menaced by the large spider.

The building Intef is bound within is 10 feet by 10 feet, and has only three walls. These three walls are no longer attached to the foundation of the building. The aranea and ettercap have linked strands of web to all three walls, threading all three strands up through the branches of the tree overhead requiring a successful Spot check (DC 20) to notice if specifically looking. There, the web strands have been wound together, and attached to a large counterweight. This counterweight is currently supported by another tightly wound stand of webbing on the far side of the tree, where an ettercap waits to cut the strand. The ettercap and counterweight are out of the party's line of site, unless someone moves behind the building and makes a Spot check (DC 20).

The ettercap is waiting for the aranea, hidden in the tree above the three-walled structure, to act. As soon as the characters enter within the three walls to rescue Intef, the aranea uses (at APL 4) its web ability, or (at APL 6 and 8) casts a *web* spell. It uses the walls to anchor the web.

As soon as the web is cast, the ettercap cuts the web strand supporting the counterweight. The counterweight drops, pulling up the entire building structure, along with any characters caught in the web, plus Intef, 20 feet into the air. The spider that had been menacing Intef now directs its attention to characters stuck in the aranea's web.

At this point any other ettercap and spiders that have been waiting on the far side of the building are revealed. The spiders attack, while ettercaps use their web ability to further immobilize the party before moving in to attack with bite and poison claws. The ettercap who triggered the counter weight arrives the following round.

On the second round, the aranea may use its *wand of sleep* (at APL 4 and 6) or its *wand of fear* (APL 8) to further immobilize the characters. Otherwise, the aranea works through its arsenal of spells, choosing the spell, which has the most impact, and targeting spellcasters first.

If the party chooses not to help Intef, the ettercap has laid a sheet of web blocking their route forward and requires a successful Spot check (DC 20) to notice. Characters caught up in the web need to make a successful Escape Artist check (DC 20) or a successful Strength check (DC 26) to escape. The characters may unwittingly walk into the web, or run into it as a result of a *fear*. As soon as the characters encounter the sheet or spot it, the aranea lets loose with a *fear* or *sleep* spell from his wand, and the ettercap and spiders attack.

If rescued and cured, Intef al' Shideh introduces himself as owner of this once-in-operation logging camp. He was here to inspect his property and to assess what it would take to return the camp to operation. He has learned his lesson and now wishes to run home to Hedyeh. He does not accompany the party deeper into the Bramblewood.

Development: if the party returns the same route as their approach, they encounter members of the nearby ogre tribe who are following their tracks. They face *Encounter 8: Tracing the Trail Back*.

APL 4 (EL 7/6 IF ALLIED WITH TOMAZ)

🕷️ **Large Monstrous Spiders** (2): hp 24, 23; see *Monster Manual*.

🕷️ **Ettercap**: hp 28; see *Monster Manual*.

🕷️ **Aranea**: Male aranea Sor3; hp 19; see Appendix I.

APL 6 (EL 9/8 IF ALLIED WITH TOMAZ)

🕷️ **Huge Monstrous Spiders** (2): hp 62, 55; see *Monster Manual*.

🕷️ **Ettercap** (2): hp 30, 28; see *Monster Manual*.

🕷️ **Aranea**: Male aranea Sor5; hp 29; see Appendix I.

APL 8 (EL 11/10 IF ALLIED WITH TOMAZ)

🕷️ **Huge Monstrous Spiders** (4): hp 62, 55, 55, 55; see *Monster Manual*.

🕷️ **Ettercap** (4): hp 30, 28, 27, 27; see *Monster Manual*.

🕷️ **Aranea**: Male aranea Sor7; hp 39; see Appendix I.

ENCOUNTER 7: THE TREASURE

West of the swamp, the river clears up but you are still surrounded the dark, brooding presence of the forest.

Have the characters make a Spot check (DC 20). Success means the character feels like he is being watched. No action the characters take however reveals the source of the watcher.

You continue on. About a half-hour later, you round a bend in the river to see the landmark you have been looking for. The river trickles over what would be dramatic rapids in the spring. The rush of water, over the years, has cut its way through the rock face on either side of the Jauk.

The water levels are here, and if the characters need to cross the river, they can do so by walking from rock to rock. As the characters get closer, proceed with the following:

As you climb to the top of the rock-cut, you see the remains of a long abandoned logging camp. There are three structures. Only one has its roof intact. Two trees have smashed the second building's roof. A third structure, the smallest and the nearest, has no roof at all.

When Arad and the remaining members of his company arrived here, this had been the lair of the spider eaters. It was here that several of Arad's men were paralyzed, forcing their retreat.

The ettercap have since abandoned this area and now a medusa has claimed the camp as her lair.

Nothing happens to the characters unless they are within 30 feet of the office, where the medusa awaits, or (at APLs 6 and 8) come within the reach of the assassin vine.

There are four buildings in the camp, though only three are still standing.

The Stable

It is completely collapsed, with only the foundation remaining, and the wood from the wall decomposing into nutrients for the forest.

The Barracks

These are relatively intact, with holes in the roof, and filled with 30 bunk beds (15 bunk beds per side), which are in various stages of rot from rain seepage. As well, the medusa places creatures she has petrified in this area. The characters discover a dire wolf, three monkey-like creatures (kech), a spider-like creature (ettercap), and numerous forest animals within this space.

The Mess Hall

Here two trees have broken through the top of this structure. Rusting pots and pans, as well as large broken wooden tables give clues as to the former function of this area.

The Office

The smallest of the structures, its roof long removed by a windstorm, the medusa now makes this her home. She has also placed one of her victims here: a satyr. She sometimes uses it's back as a kind of chair. She is oblivious to the fact that treasure is buried mere feet away from her home.

Approaching the camp, you walk across the rusting and broken remains of a set of chain armor and a scimitar.

