

NYR3-09

Kiss of Incabulous

A One-Round D&D LIVING GREYHAWK[®]
Nyronnd Regional Adventure
For APLs 6-12

Version 0.1

Round 1

By John D. Jenks and J. Eddy Roberts

Artwork by , Maps by

Reala Nadir is the intellectual property of Jodie Smalley, used with permission

Following the Festival of the Swans in Swan Bore, you hear of a kidnapping in Oldred. Yet, the sight of the village of River Junction tells you, you won't be getting to Oldred anytime soon. A Royal adventure for characters of 5th to 14th level. Part three of the Scavenger Hunt series.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, 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 you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work 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 you run your game. Be sure to 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 is 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 as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, 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 the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, 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.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the DM records the players and his or her RPGA numbers on the RPGA scoring sheet and provides the sheet to the 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, 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 PCs participating in the adventure.

To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war

horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Add Sidebar Table Here

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either the 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. PCs who want their dogs to attack

must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) 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. Enlist the services of an iconic text needs to be put in here.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Kingdom of Nyrond. Characters native to Nyrond pay one Time Unit per round; all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Summary

The characters have just finished attending the Festival of the Swans in Swan Bore. Word reaches them of a kidnapping in Oldred, and they may decide to journey there and see what is going on. Regardless of their decision, they head southeast towards a river crossing and reach the remains of the town of River Junction.

Their sighting of the town has unwittingly thrust them (perhaps again) into the events of the Scavenger Hunt series. The mysterious 'K' of the previous two scenarios has launched his attack on the Kingdom. Strange parasites have been released. Parasites that are related to the one currently afflicting the King's fiancée Xenia Sallavarian.

These parasites drain the mental energy of the host creature, and cause symptoms very similar to the common cold. As the host loses mental ability, it will eventually fall into a coma. At this point the creature can take control of the host's body and force it to seek out and attack others. When the infected host damages a target, the parasite is able to leave the drained husk of the former host and transfer itself to the new one.

River Junction is nearly devoid of life, although a few hosts still survive in coma-like states. They wait until the PCs arrive to investigate, and then attack. While only a small fraction of the town's original population, there are still more than

enough of these hosts to insure that the PCs are each damaged. Rules similar to those for swarms will be employed, as it is vital to the premise of the scenario that the PCs all become infected.

Mere minutes after they are infected, the PCs will start to show symptoms of the infestation. This will happen to all PCs, even those with immunity to disease, such as Paladins, Contemplatives or Monks. The 'disease' is not a true disease, and therefore is not subject to such effects as *Remove Disease*, the paladin's lay on hands ability, or even such spells as *Heal* or *Greater Restoration*.

After they learn of their 'illness' the PCs can visit the local temple of Beory, where a good amount of information can be discovered. Primary among these is the knowledge that this is the same problem affecting Xenia, and that no form of curative magic has been discovered that will remove the 'disease.'

The PCs can also find the diary of one of the priestesses. In it she mentions having a dream about the Korenflask hills, but that she is too weakened to know what to do next. Hopefully the PCs take the hint and head south.

As they head towards their rendezvous with destiny, the PCs come across another grim sight. A caravan lies dead on the side of the road. Checking it out, it is obvious that the caravaneers caught the same infestation as the town as River Junction. Closer inspection reveals that the infestation probably came from this caravan, and that it has most likely been carried to Adrean's Landing and Rel Mord as well. In fact, unless they succumbed along the way, the infestation has already been spread.

One more look about the caravan lets the PCs find a box addressed to a small halfling community in the Anodan Hills – very near where the PCs are heading. The box was apparently left behind by accident, as it is found broken under the remains of one of the wagons. The box contains only the remains of some black pottery that appear to be shards of dinner plates.

The PCs resume their journey and reach the Anodan Hills community.

The premise of this scenario is that it is the third part of the series that started with The Great Scavenger Hunt, however it is not a requirement that characters have played that scenario prior to enjoying this one.

