

ONW2-01



THE NAVAL OF THE GODDESS

A One-Round D&D[®] LIVING GREYHAWK[®]
Onnwal Regional Adventure
Version 1

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Enlisted by a mysterious warrior the party must enter a sacred tomb and recover that which must not fall into the hands of the Brotherhood. An adventure for characters level 1-6.

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 Willams, 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 the Onnwal. All in-region characters pay one Time Units to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Out-of-region characters pay double these costs.

CAMPAIGN CONSEQUENCES

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Living Onnwal Team at Onnwal@rpgauk.com as soon as possible. General comments about the module are also welcomed at this address.

1. Did the Characters retrieve the Naval of the Goddess?
2. Did they discover and destroy the queen's egg?
3. Did they voluntarily give over the Naval to Bran and his companions?

DUNGEON MASTER'S BACKGROUND

The Scarlet Brotherhood has been researching potential weapons in the fight against Free Onnwal. As a result of research done in the libraries of Scant they have sent an expedition to try to uncover the tomb of a great hero of the Flan called Grantor.

Legend had it that a great artifact is buried with him, which the Brotherhood will try to use in the war if they recover it. The artifact is real and was buried with him. The ancient Flan people who worshipped the Oerth Goddess know it as the Navel of the Goddess.

In fact this is only an early cult for the worship of Beory, but those Flan still around who follow the old ways still worship the old image.

The Scarlet Brotherhood, after months of searching, discovered the location of the tomb in the Valley of the Goddess and sent an expedition to excavate it. On the edge of the valley they encountered and killed a patrol from an Onnwallian outpost. They also encountered the small farm in the valley and enslaved the couple living there, forcing them to lead them to the copse. When the Scarlet Brotherhood troops entered the burial mound they ran away in fear back to the now burnt out farm.

Beory became aware of their presence as they entered the Valley and knew the significance of this. To defend her relic she animated some of the bountiful plant life in the copse surrounding the burial site. When this did not stop them she permanently enlarged some of the ants from a nearby nest to form a last ditch defense. These succeeded in defending the tomb from the Scarlet Brotherhood expedition and Beory was pleased.

At this point though she decided to send a vision to Bran, a Flan who lives with one of the ancient tribes in the Headlands. The vision was about recovering the ancient artifact of his people and was correctly interpreted by the tribal Shaman.

So Bran headed off from their tribal lands in the Headlands down to the plains. Here he also received another vision of the death of the patrol and the heroes turning up. The difficulty is that tradition dictates that the Flan may not enter the Valley of the Goddess unless as part of a traditional burial ceremony. Thus Beory sent this vision to gain the help of the adventurers and tell Bran where to meet with the party.

Beory was also in a dilemma as to what to do with the giant ants that had served her so well. Being the goddess of nature and rain she decided to give them a chance at survival. Therefore she granted them an egg of a queen so the community could survive if it passes this one last test. The total focus of the giant ants is now the survival of the colony.

The area that the scenario takes place is about three days march south of Killdeer. The party starts from the Free Onnwal camp and heads fifteen miles to the south to

the plush valley. The valley is between two low hills and holds no significance as far as they know.

SCENARIO SYNOPSIS

The adventure begins with the party escorting essential food supplies for the Free Onnwal scout camp based 3 days south of Kildeer. When they arrive at the camp, they are fed and watered by the grateful troops and will find out the duties of the camp; namely to watch for hochebi activity and movement towards Kildeer.

In the morning the camp is a hive of activity, as one of the patrols due back last night had still not returned. The patrol had been patrolling south of the camp and had set out the day before yesterday. The camp is mustering all the people it can to try and locate them. The camp commander will ask the party to help and send them off south along with several other patrols.

Towards mid afternoon of the same day the party will encounter Bran just finishing digging the graves of the fallen patrol. He will greet the party and thank them for coming as was foretold to aid him. He will explain the vision sent by the "Goddess" and beg their help to recover the relic of his people. (This may nicely bring a feeling of distrust).

If the party indicates that they do not wish to help then that night those in the party who have at least partial neutral alignment will be visited by a vision from Beory about the recovery of the artifact.

From here into the valley the party will travel following the stream and encounter the ruins of the farm and the farmer and his wife who have been tortured and brutalized by the Scarlet Brotherhood. These unfortunates will tell of being forced to help the Brotherhood and of their subsequent escape. The male farmer will tell the party where the Brotherhood went but will not accompany them, as he has to tend to his wife who has suffered greatly at the hands of the hochebi.

The party may rest if they wish and head off next day or depart straight away depending on whether they believed Bran. The copse and valley is teeming with life, which the farmer will mention if they have not already noticed.

Once in the copse, no matter which way they choose to approach the burial site, they will be attacked by one of the assassin vines surrounding the site. The area shows signs of the Brotherhood camp but no people.

Inside the mound they will discover the signs of battle but no corpses as the ants have removed them for food into the freshly dug lower tunnels.

The ants will not react until the party make a great deal of noise or attempt to remove the Navel of the Goddess, which is a large stone located in the last room of the burial mound. (The ants still release that the reason for their existence is the defense of the artifact and this is deep rooted in their subconscious). When they do attack it will be in the vein of Aliens with the ants in the low chambers using the walls and ceiling if necessary.