The armor is all that remains from one of Arad's fallen comrades. It is beyond repair, and has no value. If the party chooses to search the area, and make a successful Search check (DC 15) they discover the following:

You discover a beautiful statue of a hawk in flight.

The statue of the hawk is life-sized, and perfect in every way, with one exception; the beak has broken off. This is because the once-flesh hawk dove face-first onto a nearby rock after accidentally meeting the Medusa's glare while flying.

Tactics

(APL 4) The medusa hides in the office, waiting until the party is within 30 feet to use her *petrifying gaze* attack, looking through one of the windows to achieve this, if possible. The medusa receives 90% cover bonus while attacking in this manner through the window.

(APL 6 and 8) The medusa is aided by an assassin vine, which is 25 feet from the office, on the side facing the rock-cut. This assassin vine is particularly deadly, having been cultivated by the aranea druid who once commanded the ettercap here. The medusa is well aware of the vine's reach at any given APL, and stays well away from the creature. The assassin vine attempts to *entangle* characters as soon as they come within 30 feet, and then grabs one character at a time, killing one from its crushing blow before releasing and attempting to grab another. If advantageous, the medusa exits the office to use her gaze attack on entangled characters.

At APL 8 the medusa casts *shield* on herself, and may use *true strike* to fire her crossbow from a distance, or immediately before closing in for a bite attack with her snake hair.

If Tomaz's group is with the party Veer the half-orc pulls out his greataxe and rushes ahead to the office once the party has decided to approach it. In this way he either draws the first attack of the assassin vine, or the first gaze attack of the medusa.

APL 4 (EL 9/7 IF ALLIED WITH TOMAZ)

➤ **Medusa:** Medusa Rog2; hp 53; see Appendix I.

APL 6 (EL 11/9 IF ALLIED WITH TOMAZ)

➤ **Medusa:** Medusa Rog2; hp 53; see Appendix I.

➤ **Assassin Vine, Advanced:** hp 144; see Appendix I.

APL 8 (EL 13/11 IF ALLIED WITH TOMAZ)

➤ **Medusa:** Medusa Rog2/Sor2; hp 61; see Appendix I.

➤ **Assassin Vine, Advanced:** hp 220; see Appendix I.

The only treasure of the medusa is an *everburning torch* and her collection of petrified creatures.

If the characters have the leather map case, they may have discovered the writing on the inside that reads: "Fireplace, foreman's office." Otherwise they are on their own to determine where the treasure is hidden.

Parties without the original map must take the appropriate amount of time to search for the treasure, and parties searching after dark attract a wandering encounter. As well, parties that take too long the next morning to find the treasure might also risk spending a second night in the Bramblewood. Characters can discover a mound built up behind the fireplace with a successful Search check (DC 25).

Digging, they discover a large trunk buried four feet under the ground. The trunk is sealed with a rusting metal padlock, which is easily opened or broken. Inside is the treasure of Arad Darkeye: 900 silver bars, and 120 copper bars.

The treasure's value depends upon the APL the party is playing at, and is noted in the Treasure Summary. Note that if anyone is turned to stone, the party may have to make a decision based on carrying capacity: returning with the treasure, or return with their petrified party members. Each bar of copper or silver weighs one pound.

ENCOUNTER 8: TRACING THE TRAIL BACK

As they journey back, the party faces a dilemma, return the way they came or cross the river and take a different route back to Hediye.

If retracing their steps is the decision, ultimately they have to deal with creatures that have been drawn by their tracks.

If their return route takes them north along the river, passing through the swamp produces the same consequences: make a Fortitude save (DC 18) or lose 1d4 temporary Constitution points.

The other northern option, going around the swamp, depends on the party's previous choice. Unless they have previously conquered the snare/spider trap, the ettercap and spiders still await their prey. See *Encounter 5: The Ettercap of the North*.

Groups retracing their path on either the north or south side of the Jauk River ultimately walk directly toward those who are tracking them: a formidable group of ogres and dire wolves awaits on the far side of the swamp.

Tactics: Neither group is surprised, spotting each other as the characters round a bend on the river. The ogres are interested in stealing the trunk of treasure, if that is what the characters are transporting it in, and order the dire wolves to attack while they try to grab the trunk and flee with it. Otherwise they fight to punish the human trespassers. At APL 8, the Ogre Magi flies above the characters and attempts to hit them with his *cone of cold* and *charm person* before flying off.

APL 4 (EL 6/5 IF ALLIED WITH TOMAZ)

☛ **Dire Wolves (2):** hp 51, 45; see *Monster Manual*.

☛ **Ogres (2):** hp 27, 26; see *Monster Manual*.

APL 6 (EL 8/7 IF ALLIED WITH TOMAZ)

☛ **Dire Wolves (4):** hp 51, 45, 45, 45; see *Monster Manual*.

☛ **Ogres (3):** hp 30, 27, 26; see *Monster Manual*.

APL 8 (EL 10/9 IF ALLIED WITH TOMAZ)

☛ **Dire Wolves (4):** hp 51, 45, 45, 45; see *Monster Manual*.

☛ **Ogres (3):** hp 30, 27, 26; see *Monster Manual*.

☛ **Ogre Mage:** hp 40; see *Monster Manual*.

ENCOUNTER 9: A RECKONING

This encounter only occurs if the characters are competing against Tomaz's party.

After the party has retrieved the treasure, Tomaz's party makes an appearance. The encounter takes place just as the party exits the Bramblewood.

"Congratulations. After desecrating my father's grave, and betraying the people of Ket, I hope the treasure gives you a sense of accomplishment. While I resent what you have done, I am here to give you a choice. If you give the treasure to me, I will ensure that the proceeds are distributed to the families of those who died under Arad's watch. We will also escort you back to town. Otherwise, my family's honor requires that we take the treasure from you. Please, choose wisely. I admit I do have my differences with you, but we do not wish to harm you."