There are several references to various Nyronnd locations, meta-organizations, and NPCs. Please check with the myriad Nyronnd resources available through the Nyronnd web site. The web site is located at:

<http://www.nyronnd.org/turbine/page/>

Please be sure to communicate the results of your running of this scenario to either the Nyronnd triad or the event coordinator so that these results can be recorded.

Backstory

It has been nearly six years since Xenia Sallavarian collapsed while touring the Kingdom of Nyronnd. Xenia, a beautiful young woman with an even more beautiful singing voice, was the King's fiancée and slated to marry him the following year in a huge public ceremony. Unknown to the general public, Xenia's collapse was caused by the rapid onset of something that was not unlike a disease, but is truly a creature that feeds on a person's life force.

The Great Scavenger Hunt was begun to find the 'cure' for the stricken young woman. Adventurers throughout the Kingdom began collecting the needed ingredients. It was during the first part of the scavenger hunt that assassins came to light. The assassins were well funded, for when capture of them was attempted, they killed themselves with a rare and exotic poison. The mind behind these assassins has not been discovered, but notes labeled with a mysterious 'K' have been discovered. Notes in some cases addressed directly to the adventurers involved.

Slightly over a year later, the next set of ingredients was discovered. The Elementalist Kurast sent another adventuring party on another series of quests, gathering most of the remaining items. More clues about the mysterious 'K' were also found.

Judge's Notes

Unfortunately for the PCs, the true villain of this series of scenarios has decided that he needs to unleash his main strike against the Kingdom.

Kalamid, a cleric of the god Incabulous, truly believes in the power of disease. As one of the most potent of Incabulous' servants, Kalamid was blessed with the power to spread disease far and wide. Eventually, Kalamid had himself mummified alive, so that he could continue to spread the dark blessing past the span of his natural life.

Kalamid needed to be careful not to arouse the interest of the local authorities, but his touch added to the deaths during many of Nyron'd's conflicts both past and recent. For decades this continued, until Incabulous decided to reward his most faithful of servants.

The deity of disease sent Kalamid a vision. A vision of the future. A vision of prophesy:

After the time of great troubles and before the coming war, two noble houses will be united in love and marriage. The golden voice from the west and he of great stature will find each other. From their union will come a child, a child whose destiny is to bring an end to the Plague.

Kalamid knew that such a child would be abhorrent to his foul master, and realized that Incabulous must want him to stop this child from being born. For months he scryed and divined, until once again his dark god granted him what he needed. He was led to a cave where he gained contact with a race of creatures that fed upon the strength of the living, making them weak and ravaging their bodies with all the symptoms of disease.

Kalamid, being undead, was immune to their attacks. He was able to remain in the cave and to eventually learn to communicate with the creatures, which he has named KOI – Kiss of Incabulous. The cave was a nexus between the physical plane and the creatures' homeland. A realm where nearly every other forms of life had been made extinct by the KOI's feeding.

Kalamid struck a deal with the KOI. In exchange for their help in destroying Xenia, the golden voice from the west, he would spread the creatures

throughout the Kingdom; where they could feed and multiply once again.

And so Kalamid took the eldest of their number, the great patriarch of the race, and bound him to one of Xenia's ladies in waiting. The creature bided its time, until it was close enough to Xenia to strike. Then it fastened its tendrils on her and began to drain her life. Kalamid laughed with joy, for with Xenia's death, the prophecy would not come about.

Re-enter the Grey Seer. Working quickly, he placed Xenia into a stasis field so that she would survive until the cure could be found. Xenia's body was also taken and hidden deep within the royal castle at Rel Mord, where she would be safe from further attempts on her life. Kalamid is unable to hasten Xenia's end, nor can he send aid to the patriarch of the KOI that remains in stasis with Xenia.