Exploration of the tunnels by the brave will also set the ants to attack the party but they will discover the bodies of the fallen hochebi and their wizardly Scarlet Brotherhood commander. The party may also discover the queen's egg in the tunnels.

The party should recover the Navel of the Goddess, and if clever will use the cart from Scarlet Brotherhood camp to bring it to Bran.

PLAYERS' INTRODUCTION

Once the Players are comfortable, you have answered any initial questions they have and they have indicated that they are ready read the text below. This would be a good time for the Characters to introduce themselves to each other.

All read text sections could of course be paraphrased to suit the time scale.

You have been escorting a wagon of supplies from Killdeer to one of the rebel camps during a lull in the war against the Scarlet Brotherhood. Your journey there has been trouble free, other then one of the wagons losing a wheel the day before. As you near the outpost you are meet by scouts who escort you back to the camp.

As you enter the camp you are asked to report directly to Captain Gregern who is in charge here. Asking directions you are told he can be found in his command tent.

ENCOUNTER 1: THE CAMP

This encounter follows directly on from the Player's Introduction.

1A. CAPTAIN GREGERN'S SPEECH

Still tired from your journey you approach the tent of Captain Gregern. A sentry pulls back the canvas to the tent and indicates for you to enter. Inside an old, grizzled soldier gets up from behind his desk to greet you all. As he approached you he begins to speak.

"Thank you for braving the wilds to bring these supplies to us. Things here are very different to the towns. We are under constant threat of attack by Scarlet Brotherhood patrols and so have to relocate the camp frequently. It is late now and most of the patrols have returned so I would recommend you get some rest. In the morning we will eat and drink to celebrate these new supplies before you leave."

1B. THAT NIGHT

The camp is small and several dependants are present. The thirty or so individuals are here out of desperation as a result of the Scarlet Brotherhood. The inhabitants are eager for news of the war and how things are going. A round of tale telling will ensue around the camp and the party as guests asked to share the latest news. As the party are setting up camp for the night a scout returns to camp, barring a strange tale.

1C. THE SCOUTS TALE

A scout has returned from patrol. He tells a strange tale: "Yesterday we saw a wild man half naked, covered in tattoos, coming down from the Headlands. We tried to follow him, but he disappeared as if a ghost. There was nowhere he could of gone and we tried for an hour to find him but he escaped us."

If the party asks any further questions Captain Gregern will tell them:

"It was probably one of the Flan who live in the Headlands, great warriors who keep to themselves. If only we could get them on our side we would have a better chance in stopping the Scarlet Brotherhood in this area."

After the scout has told his tale many of the soldiers and a few of the camp followers will gather around their fires to talk and sing. In this way they try to forget the harsh realities of the war they wage. There is chance for bards, or any others who wish to give it a go to, for singing and dancing to make light of the circumstances these people are in. (No one here is a bard and the people will encourage any attempt at all to make entertainment). There is also the chance throughout the evening to pick up some rumours although how useful or truthful these rumours are the party does not know. Characters who succeed at a Gather Information check (DC 15) will be able to discover some of the following

The Rumors Around Camp

Simply read aloud or paraphrase the bold italic text below. None of the rumors below are important to the plot apart from #1. If you need more then make them up, the bigger the rumour the better as the night goes on. Just before midnight the celebration starts to break up and people go to bed, leaving the guards on duty until morning.

1. *A patrol has not yet returned and if they have not returned by morning a search will have to be organized.* (True). (Nothing constructive can be done by going out in the night and Captain Gregern will do his utmost to stop the party if they want to).
2. *A band of Heroes called the Sacred Hearth have been sent by the Circle of Eight to save us all.* (False).
3. *The strange men from the Headlands are cannibals.* (False).
4. *The Scarlet Brotherhood High Priests have to kill their entire family in a dark sacrifice to their dark Gods.* (False).
5. *The Kesh of Scant is the product of a dark union between a demon and a witch.* (False).
6. *An Ancient Wyrms has it's lair deep in the Headlands in which is a kingdoms ransom in gold.* (False).

7. *Reinforcements here are too few and we are drastically undermanned.* (True).
8. *Captain Gregern will not talk of his wife and children. We assume they were killed by the Brotherhood.* (True).

1D. THE MORNING

The night will pass peacefully for the Characters. Once they indicate that they are awake read the following.

As you wake in the morning you can already hear the noise of people outside your tents and the smell of food being prepared. As you get up you see the men folk seem to have forgotten the entertainment of last night and are worried. Captain Gregern notices that you are up and approaches you. As he begins to speak that you notice he seems very concerned.

"I have worrying news. One of the four man patrols did not return last night. Often they are late and may be following a hochebi warband but now they are two days late, something must of happened to them. Will you help with the search parties, we are drastically undermanned and need every able body to try and find them?"

The party, if they are real heroes, should offer to help. As they have worked together before they will be sent out due southwards on the path the patrol should of taken while two other groups head off southeast and southwest to see if they went off the regular route. If they refuse to help then Bran will come into camp with one of the patrols to ask directly for their help. Once the party have indicated that they will help and have made any preparations they deem necessary proceed to Encounter 2.