Tomaz's party is fresh, having used the characters to draw out traps and encounters. It has been the strategy to let the characters weaken themselves, and then confront them on the treasure issue once it has been retrieved.

If the party agrees to Tomaz's terms, he is true to his word, and escorts the group back to town. The characters return to Hediye without the treasure, but with the satisfaction of retrieving it, and most importantly they live to fight another day.

However, should the characters choose to fight Tomaz, they could face stiff opposition. Tomaz's team is tactically savvy and is deployed for maximum impact.

Tactics: Tomaz and his team do not fight to kill. The spellcasters attempt to immobilize characters with *color spray*, *hold person*, and *command* spells. The combatants, even Veer, attack to subdue. Tomaz is highly protective of his wife Jaz. Should the characters kill Tomaz or any of his group, their crime is eventually discovered, and they have to face Ketite justice.

☛ **Tomaz:** Male human Ftr3; hp 28; see Appendix I.

☛ **Umid:** Male human Rog3; hp 17; see Appendix I.

☛ **Veer:** Male half-orc Bbn3; hp 32; see Appendix I.

☛ **Ava:** Female human Rgr3; hp 25; see Appendix I.

☛ **Kia:** Female human Clr3 (Al'Akbar); hp 24; see Appendix I.

☛ **Jaz:** Female human Sor3; hp 19; see Appendix I.

CONCLUSION

The party faces no more opposition on their route back to Hediye.

If they saved Intef, he ensures they are treated with great honor while they remain in Hediye. As well, Intef's sister Ruma is a wizard and member of the Archons, living in Falwur. If the party saves Intef, she casts any *stone to flesh* spells required by the party at 30% off the price listed in the *Player's Handbook*. In addition, Ruma is willing to teach character spellcasters who helped save her brother the Subdual Substitution feat from *Tome and Blood*. For 4 time units, characters can gain access to this feat at a future level.

If Tomaz cooperated with the party, he believes his family history entitles him to the most significant share of the treasure (and Ketite law supports his claim). While his is entitled to half, he requests one quarter of the treasure, with the balance to be split between all

participants in the adventure, including NPCs from Tomaz's group.

If the party has used enchantment spells in order to enlist an unwilling Tomaz to assist the party, the Ketite authorities discover this illegal use of spells, even if Tomaz and his party dies. The party is forced to surrender all treasure found, and to spend 4 TU in the stocks of Ket, while the offending spellcaster needs to spend 8 weeks in the stocks. As well, if any party member killed any member of Tomaz's party, the offending player(s) are sent to the mines of Ket for a minimum of 26 time units.

With the treasure found, Arad Darkeye can finally be at peace, this sad final chapter of his career now complete.

Still, the speed of the growth and expansion of the Bramblewood near Hediye seems almost... unnatural. What other forces lurk in the dark forest? Should Ket fear what may be awakening in the Bramblewoods?

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 to each character.

Note: The experience listed in parenthesis is a reduced amount for allying with Tomaz's group.

Encounter 4: The Praying Mantis

Defeat the giant praying mantis.

APL 4	60 (30) XP
APL 6	120 (90) XP
APL 8	180 (150) XP

Encounter 5: The Ettercap of the North

Defeat the ettercap and spiders.

APL 4	150 (120) XP
APL 6	240 (210) XP
APL 8	300 (270) XP

OR

Encounter 6: The Ettercap of the South

Defeat the ettercap, spiders, and aranea.

APL 4	180 (150) XP
APL 6	270 (240) XP
APL 8	330 (300) XP

Encounter 7: The Treasure

Defeat the medusa (and assassin vine).

APL 4	210 (180) XP
APL 6	270 (240) XP
APL 8	390 (330) XP

Encounter 8: Tracing the Trail Back

Defeat the ogres, dire wolves (and ogre mage).

APL 4	150 (120) XP
APL 6	240 (210) XP
APL 8	300 (270) XP

Total Possible Experience

APL 4	600 (480) XP
APL 6	900 (780) XP
APL 8	1200 (1080) 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

TREASURE KEY:

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

Encounter 6: The Ettercap of the South

Defeat the ettercap, spiders, and aranea.

APL 4: L: 0 gp; C: 0 gp; M: *wand of sleep* (40 charges)
(Value 90 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *wand of sleep* (40 charges)
(Value 90 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *wand of fear* (5 charges)
(Value 316 gp per character).

Encounter 7: The Treasure

Defeat the medusa (and assassin vine), locate, and take the lost treasure. The characters only get to keep the coin value treasure if they worked with Tomaz, or defeated his group at the end of the adventure. The values listed below are for after the treasure is divided amongst all characters and NPCs.

APL 4: L: 0 gp; C: 496 gp; M: *everburning torch* (Value 14 gp per character)

APL 6: L: 0 gp; C: 896 gp; M: *everburning torch* (Value 14 gp per character)

APL 8: L: 0 gp; C: 1370 gp; M: *everburning torch* (Value 14 gp per character)

Total Possible Treasure

APL 4: 600 gp

APL 6: 1000 gp

APL 8: 1700 gp

APPENDIX I: NPCS

ENCOUNTER 1: THE DRAGON'S LEG

All APLs

☛**Tomaz:** Male human Ftr3; CR 3; Medium-size humanoid (human); HD 3d10+6; hp 28; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +6 melee (1d6+2/18-20, scimitar) or +5 ranged (1d8/x3, longbow); AL LG; SV Fort +5, Ref +3, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 12.

Skills and Feats: Escape Artist -4, Handle Animal +2, Jump -1, Listen +3, Ride +3, Spot +6, Swim -12; Alertness, Dodge, Improved Initiative, Mobility, Weapon Focus (scimitar).