Seeing no other way to stop the adventurers from completing the Scavenger Hunt, and no way to prevent the prophecy from coming about. Kalamid is forced to tip his hand early. He arranges for several wagonloads of eggs to be shipped throughout Nyron'd. These eggs are all near hatching. The infant KOI within will be hungry, and the resulting plague should weaken Nyron'd enough that his servants and assassins can reach Xenia. Among these servants is a new ally that has plans for the soon-to-be-available King Lynwerd.

It is into this web of chaos that the PCs step. They discover firsthand the plague and its effects. Having no choice if they want to survive, they are forced to discover Kalamid's lair and learn the truth of these events.

Adventure Synopsis

Introduction: The Date – The PCs have just finished watching the Festival of the Swans. Having nothing better to do, they head out on the road towards Oldred in search of adventure.

Scene One: The Kiss – The PCs come across the remains of a town. They also discover the last of the town's residents and learn the meaning of plague. Luckily they also find hope.

Scene Two: The Bite – The PCs journey south into Korenfluss, to find the cure they seek. They stumble onto the remains of a caravan – one with some more clues.

Scene Three: The Wound – The PCs reach the halfling community of Anodan Hills. They learn a bit about what lies ahead, and are told of the cavern they need to reach.

Scene Four: The Scar – The PCs enter the cave, and learn just what interests a servant of Incabulous.

Scene Five: The Surgery – The PCs battle the servants of Kalamid, and deal with the creatures infesting them.

Scene Six: The Recovery – The PCs finally bring the fight to Kalamid, and discover the truth about Xenia.

Conclusion: A Clean Bill of Health – The PCs have defeated the Mummy-Priest, destroyed the shrine to Incabulous and gained their well deserved reward.

Optional: The Good Deed – The PCs revisit Anodan Hills to cure the sick child.

and flying for unknown parts at the southern end of their ride.

Thus begins a weeklong festival, involving baking contests, tests of strength, and at least two different parades. It is also what drew you here in the first place. But all that is now ended, the town returns to its usual sedate state, and the call of the road reaches you once again.

Have the characters introduce themselves to each other. They should also fill out the sheet marked as Player Handout #1 – Descriptions, as this will allow you to better describe the effects of the ‘disease’ as time goes by. Once they are ready to go, you can read the next section of boxed text. They should be sure to describe any familiars, animal companions, or unusual mounts as well.

While there is talk of all kinds of adventuring possibilities throughout the Kingdom, one item does strike your interest, news has reached even this far north of the kidnapping of a scion of one of the merchant houses in Oldred, a coastal city far to the south. While you aren’t sure you’ll be able to do anything about the kidnapping, the trip south should relieve your boredom.

Note: It is important to note that the kidnapping is not part of this scenario; rather it is a hint of an upcoming introductory scenario coming out in 594CY (2004).

Introduction

The Date

The town of Swan Bore. A pleasant enough place, if a bit boring. Once a minor trade center, Swan Bore has become something of a backwater tourist town as all the trade now goes through Adrean’s Landing. In fact, the only thing that keeps Swan Bore from becoming just another run of the mill town in Nyrond is the reason you came here – The Festival of the Swans.

The Festival begins at sunrise on the first day of Growfest. Hundreds gather to watch the tall wave sweep down the Duntide, dozens of great black-breasted swans riding the crest. The sound of their honking and whooping can be heard for miles. The wave travels slowly down the river, running just more than a dozen miles before finally fading out. The trip takes nearly three hours, with the swans finally taking off

PCs that teleport, or use similar magical means, to reach Oldred without taking the planned road trip, will find that the scenario has passed them by. They will lose out on all rewards, and the scenario will end here. Sometimes the way to find adventure is to let it come to you, rather than always going to it.

Eventually the players will decide to travel towards Oldred. While there are several ways to go, you should steer the PCs onto the trail that leads to River Junction. The roads could be impassible to the south because of heavy rains. Perhaps the river is choked with merchant travel delayed by the Swan Festival. Perhaps there is simply no other way to leave town in a reasonable manner.

In any event, the PCs travel the southern road out of Swan Bore, turning east to cross the river at a convenient bridge, and then heading roughly

south again. Nothing happens until the PCs reach River Junction.