ENCOUNTER 2: SEARCHING

This encounter follows directly on from Encounter One.

You leave the camp with the women and children wishing you luck on your mission. The other patrols head of southeast and southwest in an attempt to locate the missing four men.

Anyone with Tracking can attempt to follow the two-day-old tracks by making a Tracking check (DC 24). Even if they fail this check or do not bother trying "destiny" will bring them to the right site by mid afternoon. The terrain the Characters pass through has the occasional line of low, but jagged hills, and pastures. In the distance, to the southeast, the silhouette of the hills of the Headlands several days away are easily visible.

2A. MEETING BRAN

You are still heading roughly south, following the approximate route the patrol would have taken when you spot a lone figure sat down in the grass next to four fresh mounds of earth. The figure has the typical copper hue to his skin and dark wavy hair

associated with the flan peoples. He is dressed simply in trousers and his chest and arms show the signs of many wounds along side his animalistic tattoos. He is armed with a sword and javelins and carries a simple shield to protect himself. As you approach he stands and you can see he is just over six feet in height.

Bran will take no offensive action towards the party as he has been waiting for them since he found and buried the bodies. Scattered around the area are a few broken arrows of hochebi make, which can be recognised with a Spot check (DC 15).

When the party approach close enough to speak Bran will welcome them.

Welcome travellers, my name is Bran and I am honoured to meet you. Yesterday I found the bodies of these men and knew I had found the place where I was destined to meet you and beg your assistance in hunting down the Scarlet Brotherhood who did this.

The situation is as follows: The Goddess sent a vision to Bran, which warned him of the danger to the Navel of the Goddess relic, which is sacred to his people. In the vision he saw a large group of hochebi trying to remove the Navel from it's resting place in the earth, taking it from the Flan. He also saw this place, on the edge of the Valley of the Goddess, the bodies of the fallen scouts and a group of figures approaching, their faces shrouded in mist to hide their identities. Then he saw the shrouded figures returning to him the Navel of the Goddess and Bran returning it after this to his people.

When he told the elders of the tribe of his vision then sent him off immediately, time being critical. If the hochebi removes the relic it will be lost to the flan forever.

Captain Gregern earlier comments about the Flan should help the party to deduce that the flan would be worthy allies in the struggle against he Brotherhood. Further more they should realise that recovering the artifact for the flan should go a long way towards gaining a new ally in the struggle against the Scarlet Brotherhood. If they do not come up with this information allow them a Wisdom check (DC 18) to realize this.

Bran will explain that he cannot enter the valley himself as it is forbidden to enter except as part of a ritual for the burial of a dead. He will tell the party of the Navel and how it is made of stone to resemble a woman's navel. Bran will also explain that it is sacred to his people for religious reasons pertaining to crops and ensuring rainfall for the coming season.

He talks with great reverence of the tomb, which the Scarlet Brotherhood has disturbed, and how this has brought woe to his people. The tomb is of a warrior-priest called Grantor, a legendary leader of their people who led their tribe, long ago. Grantor protected the flan peoples long ago from a forgotten enemy. His people mourned his death for years and in testimony to his leadership the Navel of the Goddess, the symbol of the tribe was buried with him.

If anyone in the party has Knowledge (religion) allow them to make a check (DC 18) to notice the similarities between the Oerth Goddess and the Naval of the Goddess.

He will also tell them where the burial mound is. If they follow the stream up the Valley several miles they will come to a small copse of trees, in the centre of which is the burial mound of Grantor. As the Scarlet Brotherhood has probably already desecrated the site Bran will have no problems with the Characters "liberating" any other items in the burial mound. He cares only for the Navel of the Goddess.

If the party still refuse that is ok. Let them return to the scout camp and tell of what has happened. Captain Gregern will be upset for the lost chance of gaining a new ally in the area to help with the defence of the area but not question the party's reaction. They were on the scene, not him and he did not know all the circumstances. That night though the members of the party who have neutral as any aspect of their alignment will be visited by a vision sent by Beory. The vision will take the form of a raven's eye view flying up the valley to the burial mound and robed figures surrounding it. Then the view will "zoom" out to show the whole of the Dragonshead peninsula and a blackness emanating from Scant consuming the crops and grass across the whole of Onnwal.

If that doesn't do it then they all should be working for the Brotherhood anyway!

ENCOUNTER 3: TO THE VALLEY

Once the Characters have gained all the information necessary to complete their task and have indicated that they are ready to continue read the following. Inform them that as Bran will accompany them to the edge of the valley they will be able to find it with ease. Their journey is trouble free. Bran will remain at the entrance to the valley.

As you enter the valley you notice the whole area is teeming with various plant and animal life. Wild flowers grow amongst the long grass and down by the stream a small deer is drinking from the clear water.

The Characters may decide to hunt for some food. As there is plenty of game around, a Wilderness Lore check (DC 13) is all that is required to bag a brace of rabbits. An additional Tracking check (DC 20) will reveal the tracks of a cart heading off down the valley.

Following the path of the stream the clear water bubbles and winds it's way through the lush undergrowth. After walking for about thirty minutes you round a bend in the valley and immediately notice the wisps of smoke rising from the chimney of a small thatched stone farmhouse and its accompanying out buildings.

