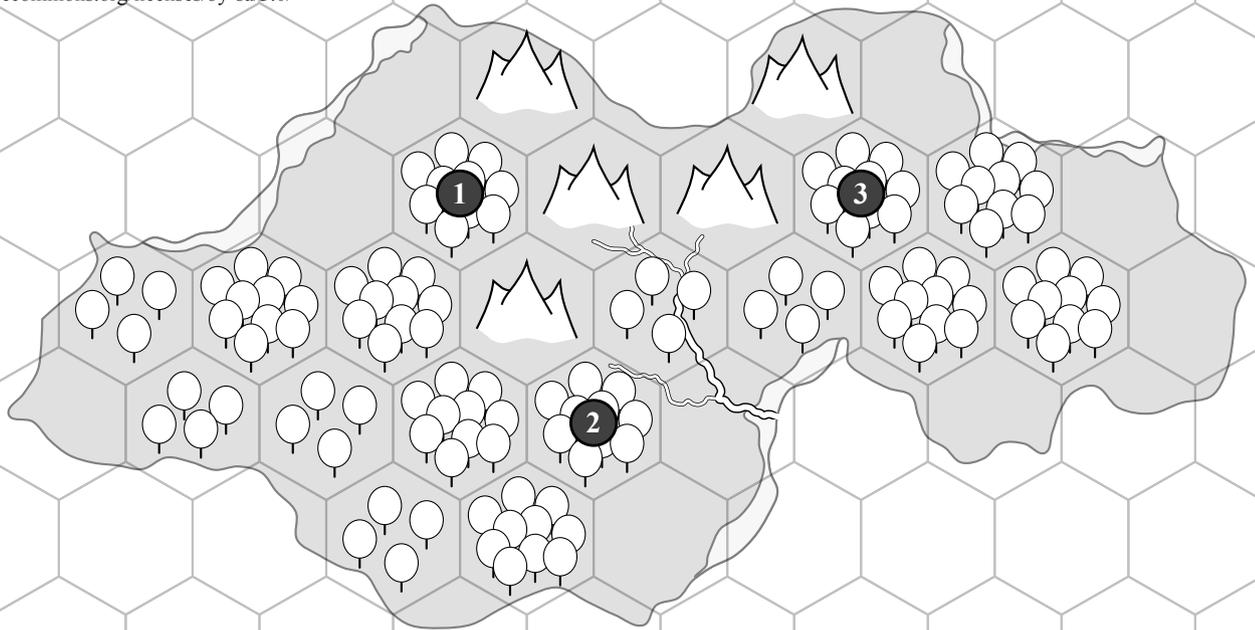


Enbeserth's Island

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The wizard Enbeserth was buried on a remote island in the hopes that treasure seekers wouldn't find her. It worked for a while, but now rumor is that the island has been found. After many called favors, you now have a map to that island. Unfortunately, you know you're not the only one. The island is big enough that it will take some time to explore. Time enough for someone else to find it first.

Enbeserth's tomb is located at one of the three marked points. The other two contain small caves that could be mistaken for the entrance, but are inhabited by some unpleasant beasts. A whiptail centipede, an assassin vine, or an ettercap, for example (roughly an APL encounter). Decide which is which (or roll for it) before the game begins.

The players can choose to land their ship at any of the three beaches. The NPCs (a wizard and some bodyguards, an APL + 2 encounter) will land at one of the other two (again, choose or roll) three hours after the players.

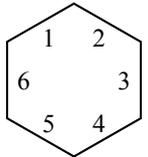
The players must spend time searching for the tomb. On entering a new hex and on making camp for the night, roll a d10. On a 3 or less, roll on the Encounter table.

Each hex of beach, grass or light forest takes 1 hour and a successful Perception check to fully search. Each hex of dense forest takes 2 hours and a check. Each hex of mountains takes 3 hours and a check. If they fail the check, it only takes another hour to try again regardless of the terrain. These times apply to both the PCs and the NPCs.

A successful search finds the caves in the marked hexes. Roll on the Search table for other hexes. Each result besides Nothing can only be found once.

NPC movement

The NPCs search 8 hours each day and fully explore each hex before moving on. They search 8 hours each day. Roll a d8 to see where they go next. On a 7 or 8 they failed their perception check and wait another hour. Reroll if they would otherwise move into a hex they already searched.



If the players reach the tomb first, they should encounter the NPCs on the way out. Otherwise, they should encounter the NPCs in or near the tomb. How you handle this also depends on what information the PCs have about the NPCs movement.

Encounter Table

- 1 Dire rats (APL - 3)
- 2 Skeletons (APL - 3)
- 3 Insect swarm (APL - 2)
- 4 Snakes (APL - 2)
- 5 Wild boar (APL - 1)
- 6 Slime mold (APL - 1)
- 7 Giant wasp (APL)
- 8 Shadow (APL)
- 9 Mandragora (APL + 1)
- 10 Decapus (APL + 1)

Search Table

- 1 A loaded bear trap (Ouch)
- 2 Nothing to find (0 gp)
- 3 Old iron pot (1 gp)
- 4 Old platinum coin (10 gp)
- 5 Flask of alchemist's fire (20 gp)
- 6 Some alchemical fungus (25 gp)
- 7 Masterwork manacles (50 gp)
- 8 Rare flowers (75 gp)
- 9 Dead adventurer (200 gp in gear)
- 10 A strange ring (? gp)

Modify these tables for an appropriate challenge and reward for your players.