Possessions: chainmail armor, large steel shield, scimitar, longbow, 20 arrows, explorer's outfit, backpack: bedroll, flint and steel, bullseye lantern, 2 pints of oil, 3 days trail rations, 50 ft. silk rope, sack, waterskin.

☛**Umid:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +2 melee (1d6/18-20, rapier) or +5 ranged (1d6/x3, shortbow); SA Sneak attack (+2d6); SQ Evasion, uncanny dodge (Dex bonus to AC); AL NG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 16, Con 12, Int 14, Wis 10, Cha 12.

Skills and Feats: Balance +9, Climb +6, Disable Device +8, Escape Artist +9, Hide +9, Listen +6, Move Silently +9, Open Locks +9, Search +8, Tumble +9, Spot +6; Point Blank Shot, Precise Shot, Rapid Shot.

Possessions: leather armor, rapier, short bow, 20 arrows, explorer's outfit, backpack: bedroll, 1 day trail rations, sack, waterskin, thieves' tools, hooded lantern, 2 pints of oil, bell.

☛**Veer:** Male half-orc Bbn3; CR 3; Medium-size humanoid (orc); HD 3d12+6; hp 32; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d12+6/x3, greataxe) or +4 ranged (1d8/x3, longbow); SA Rage; SQ Darkvision 60 ft., fast movement, uncanny dodge (Dex bonus to AC); AL CG; SV Fort +5, Ref +2, Will +2; Str 18, Dex 12, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Jump +5, Listen +7, Ride +7, Swim -7; Power Attack, Power Lunge*.

Possessions: chainmail armor, greataxe, longbow, 20 arrows, explorer's outfit, backpack: bedroll, 6 days trail rations, 4 sacks, torch, waterskin.

*See Appendix 2: New Rules for additional information.

☛**Ava:** Female human Rgr3; CR 3; Medium-size humanoid (human); HD 3d10+3; hp 25; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15); Atk +5 melee (1d6/18-20, scimitar) or +6 ranged (1d8/x3, longbow); SQ Favored enemy (goblinoids); AL LN; SV Fort +4, Ref +4, Will +3; Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +3, Handle Animal +3, Heal +3, Hide +4, Knowledge (nature) +1, Listen +3, Move Silently +4, Ride +4, Search +4, Spot +3, Swim -8, Wilderness Lore +6; Point Blank Shot, Precise Shot, Rapid Shot, Track.

Possessions: chain shirt, small wooden shield, scimitar, longbow, 20 arrows, explorer's outfit, backpack: bedroll, 3 days trail rations, sack, waterskin.

☛**Kia:** Female human Clr3 (Al'Akbar); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +3; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +3 melee (1d8, heavy mace) or +2 ranged (1d8/19-20, light crossbow); SA Spells, turn undead; AL LN; SV Fort +5, Ref +1, Will +6; Str 12, Dex 10, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +8, Heal +9, Knowledge (religion) +7, Spellcraft +7; Combat Casting, Extend Spell, Extra Turning.

Possessions: banded mail armor, heavy mace, light crossbow, 10 bolts, traveler's outfit, silver holy symbol (Al'Akbar), backpack: bedroll, 1 day trail rations, waterskin.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 – create water, detect magic, detect poison, resistance; 1st – bless, endure elements, protection from evil, sanctuary*; 2nd – cure moderate wounds*, hold person, silence.

*Domain spell. Domains: Healing (You cast healing spells at +1 caster level); Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day).

☛**Jaz:** Female human Sor3; CR 3; Medium-size humanoid (human); HD 3d4+9; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL LG; SV Fort +4, Ref +3, Will +4; Str 8, Dex 14, Con 16, Int 10, Wis 12, Cha 16.

Skills and Feats: Alchemy +1, Concentration +9, Heal +3, Knowledge (arcana) +1, Spellcraft +6; Point Blank Shot, Precise Shot, Spell Focus (Illusion).

Possessions: dagger, light crossbow, 10 bolts, traveler's outfit, spell component pouch, backpack: bedroll, waterskin, 1 day trail rations.

Spells Known (6/6; base DC = 13 + spell level; 15 + spell level for Illusion spells): 0 – dancing lights, daze, detect magic, ray of frost, read magic; 1st – color spray, mage armor, magic missile.

☛**Arad Darkeye:** Male human Ftr8; CR 8; Medium-size humanoid (human); HD 8d10+16; hp 68; Init +2; Spd 20 ft.; AC 19 (touch 12, flat-footed 17); Atk +11/+6 melee (1d6+4/15-20, scimitar); AL LN; SV Fort +8, Ref +4, Will +4; Str 15, Dex 15, Con 15, Int 14, Wis 14, Cha 15

Skills and Feats: Handle Animal +8, Listen +7, Profession (soldier) +7, Profession (officer) +7, Ride +15, Spot +6; Blind-Fight, Improved Critical (scimitar), Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: breastplate armor, scimitar, large steel shield, backpack: bedroll, waterskin, flint and steel, 5 days trail rations, whetstone, 50 ft. silk rope, grappling hook, 37 gp, 50 sp.

Personality: Arad Darkeye is a career soldier. He is not afraid to fight, or to do what is necessary, but Arad does not harm others, or allow harm to come to others, for his own personal gain.

ENCOUNTER 4: THE PRAYING MANTIS

APL 8 (EL 6)

➤ **Giant Praying Mantis, Advanced (2):** CR 4; Large vermin; HD 8d8+16; hp 48; Init -1; Spd 20 ft., fly 40 ft. (poor); AC 14 (touch 8, flat-footed 14); Atk +9 melee (1d8+4, claws) and +4 melee (1d6+2, bite); Face/Reach 5 ft. by 10 ft./5 ft.; SA Improved grab, squeeze; SQ Vermin; AL N; SV Fort +8, Ref +1, Will +4; Str 19, Dex 8, Con 15, Int -, Wis 14, Cha 11.