This is the farm of Albistan and Uxia. It is a small stone building, with a single large living room in which Albistan and Uxia eat live and sleep. The outhouse holds the pigs and two oxen. Once the Characters introduce themselves and convince the farmers that they mean them no harm they will be welcomed. Albistan will relate the following information once he hears of the Characters mission. Paraphrase the information below.

Two years ago they discovered the valley and decided to make it their home; born and bred as farmers they recognised the potential for farming here immediately. They grow many root crops around the farm and keep pigs for meat. They came here to escape the war and the Brotherhood. When, two days ago, the Scarlet Brotherhood hochebi discovered them it shattered their simple lives.

The warband, consisting of thirteen hochebi and a robe-clad leader, brutally assaulted both of them torturing them for information on the valley and the location they sought. The human asked all the questions and seemed to lead them. They were forced to lead the Brotherhood up the valley to the copse and burial mound. There, they were made to dig out the cover stone while the hochebi made camp.

As the hochebi and their leader were preparing to enter the burial mound Albistan and Uxia both escaped and ran for their lives. Uxia was shot as they ran away, but the hochebi did not give chase as they had served their purpose.

They will also be able to describe the old path through the undergrowth that they followed to reach the burial mound. They are afraid of returning to the site especially as Uxia is injured. The copse is only ten minutes further up the valley.

ENCOUNTER 4: ATTACK OF THE PLANTS!

This encounter follows on directly from Encounter Three.

As you approach the copse rain begins to fall lightly. The trees and undergrowth of the small wood almost hide a narrow path that leads deeper into the copse.

As another defence to the area Beory animated some of the plant life to stop the Scarlet Brotherhood from leaving with the relic if they managed to kill the ants in the mound. Albistan and Uxia avoided this through sheer luck, but the party will not be so lucky.

The assassin vines present will attack the party as they travel through the wood. If the party sends a scout in ahead of them the vines will attack the individual. Characters traveling through the woods should make a Spot check (DC 20) to notice the unnatural nature of the plants and to avoid being flat-footed. In addition characters with either Wilderness Lore or Knowledge (plants or herbs) can make a similar check to notice the

assassin vine. If the party runs away they can just evade this creature. If they do this however remember that it will still be present when the party leaves.

APL 2 (EL 3)

🗡️ **Assassin Vine:** hp 30; see *Monster Manual*.

APL 4 (EL 5)

🗡️ **Assassin Vine, Huge 10 HD:** hp 100; see Appendix I.

APL 6 (EL 7)

🗡️ **Assassin Vine, Huge 16 HD:** hp 160; see Appendix I.

Tactics: Before it attacks it will use its entangle ability to hamper the party's advance. After this the assassin vine will attack anyone who comes close enough to it.

Development: After they have dispatched or avoid the assassin vine the party can continue onwards to the burial mound and Scarlet Brotherhood camp.

ENCOUNTER 5: THE BROTHERHOOD'S CAMP

This encounter follows directly on from Encounter Four. Characters succeeding at a Spot check (DC 15) will notice the Brotherhood's camp through the trees. Read the following:

Following the stream you notice the Brotherhood's encampment about fifty yards ahead through the trees. There are four small tents from what you can see on this side and you can also see what appears to be a wagon. The wagon is mostly obscured by a large earthen mound covered in a rich carpet of moss and trees.

If anyone wants to do a Wilderness Lore check (DC 15) they will realise that this is an incredibly fertile area, greater than any they may of come across before. To get any closer unseen the Characters will have to make Hide checks (DC 18). The camp is deserted of course, but the Characters don't know that.

The characters may decide to hunt for some food. As there is plenty of game around, a Wilderness Lore check (DC 13) is all that is required to bag a small deer.

The characters may want to circle the camp. If so let them. Require them to make several checks to remain unseen. Remember, they are probably expecting a fight. If they circle round to the other side of the mound allow a Spot check (DC 15) to notice that the ground has been disturbed near to the wagon.

Circling the Camp

If the Characters circle round the camp before entering it read the following:

There is a large mound of freshly dug soil near the wagon. Beside the wagon and next to this resting against the burial mound is a large cover stone. You can also see a dark entrance leading into the tomb.

Entering the Camp

When they eventually enter the camp read the following:

In the centre of the camp is a cold, unlit damp fire. The camp, upon searching, is completely devoid of people. There are signs of activity with workman's tools lain about, but the trail rations smell a little and show signs of been left for a few days

The wagon is empty. Succeeding at a Track check (DC 15) will reveal the signs of two tethers where the horses were tied. A further Track check (DC 18) will reveal that something spooked the horse, who wrestled with their tethers until they got free. If they make at least 20 on the roll they will spot specks of blood as well.

Treasure: If the Characters search the camp they can discover six daggers, eight bedrolls, five tents, one quarterstaff and eighteen silver geese.

The Burial Mound

When the Characters investigate the burial mound entrance read the following:

At the base of the mound, near the wagon there is signs of digging. There is a great pile of freshly dug soil and a Cover Stone rests against the burial mound. The hole in the mound leads down into pitch darkness and is obscured by the many roots growing down from the plants above. Several of these have already been hacked to pieces and lie on the floor of the entrance. You can smell the faint odour of the fresh damp soil coming up from the tomb.