Scene One

The Kiss

River Junction is a tiny village built where a small creek enters the larger Duntide. A sandbar has formed just upstream of the creek. PCs that have played in the Year 1 Nyrond scenario "Mail Call" will recognize it as the place where dire rats attacked them, and where a group of half-orc bandits were hanged and left as a warning. Currently the sand bar is empty, but three empty poles serve as a reminder of its former use.

The village of River Junction is nothing special. The sign up ahead reads "Population 164." Although someone has apparently taken a knife to the number, it is still faintly legible in spite of the deep scratches.

The air seems heavy and still, and you can smell the faint odor of smoke. It is about that same time that you realize you cannot hear anything in the way of life from the village. Everything is strangely quiet, even deathly quiet.

The map of the village is provided as Judge's Map #1 – River Junction. The PCs will most likely want to explore the town. However, if they choose to go around and continue on without exploration, feel free to have the following encounter occur wherever convenient. Once the PCs begin to explore, they will discover that the village seems completely deserted – right up until the moment the villagers attack. Once the encounter is ended, and the PCs all infested, they will begin to find the scattered bodies of the former villagers. Most are long dead, but a few still cling to life; awaiting the arrival of more travelers like the PCs. Waiting to further spread the infestation.

Allow the PCs to enter the town and have a very quick look around before throwing the infested villagers at them. Do not allow them to enter either the Long Draught Tavern or the Temple of Beory before encountering the KOI Infested Villagers.

KOI Infested Villagers:

All APLs – Infested Villagers (12): hp 1; see Appendices A and B for details.

The villagers have lost their fight against the KOI infesting them. Each villager has had one or more mental ability scores drained to zero. The KOI has since taken control of the body, and is forcing them to seek out an uninfected potential host in order to spread and feed. All that needs to occur is for the villagers to injure the PCs. A single point of damage is sufficient to transfer the KOI to the PC.

Tactics: The villagers will do nothing but swarm the PCs in an attempt to grapple. This should be fairly easy owing to their high strength and the fact that at least two villagers will work in concert on each PC. Once a villager has injured a PC, and the KOI transferred, the villager will collapse, as per the rules in the v3.5 DMG (page 289) regarding ability score loss. When all the PCs have gained the infestation, the remaining villagers will wander off to await the next victim.

This encounter can occur in a variety of different ways. Some suggestions are to have the infested villagers lying in the middle of the street and calling out in seemingly great pain. Another would be to have the villagers attack from surprise by rushing out of nearby buildings. Base your choice on the actions of the PCs; use whatever setup you feel would be most likely to engage the characters attention.

As the infested villagers are nearly mindless, they cannot be communicated with, nor will anything stop the villager's attack. It is of vital importance that the PCs all become infested, so if the PCs somehow manage to stop the initial attack, additional attacks should be staged until all the PCs gain the infestation.

Effects: Once the PCs gain the infestation they should immediately start showing symptoms. Refer to Appendix A for more information. The provided Player's Handout #1 can be used to detail specific changes by focusing on each character's unusual characteristics.

Once the PCs are infested, they are free to explore the town without further attacks.

Note: Once the PCs have gained the infestation they are able to find most of the villagers. They are scattered about the town, resting until they can

pass the infestation along to others. Some PCs may want to put the other infested villagers out of their misery, and to prevent further spread of the infestation. This is acceptable and is not considered an evil act if done with compassion. Attempting to heal or restore the villagers will have no effect; nor can the villagers leave the town. The villagers have long lost their battle and cannot be restored by any means known to the PCs at this time. Should the PCs attempt to return to this town at a later date, they will find that the villagers are all dead from exposure, starvation and thirst.

When the PCs explore the village, they will find that it is a fairly standard village of around 30-40 families. It has the usual inn and tavern, a small general store selling farming equipment, and a number of typical residences. There are only two places of any note in the town. Refer to Judge's Map #1 – River Junction for further details on the locations of both the Long Draught Tavern (location A) and the Temple of Beory (location B). The PCs should not enter either of these buildings before they have become infested with the KOI.