Skills: Hide +1*, Listen +5, Spot +8.

*Because of its camouflage, a mantis surrounded by foliage receives an additional +8 racial bonus to Hide checks.

ENCOUNTER 6: ETTERCAP OF THE SOUTH

APL 4

➤ **Aranea:** Male aranea Sor3; CR 4; Medium-size shapechanger; HD 3d8+6; hp 19; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +4 melee (1d6 and poison, bite) or +4 ranged (web); SA Spells, web, poison; SQ Alternate form; AL N; Fort +5, Ref +5, Will +4; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Climb +14, Concentration +8, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Possessions: wand of sleep (40 charges)

Spells Known (6/6; base DC = 12 + spell level): 0 – daze, dancing lights, detect magic, ghost sound, resistance; 1st – color spray, mage armor, magic missile.

Web (Ex): In spider or hybrid form (see Alternate Form, below), an aranea can cast a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size (see page 102 in the Player's Handbook for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a

successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

APL 6

APL 6

➤ **Aranea:** Male aranea Sor5; CR 6; Medium-size shapechanger; HD 3d8+2d4+10; hp 29; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +5 melee (1d6 and poison, bite) or +5 ranged (web); SA Spells, web, poison; SQ Alternate form; AL N; Fort +5, Ref +5, Will +5; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +14, Concentration +12, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Weapon Finesse (bite).

Possessions: wand of sleep (40 charges)

Spells Known (6/7/5; base DC = 12 + spell level): 0 – daze, dancing lights, detect magic, ghost sound, read magic, resistance; 1st – color spray, grease, mage armor, magic missile; 2nd – mirror image, web.

Web (Ex): In spider or hybrid form (see Alternate Form, below), an aranea can cast a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size (see page 102 in the Player's Handbook for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

APL 8

➤ **Aranea:** Male aranea Sor7; CR 8; Medium-size shapechanger; HD 3d8+4d4+14; hp 39; Init +6; Spd 50 ft., climb 25 ft.; AC 13 (touch 12, flat-footed 11); Atk +6 melee (1d6 and poison, bite) or +6 ranged (web); SA Spells, web, poison; SQ Alternate form; AL N; Fort +6, Ref +6, Will +6; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +14, Concentration +16, Craft (weaving) +8, Escape Artist +8, Jump +6, Listen +3, Spot +3; Alertness, Improved Initiative, Point Blank Shot, Weapon Finesse (bite).

Possessions: wand of fear (5 charges)

Spells Known (6/7/7/4; base DC = 12 + spell level): 0 – daze, dancing lights, detect magic, ghost sound, ray of frost, read magic, resistance; 1st – charm person, color spray, grease, mage armor, magic missile; 2nd – mirror image, Tasha's hideous laughter, web; 3rd – displacement, stinking cloud.

Web (Ex): In spider or hybrid form (see Alternate Form, below), an aranea can cast a web up to six times

per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size (see page 102 in the Player's Handbook for details on net attacks). The web anchors the target in place, allowing no movement.

An entangled creature can escape with a successful Escape Artist check (DC 20) or burst the web with a successful Strength check (DC 26). The web has 6 hit points and takes double damage from fire.

Poison (Ex): Bite, Fortitude save (DC 13); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

ENCOUNTER 7: THE TREASURE

APL 4

☛ **Medusa:** Medusa Rog 2; CR 9; Medium-size monstrous humanoid; HD 6d8+2d6+8; hp 53; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +9 ranged (1d8/19-20, light crossbow) or +7/+2 melee (1d4/19-20, dagger) or +4 melee (1d4 and poison, snakes); SA Petrifying gaze, poison, sneak attack (+1d6); SQ Evasion; AL LE; SV Fort +3, Ref +11, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +13, Disguise +13, Move Silently +12, Spot +12, Listen +11; Point Blank Shot, Precise Shot, Weapon Finesse (snakes)

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

APL 6

☛ **Medusa:** Medusa Rog2; CR 9; Medium-size monstrous humanoid; HD 6d8+2d6+8; hp 53; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +9 ranged (1d8/19-20, light crossbow) or +7/+2 melee (1d4/19-20, dagger) or +4 melee (1d4 and poison, snakes); SA Petrifying gaze, poison, sneak attack (+1d6); SQ Evasion; AL LE; SV Fort +3, Ref +11, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +13, Disguise +13, Move Silently +12, Spot +12, Listen +11; Point Blank Shot, Precise Shot, Weapon Finesse (snakes)

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

☛ **Assassin Vine, Advanced:** CR 9; Huge plant; HD 16d8+80; hp 144; Init -1; Spd 0 ft.; AC 16 (touch 7, flat-footed 16); Atk +19/+14/+9 melee (1d8+12, slam); Face/Reach: 10 ft. by 20 ft./10 ft. (20 ft. with vine); SA Entangle, Improved grab, constrict 1d8+12; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; AL N; Fort +15, Ref +4, Will +6; Str 28, Dex 8, Con 20, Int -, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a 4th-level druid (save DC 13).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack.

Constrict (Ex): An assassin vine deals 1d8+12 points of damage with a successful grapple check against Medium-size or smaller creatures.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

APL 8

☛ **Medusa:** Medusa Rog2/Sor2; CR 11; Medium-size monstrous humanoid; HD 6d8+2d6+2d4+10; hp 61; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +10 ranged (1d8/19-20, light crossbow) or +8/+3 melee (1d4/19-20, dagger) or +5 melee (1d4 and poison, snakes); SA Petrifying gaze, poison, sneak attack (+1d6), spells; SQ Evasion; AL LE; SV Fort +3, Ref +11, Will +9; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +13, Concentration +4, Disguise +13, Move Silently +12, Spot +12, Listen +11; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse (snakes).