ENCOUNTER 6: INTO THE TOMB

Okay, this is where it gets heavy. The idea here is to get the idea of the tomb. It is very dark and the masses of fine tree roots make it difficult to see inside. The Scarlet Brotherhood gained entry and would have looted the tomb but Beory was aware of this and defended her relic as best she could. The nearest creatures to the mound were within an ant's nest. So she invoked her powers, just enough to destroy the agents of the Brotherhood by turning the ants into monstrous versions of their normal selves. Only twelve were changed: eight workers and four soldier ants. Three of the soldier ants died fighting the hochebi and their leader. The ants are leaderless, without a queen, and do not know what to do. The burial mound is a perfect environment for them and from the tomb they have begun digging further chambers from this to eventually make a giant nest. Beory has also gifted them for their service with the egg of a queen, which they are trying to hatch.

The bodies of the Scarlet Brotherhood agents have been moved into various lower chambers to provide food for them. The idea with the ants, when they do attack, is to invoke the feelings of terror at the savagery of their assault. Some of the tunnels are small and obscured by the root systems giving the ants excellent cover who will attack from all angles. Remember the ants will also use the ceiling and walls to attack. They will not leave the safety of the mound.

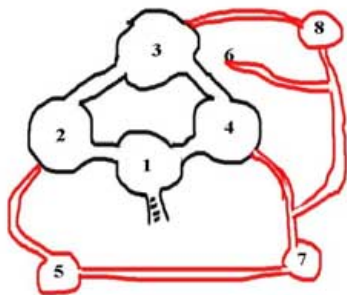
The main chamber still contains the Navel of the Goddess. This is no ordinary relic; it is a large soap stone rock about six feet across and stands about five feet tall. It weighs 700 lbs. and is very cumbersome to lift and move and must be side-on to fit through the corridors connecting each room. If the party explores the tunnels, which are very narrow at only three feet in width they will find the bodies of the hochebi and their leader in an accelerated state of decay due to the acid from the soldier ant. On the body of the wizard though is a scroll, which will aid the party.

Also interned in the tomb is the body of the fallen warrior-priest Grantor seated upon a crude throne and buried with all his arms and armor. Many of his items are masterwork in quality but are showing the signs of aging. Work will need to be carried out on them to restore them to their former glory.

The original tomb corridors are five feet wide and six feet high; roots grow down from above over the stonework. If the party check out this stonework and clean through the dirt and grime they will notice pictograms painted on the walls depicting the heroic quests of Grantor.

The ant-dug tunnels are three feet in diameter.

MAP OF THE MOUND



ROOM 1

As you go down into the burial mound you still have to brush the roots aside, which hang down from the ceiling towards the floor. Your visibility is obscured but after descending a short

distance the floor levels out into a rough hewn stone chamber about fifteen feet across and seven feet high. There are two more exits from this room. Scattered across the floor are several spears, a wooden shield and burnt out torches amongst yet more roots cut down from the ceiling. There are also dark patches of dried blood all over the room.

The weapons and shield in here are badly damaged, beyond repair. There is nothing else of interest here.

Development: Noise in this room will not attract the attention of the ants, as they will assume it is others of their kind moving about the tomb.

ROOM 2

The rough corridor here leads into a small room about twelve feet across and eight feet high. On the north side of this room is another corridor leading off. The roots again still hang down in here making visibility poor. In the middle of the room you can see a crudely fashioned stone throne upon which is seated the skeleton of a once great warrior dressed for battle, his sword resting across his lap in his hand. Beside him is a bow and spear. Around the base of the throne are the skulls of twelve men killed long ago.

The skeleton will not animate.

In the southwest corner of the room, concealed by roots hanging down from the ceiling, is the entrance to a tunnel. Characters succeeding at a Spot check (DC 15) notice this.

Treasure: In this chamber can be found the majority of the treasure of this scenario. Grantor's remains are clad in masterwork studded leather armour. His longsword is similarly of masterwork quality as is the large wooden shield. Finally both his spear and longbow are also of masterwork quality. All of these are in very poor condition and will need repairing before using. More information regarding this can be found in the Treasure section at the back of this module.

- Masterwork studded leather armour; (Large, 20lbs., studded leather, 175gp [87gp]). Dark brown in hue and incredibly supple this coat of obviously ancient design hangs down to just above the knees. The symbol of the Oerth Mother has been painted onto the chest of the armor in black dye.
- Masterwork longsword; (Medium, 4lbs., iron, 315gp [157gp]). This ancient weapon is constructed primarily of iron. Its hilt however seems to have been carved from the single bone of some incredibly large creature. The blade itself seems to amplify and reflect light more than normal.
- Masterwork large wooden shield; (Large, 10lbs., iron and wood, 157gp [78gp]). This large dark wooden shield has an iron central boss scratched by the impact of many weapons. This shield is incredibly well balanced for its size.
- Masterwork shortspear; (Large, 5lbs., iron and wood, 302gp [151gp]). The haft of this spear is

made of some incredibly dark and dense wood. Near the tongue-shaped iron tip of the spear the wood is stained a dark red.