PCs wishing to steal from the town can do so, but there is little in the way of portable wealth to rob. PCs will be unable to find gems, jewelry, or sacks of coins. Each day of searching will yield 50 gp worth of transportable items. PCs wishing to restock supplies can do so, but there are no horses, mules, or tack items available that are worth taking.

A. The Long Draught Tavern

The sign outside proclaims this place as the Long Draught Tavern. Inside, once your eyes adjust to the gloom, you can see a fairly typical tavern. No one seems to be present.

The usual sign above the bar no longer displays the tavern's wares and prices. Rather, it displays a warning of sorts.

"Leave this town. The plague has taken us and will take you as well if you do not flee. Leave the dead and dying behind. There is nothing you can do for us."

Once the PCs have read the warning, roll a secret listen check for each player. A faint scratching can be heard if the PC succeeds at a DC of 20 + APL. Trapped in one of the upstairs rooms is a

pseudo dragon, the former familiar of a wizard who has since succumbed to the infestation. She has been trapped in this room for the last five days and is very hungry. She has been too well trained to attack the party, but will attempt to gain their attention with her scratching at the locked door. If the party does not rescue her, she will eventually find her own escape route, but will then not be available to gain as a familiar (see below).

The door is locked (DC 15) but easily broken down (DC 12). If the PCs rescue the former familiar, they can earn her friendship. Wizard or Sorcerer PCs that wish to take the Improved Familiar feat and gain her as a familiar will be able to do so through access on the AR.

There is nothing else of interest in the tavern.

B. The Temple of Beory

At the far northeastern end of town stands a small temple to Beory. The structure is simply constructed, but lovingly maintained. Scattered new shingles and a recent coat of paint attest to the regular upkeep. The front doors to the temple are closed, and all the windows have closed shutters save one. That one seems to have been smashed open from the inside, both shattered wood and broken glass can be found on the ground outside.

The temple has been closed up. The priestess Telmina Sparrowborn tried valiantly to stem the tide of the infestation, but her efforts came to naught when she realized that she herself had been one of the first infested. Having no options left, she locked herself within the temple to record her observations of the infestation before she died. Her journal is a valuable clue that the PCs should discover. The priestess Telmina succumbed to the infestation days ago and burst forth from the temple. The PCs will be unable to find her as she looks like any of the other random infested villagers.

Telmina was a well-respected and powerful member of the clergy of Beory. Her experience with natural diseases led the Grey Seer to call on her when Xenia collapsed. While she was unable to cure Xenia, she was able to recognize the infestation when it appeared in her town. It is this information that she has recorded in her journal for the PCs to discover.

A simple search of the temple will yield Telmina's journal. It is not hidden – in fact it is lying in plain sight for easy discovery. PCs can gain entrance to the temple either through the broken window, or by other means. The front doors are sturdy and will require a DC 25 strength check to break down.

The doors are barred from the inside, rather than locked, so Open Lock checks are of little use. Once the PCs have recovered the journal, give them Player Handout #2 – Telmina's Journal.

The temple has some minor valuable items (chalices, holy symbols and the like), which can be stolen if desired. This will not increase the treasure cap for this scenario, but may augment the party treasure if they do not recover everything from Kalamid (Scene Six, Area H).

There is another item of interest to the party here, but not one they can take with them. Telmina managed to use a mirror (mounted on the wall in her private chambers) to open a minor portal to her old friend Kurast. Through this portal she was able to communicate to him the nature of the infestation and verify that it was the same affliction that Xenia caught, as outlined in her Journal (Player Handout #2). Ordinarily things would have ended there. However, her weakened mental state caused her to forget to close the portal correctly. A Knowledge: Arcana check at a DC of 20 will identify this fact. It is possible for the PCs to use the mirror to gain some additional information.