Spells Known (6/5; base DC = 12 + spell level): 0 – *daze, detect magic, mage hand, read magic, resistance*; 1st – *shield, true strike*.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 15).

Poison (Ex): Snakes, Fortitude save (DC 14); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

☛ **Assassin Vine, Advanced:** CR 11; Gargantuan plant; HD 20d8+80; hp 220; Init -1; Spd 0 ft.; AC 18 (touch 5, flat-footed 18); Atk +20/+15/+10 melee (2d6+19, slam); Face/Reach: 20 ft. by 20 ft./20 ft. (40 ft. with vine); SA Entangle, Improved grab, constrict 2d6+19; SQ Camouflage, electricity immunity, cold and Fire resistance 20, blindsight; AL N; Fort +19, Ref +5, Will +7; Str 36, Dex 8, Con 24, Int -, Wis 13, Cha 9.

Entangle (Su): An assassin vine can animate plants within 30 feet of itself as a free action. The effect lasts until the vine dies or decides to end it (also a free action). The ability is otherwise similar to *entangle* as cast by a 4th-level druid (save DC 13).

Improved Grab (Ex): To use this ability, the assassin vine must hit with its slam attack.

Constrict (Ex): An assassin vine deals 2d6+19 points of damage with a successful grapple check against Medium-size or smaller creatures.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

APPENDIX 2: NEW RULES

POWER LUNGE [GENERAL] AS PRESENTED IN *SWORD AND FIST*

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal Strength modifier in addition to the attack's damage. You provoke an attack of opportunity from the opponent you charged.

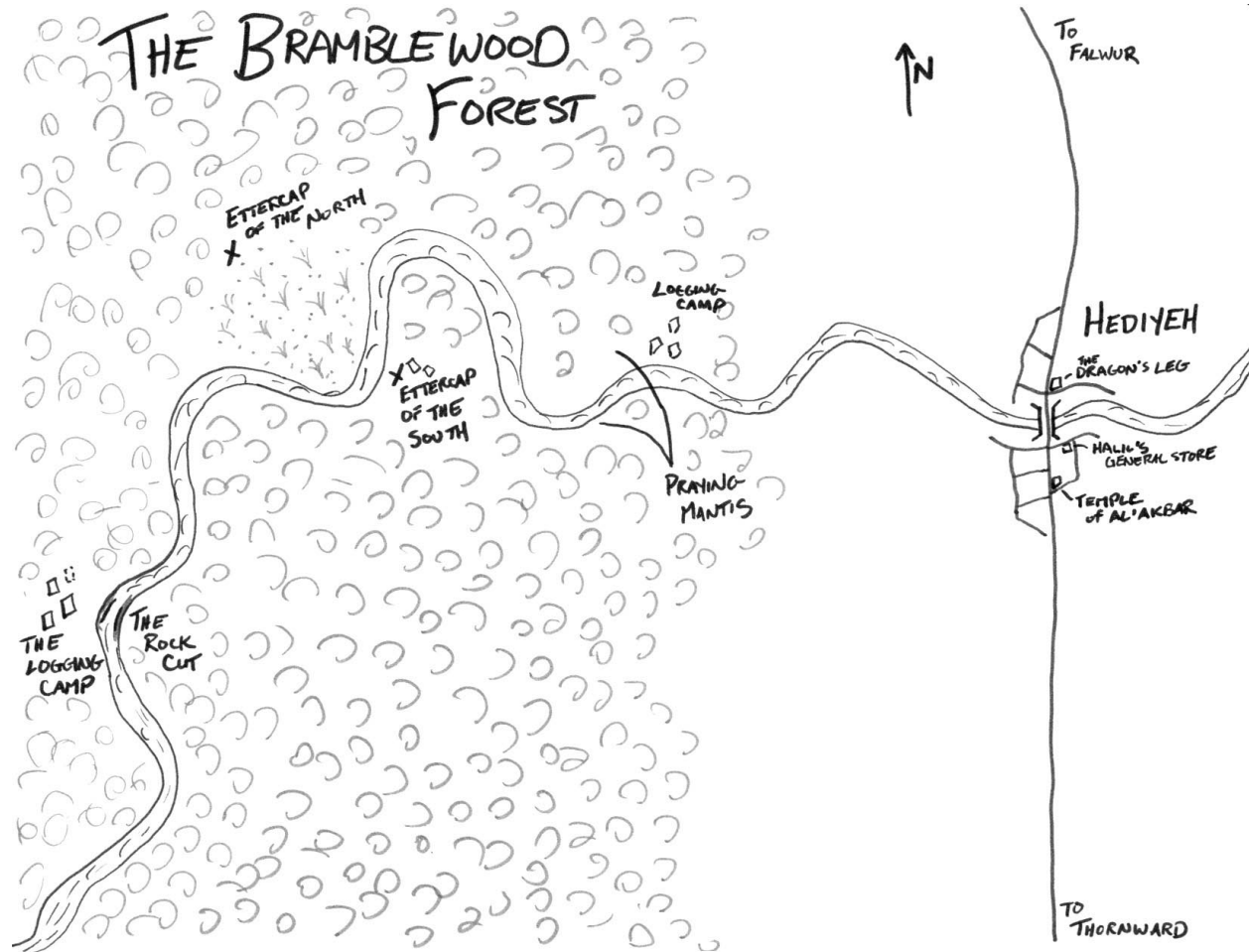
SUBDUAL SUBSTITUTION [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can modify a spell that uses energy to deal damage to deal subdual damage instead.