- Masterwork longbow; (Large, 3lbs., wood, 375gp [187gp]). This large dark wood bow easily stands as tall as a man. Intricate patterns have been craved in to the wood at both ends of the weapons. Seemingly meaningless these patterns, in the shape of many and complex spirals and swirls extend about a foot down the bow from both ends.

There is nothing else of interest here.

Development: If the characters make a lot of noise in here they will attract the attention of the ants. A lot of noise qualifies here as taking the armour off the skeleton (which will collapse) or arguing over the booty.

The first warning the party will get will be if anyone succeeds at a Listen check (DC18). If someone does hear the ants approaching all they will hear is a series of distant clicking. Allow them to make of this what they will. (This clicking is the ants communicating and deciding to attack). Two rounds later the ants from Room Five will burst on to the scene through the concealed entrance in the southwest corner.

Once combat is joined the other groups, from Rooms Seven and Eight will approach from their relative direction in 1d3 rounds. Remember the ants can climb across the walls and ceiling of the main rooms. If the ants are stopped in the tunnels rather than the rooms they will back off and circle around using their network of tunnels. The lead ant in a tunnel under these circumstances will move back only five feet each round in an attempt to draw the party into the tunnels whilst not drawing an attack of opportunity.

ROOM 3

In the middle of this twenty foot diameter room is a pool about twelve feet across, filled with clear water from an underground spring that both warms and casts an eerie light about this room. The root growth in this room is especially dense. In the centre of this pool is a large stone standing about five feet high and six feet across. On the other side of the chamber is another exit leading who knows where.

The stone in the centre of the pool is, of course, the Navel of the Goddess. It is no ordinary item. It is a large soap stone rock about six feet across and standing about five feet high. The stone is flat at the base but rounds towards its top and there is a small depression at the top. The name of the artifact derives from the fact that this depression makes it look like a navel. The rock weighs approximately 700 lbs. and is not very easy to move, as it is flush with the floor, which is also wet from the pool. The Navel is magical and radiates as such if detect magic is cast. It is immune to any damaging effect either physical or magical.

Development: To move the Navel of the Goddess requires a Strength check (DC 25). It is wet, large and

weighty. The Characters may however take 20 if they work together. Moving the rock will automatically disturb the ants and bring them coming from Room 8 if they have not already been disturbed. As they move the stone allow each Characters to make a Listen check (DC 20). If someone does hear the ants approaching all they will hear is a series of distant clicking. Allow them to make of this what they will. (This clicking is the ants communicating and deciding to attack).

Two rounds later the ants from Room 8 enter the room and attack immediately.

Once combat is joined the other groups, from Rooms 5 and 7 will approach from their relative directions in 1d3 rounds. Remember the ants can climb across the walls and ceiling of the main rooms. If the ants are stopped in the tunnels rather than the rooms they will back off and circle around using their network of tunnels. The lead ant in a tunnel under these circumstances will move back only five feet each round in an attempt to draw the party into the tunnels whilst not drawing an attack of opportunity.

In the northeast corner of the room, concealed by roots hanging down from the ceiling, is the entrance to a tunnel. Characters succeeding at a Spot check (DC 15) will notice this.

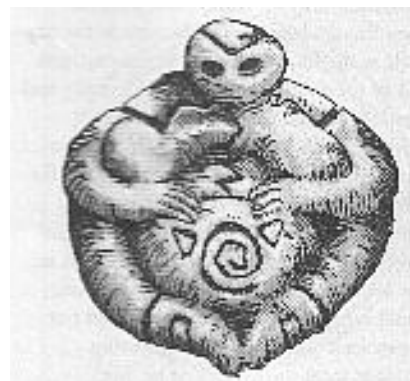
ROOM 4

The rough corridor here leads into a small room about twelve feet across and eight feet high. On the north side of this room is another corridor leading off. The roots again still hang down in here making visibility poor. This room is full of household items strewn over the floor and in the far corner to your entrance are the skeletal remains of two large horses dressed in full tack.

This room is full of broken grave goods; pots, clay jugs, damp clothing and the like.

In the southeast corner of this room, concealed by roots hanging down from the ceiling, is the entrance to a tunnel. Characters succeeding at a Spot check (DC 15) will notice this.

Treasure: A successful Search check (DC 15) will uncover a small crudely made silver statue of the Goddess.



The image above, of the silver statue of Beory, is worth 15gp. The illustration is reproduced in Appendix II to use as a handout.

Development: If the party makes a lot of noise in here they will attract the attention of the ants. The first warning the party will get will be if anyone succeeds at a Listen check (DC18). If someone does hear the ants approaching all they will hear is a series of distant clicking. Allow them to make of this what they will. (This clicking is the ants communicating and deciding to attack). Two rounds later the ants from Room 5 will burst on to the scene through the concealed entrance in the southwest corner.

Once combat is joined the other groups, from Rooms 5 and 8 will approach from their relative directions in 1d3 rounds. Remember the ants can climb across the walls and ceiling of the main rooms. If the ants are stopped in the tunnels rather than the rooms they will back off and circle around using their network of tunnels. The lead ant in a tunnel under these circumstances will move back only five feet each round in an attempt to draw the party into the tunnels whilst not drawing an attack of opportunity.