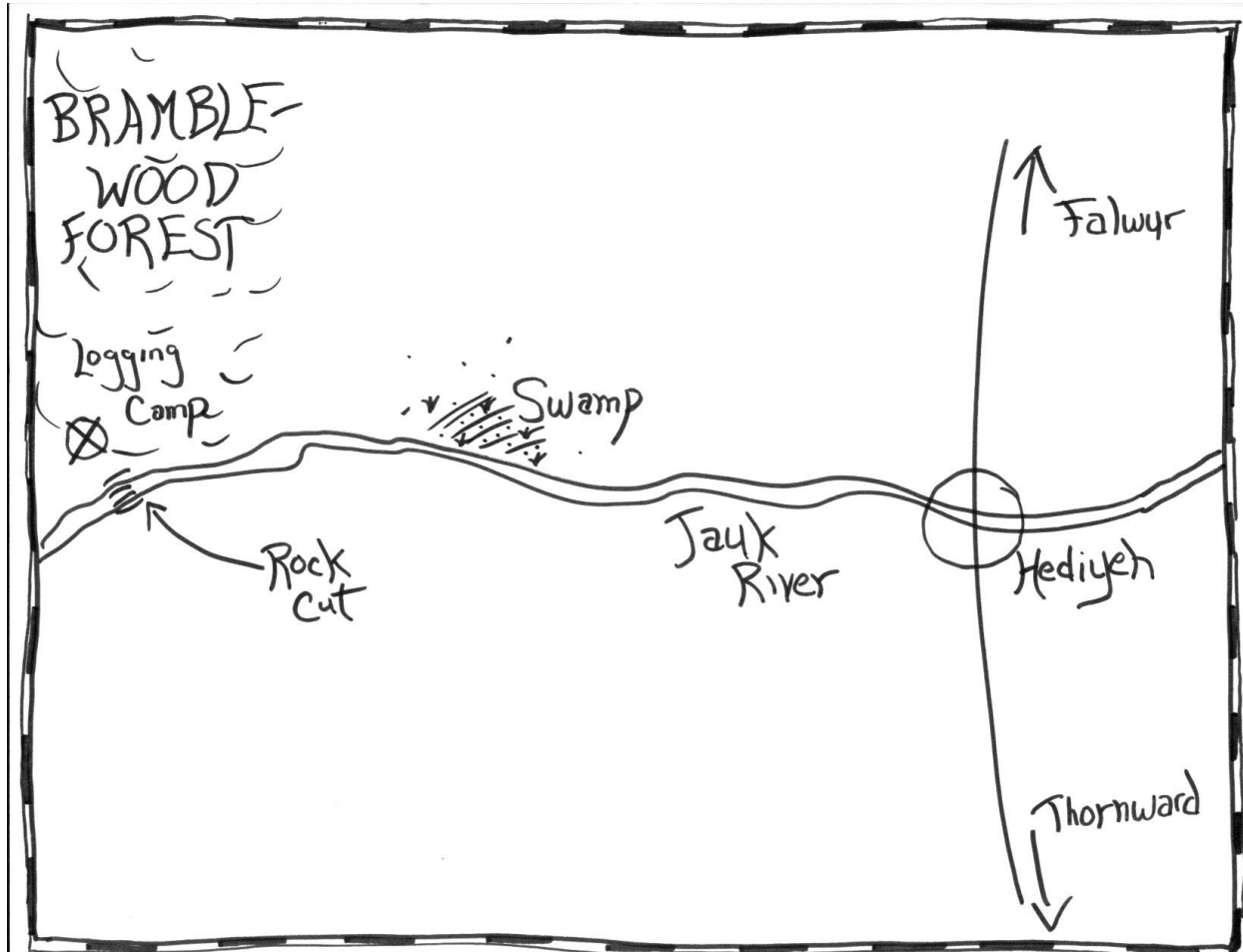
Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (arcane)

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with the chosen designator to inflict subdual damage instead of energy damage. The subdual spell works normally in all respects except the type of damage dealt. For example, a subdual fireball spell works in the usual way, but the subdual fireball deals subdual damage instead of fire damage. A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

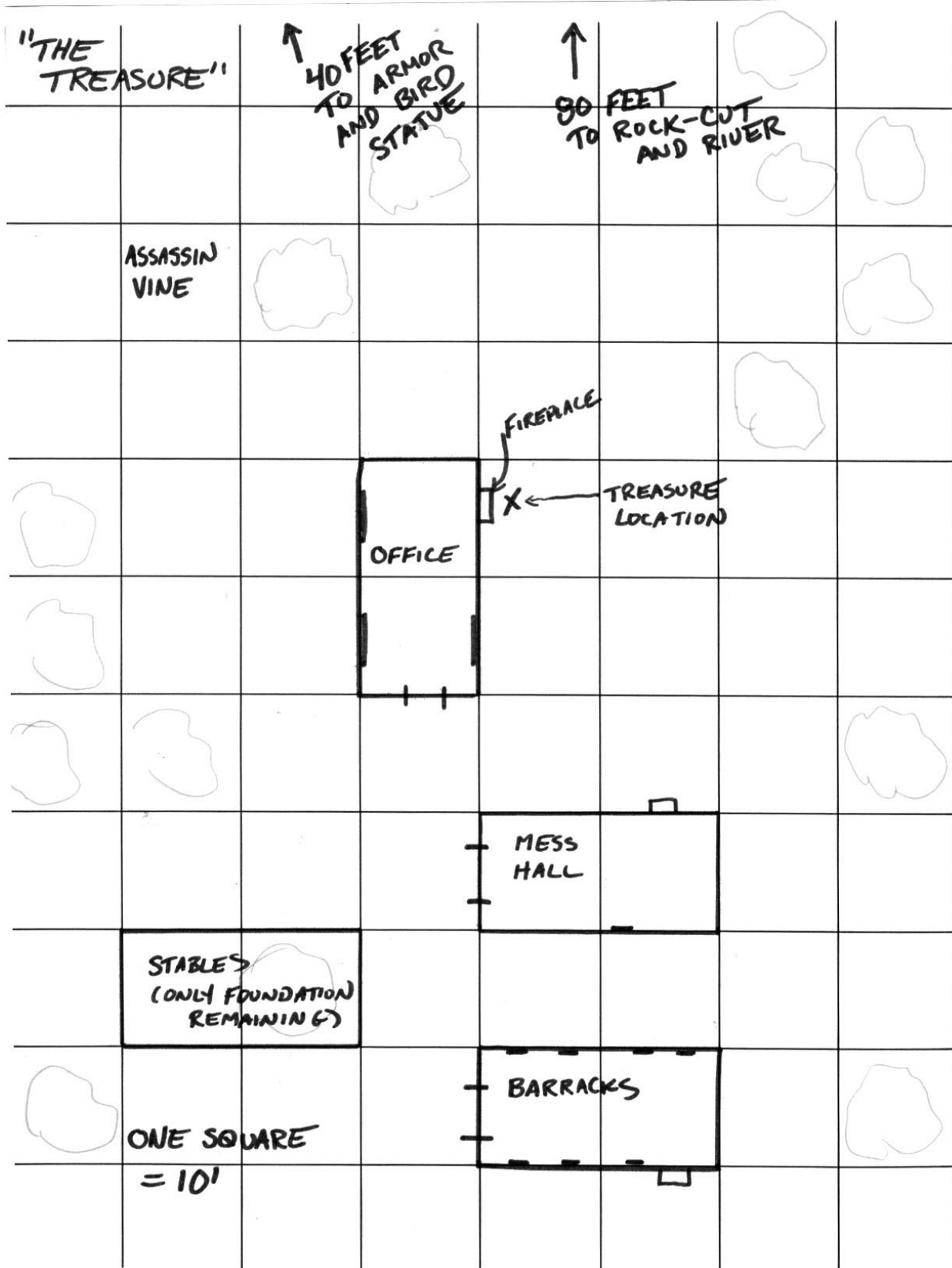
DM'S MAP



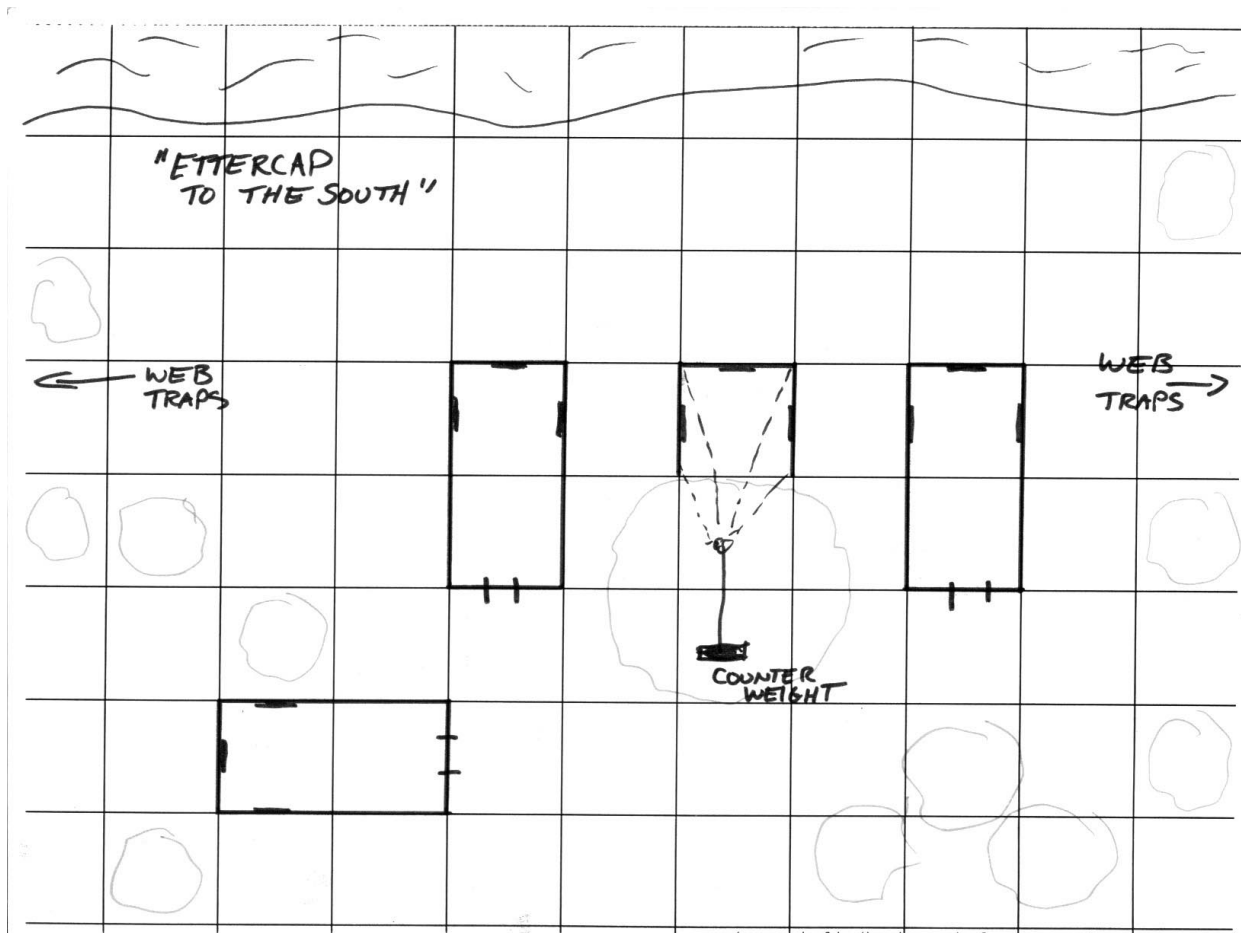
PLAYER'S MAP



TACTICAL MAP A



TACTICAL MAP B



ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level): 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

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

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.