THE ANT TUNNELS AND CHAMBERS 5, 7 AND 8

Tunnel Description

The tunnel gently slopes down from here and is dug straight into the loose soil. It is about three feet in diameter and in total darkness. There are no roots in this area.

All the tunnels here lead down to the chambers, which are at a lower level than the tomb.

Characters moving through these areas must make an opposed Move Silently check to remain undetected. Characters in the tunnels however can make a Listen check (DC 20) to hear the ants in the lower chambers. All that can be heard is a slight tapping and scratching as the ants work to enlarge their makeshift nest. The loose damp soil here absorbs sounds easily, hence the high DC.

Tactics: Combat in these areas is limited by the following factors:

- Small weapons are not hampered.
- Attacks with Medium-size weapons suffer a -2 circumstance penalty on attack and damage rolls.
- These areas are too small to allow the use Large weapons.
- It is dark and unless they work out a system to get light down here they will suffer the 50% miss chance for total darkness.
- Large shields cannot be used they are too big.
- If confronted in a tunnel the ants will back off at five feet per round to draw their opponent into the lower chambers where they can attack two or three on one.

- If one chamber inhabited by ants is disturbed the ants from the other chambers will arrive to assist their fellows.

CHAMBER 5

The narrow tunnel opens up into a small chamber dug in the soil. Your senses are assaulted by the bodies of four dead hochebi lying on the floor of the chamber. They are in an advanced state of decomposition.

Creatures: If they have not already been disturbed there are three (or more at higher APLs) worker ants busy digging here. Two of these will immediately move to attack while the other(s) communicates with its brethren for a round before joining the melee.

APL 2 (EL 3)

🐜 **Giant Ants, Worker (3):** hp 9, 9, 9; see *Monster Manual*.

APL 4 (EL 5)

🐜 **Giant Ants, Worker, advanced 4 HD (3):** 18, 18, 18; see Appendix I.

APL 6 (EL 7)

🐜 **Giant Ants, Worker, advanced 7 HD (4):** 35, 35, 35, 35; see Appendix I.

Treasure: None of the armour or equipment of the hochebi in here is salvageable. There is nothing else of interest or value here.

CHAMBER 7

The narrow tunnel opens up into a small chamber dug in the soil. Your senses are assaulted by the bodies of six dead hochebi lying on the floor of the chamber. They are in an advanced state of decomposition.

Treasure: The majority of the hochebi's equipment in here is not salvageable. On the corpse of one particularly large creature however can be found three vials. Two have been smashed but the third contains a *potion of cure light wounds*.

Development: If they have not already been disturbed there are two worker ants busy digging here attended by one soldier ant. One of the worker ants along with the soldier ant will immediately move to attack while the other communicates with its brethren for two rounds before joining the melee.

CHAMBER 8

The narrow tunnel opens up into a small chamber dug in the soil. The bodies of three dead hochebi and a robed figure lying on the floor of the chamber assault your senses as look in here. They are in an advanced state of decomposition.

Creatures: If they have not already been disturbed there are three worker ants busy digging here. Two of these will immediately move to attack while the other communicates with its brethren for two rounds before joining the melee.

PL 2 (EL 3)

🔪 **Giant Ants, Worker (3):** hp 9, 9, 9; see *Monster Manual*.

APL 4 (EL 5)

🔪 **Giant Ants, Worker, advanced 4 HD (3):** 18, 18, 18; see Appendix I.

APL 6 (EL 7)

🔪 **Giant Ants, Worker, advanced 7 HD (4):** 35, 35, 35, 35; see Appendix I.

Treasure: On the body of the dead Scarlet Brotherhood leader is a bone scroll tube. Held within is a single scroll given to him by his masters in Scant to aid him on his mission.

Arcane scroll (tiny, ½ lbs., bone, 75gp) with the following spells all cast at 1st level: *magic missile*, *magic weapon*, *tenser's floating disc*.

LOCATION 6

The tunnel here splits and you can see a narrower tunnel off to the west about two feet across which is blocked with the body parts of several rotting soldier ants. The main tunnel continues on round from here though.

The narrower passage ends in a dead end. The egg of the queen lies within the passageway close to the warmth of the underground stream. If it is left it will hatch and consume the bodies of the dead soldier ants and start the colony afresh. If the characters find it, they will find it impossible to hatch it themselves. In this situation Beory will see what has happened to her faithful servants and "kill" the Queen before it hatches. If however the Characters leave the egg unmolested The Goddess of Nature will allow the queen to develop naturally.

ENCOUNTER 7: CONCLUSION

One way or another the party will hopefully recover the Navel of the Goddess. If they have no wizard or cleric then uncovering the pictograms will eventually show pictures of the Navel so they can recognise the rock for what it is. The Characters will struggle getting the rock out of the burial mound, but there is a cart outside. If they wish to attempt to find the Brotherhood's horses this will present no problems for them. Alternatively the Characters could ask Albistan and Uxia to borrow their two oxen.

When the leave the valley and return to Bran they will discover that he has been joined by over a score of his fellows. Hearing of his quest this small band of flan

warriors have traveled here to ascertain that the Navel of the Goddess will be returned to their homeland. They will not allow the Characters to leave with the Naval.

When the leave the valley with the Navel Bran will be overcome with tears of joy and embrace all of the characters thanking them.

"Our people will not forget your actions today, on behalf of my people I thank you today you have earned our respect and friendship."

Each of the Characters who willingly hands over the Naval will receive a Regional Influence Point with The People of the Naval. The flan will also commandeer the cart so that they can return the Naval to their homeland. If this means that they take Albistan and Uxia's oxen they will swear to return them.

If the Characters do not voluntarily hand over the Naval the flan warriors will not attack them. They will simply travel ahead to Captain Gregern and demand that he order the Characters to hand over the Naval. Captain Gregern will comply.

Once the Characters have finished their business with the flan they will undoubtedly return to Captain Gregern with news of his patrols fate. If sufficient time remains this encounter should be roleplay as the DM sees fit.

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.

Encounter 4: Attack of the Plants

Defeating the assassin vine.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Encounter 6: Into the Tomb

Chamber 5: Defeat the ants

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Chamber 8: Defeat the ants

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP

Location 6: Destroy the Queen's egg.

APL 2	20 XP
APL 4	50 XP

APL 6 70 XP

Encounter 7: Conclusion

Return the Navel to Bran

APL 2 40 XP
APL 4 100 XP
APL 6 140 XP

Total Possible Experience

APL 2 300 XP
APL 4 600 XP
APL 6 840 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.

Encounter 5

All APLs: Loot—7 gp.

Encounter 6

Room 2:

All APLs: Loot—133 gp.

Room 4:

All APLs: Loot—2 gp. 180 XP

Room 7:

All APLs: Magic—Potion of cure light wounds (1st-level caster) (10 gp).

180 XP

Room 8:

210 XP

All APLs: Magic—Arcane scroll of *magic missile*, *magic weapon*, and *Tenser’s floating disk* (all 1st-level caster) (15 gp).

Total Possible Treasure

All APLs: 167 gp.

Successfully completing the adventure also yield the characters an Influence Point with the People of the Navel.

APPENDIX I: NPCS

In the order they appear:

🔪 **Assassin Vine, Huge 10 HD:** CR 5; Huge Plant; HD 10d8+50; hp 100 Init -1; Speed 0 ft.; AC 16 (touch 7, flat-footed 17); Atk +14 melee (1d6+13, slam); SA: Entangle, improved grab, constrict 1d6+13; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; Face/Reach 10 ft. by 10 ft./10 ft. (20 ft. with vine); AL N; SV Fort +12, Ref +2; Will +5; 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 1d6+13 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.

🔪 **Assassin Vine, Huge 16 HD:** CR 5; Huge Plant; HD 16d8+80; hp 160; Init -1; Speed 0 ft.; AC 16 (touch 7, flat-footed 17); Atk +19 melee (1d6+13, slam); SA: Entangle, improved grab, constrict 1d6+13; SQ Camouflage, electricity immunity, cold and fire resistance 20, blindsight; Face/Reach 10 ft. by 10 ft./10 ft. (20 ft. with vine); AL N; SV Fort +15, Ref +4; Will +7; 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 1d6+13 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.

🔪 **Giant Ants, Worker, advanced 4 HD:** CR 2; Medium-size vermin; HD 4d8; hp 18; Init +0; Spd 50 ft., climb 20 ft.; AC 17 (touch 10, flat-footed 17); Atk +3 melee (1d6, bite); SA Improved grab; SQ Vermin; AL N; SV Fort +4, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int—, Wis 11, Cha 9.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

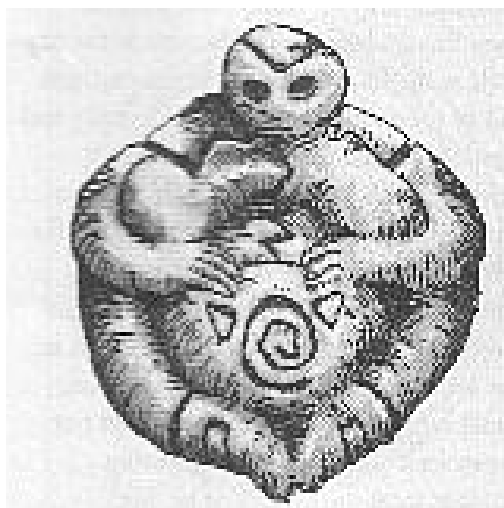
Vermin: Immune to mind-influencing effects

🔪 **Giant Ants, Worker, Large 7 HD:** CR 3; Large vermin; HD 7d8+14; hp 35; Init +0; Spd 50 ft., climb 20 ft.; AC 17 (touch 8, flat-footed 17); Atk +8 melee (1d6+6, bite); SA Improved grab; SQ Vermin; AL N; SV Fort +4, Ref +1, Will +1; Str 18, Dex 8, Con 14, Int—, Wis 11, Cha 9.

Improved Grab (Ex): To use this ability, the giant ant must hit with its bite attack. A giant ant soldier that gets a hold can sting.

Vermin: Immune to mind-influencing effects

APPENDIX II:
SMALL CRUDELY MADE SILVER STATUE



APPENDIX III:
SOUTHERN KILDEER HEADLANDS AREA



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.