Essentially, all the PCs need do is enter Telmina's chambers, and address the mirror (they might figure this out from her journal, otherwise there are no specific clues to be found). They will then be able to have a short conversation with the Elementalist Kurast. Details of this conversation are left up to the Judge, but the following facts can be learned:

- Yes, the events outlined in Telmina's Journal have been passed along to those in charge.
- Kurast is terribly sorry to hear that the PCs have caught the infestation, but as the PCs no doubt know, there is nothing he can do to fix it.
- Kurast did not know that the infestation can only be passed during the rage state, and will make sure that the Grey Seer learns of this.
- Kurast agrees with Telmina's final plea, in that the PCs must travel south to the cave of her visions, and learn what they can.

- He also recommends that the PCs travel by land, in case the enemy is watching for the use of magic in the area.
- Finally, those PCs that possess the Favor Of Kurast from the Nyrond Regional Scenario To Catch a Falling Star may redeem the favor at this point. Aside from the value as listed in the description of that favor, Kurast has decided to grant Water Breathing to the character. This water breathing will last for ten (10) rounds. The rounds need not be used consecutively, and last until needed. For example, a character might use three of these rounds during the water trap in Scene Four, which leaves seven more rounds. The character can then use five rounds during a later scenario, saving the remaining two rounds for a third scenario. Once the ten rounds are used, the effect ends.

Other than the journal and the minor items of value (that some PCs might steal, listed above), there is nothing else of interest in the temple. Hopefully the party now has enough information to proceed south towards the Anodan Hills in the Duchy of Korenfluss.

If the party decides not to continue on, then they eventually succumb to the infestation and die. Let them know that they did nothing to stop the spread of the infestation and that the Kingdom suffers because of it. The scenario obviously ends here.

Once the party is ready to leave town, proceed to the next scene.

Scene Two

The Bite

The journey south out of River Junction is a sobering one. You have been infested, and even now, merely a day later, you already begin to show signs and symptoms. Luckily the Royal Mail Service keeps the roads in western Nyrond in good repair. It makes your trip southward that much easier.

Ahead of you, you can see the burned out remains of what must have once been a caravan. Given its location and proximity to River Junction, this must be the caravan mentioned in Telmina's journal. Everything is

just as quiet and still as she mentioned, you cannot hear even the buzzing of flies.

First off, make sure to apply the appropriate penalties and symptoms to the PCs. Take note of any restoration-type magic being used, and be sure to describe just how miserable the PCs feel.

This is indeed the caravan that Telmina had burned in a futile effort to stop the further spread of the infestation. Telmina was in too great a hurry to see the caravan burned to make an investigation. If the party searches, they can find several additional clues that will help them in this adventure.

Most of caravan's ten wagons have burned nearly to the ground, but two wagons have mostly escaped the flames. As there is no combat encounter here, you can position the wagons however you would like.

Wagon #1 is located near the edge of the charred remains of the caravan. Carven into the wood of the driver's seat, and therefore still legible, is Player Handout #3 – The Note. The note is written by another group of travelers, and states that they found the caravan many days ago. All aboard the caravan were dead except for the driver of this particular wagon, who was delirious with fever. They took him and what packages they could carry on to Rel Mord. The note is dated 27 days in the past. PCs doing the math will realize that this was not only before Telmina reached the caravan, but also that these travelers must have already reached Rel Mord.

The point of this is to reinforce to the PCs that the infestation has already spread to Rel Mord, and the only way to save the city and Kingdom is to save themselves first.

Wagon #2 can be found towards the middle of the wagon train. The wagon has overturned and dumped its contents upon the ground. The heat of the fire has ruined most of the contents, but the overturned mass of the wagon has managed to protect one box for the PCs to find.

Righting the wagon will take a combined Strength check DC20 (note that all PCs can assist one another). Alternatively, a PC can make an Escape Artist check at a DC 15 (DC 10 for small-sized characters) to squirm underneath the wagon and retrieve the box. Parties that wish to chop their

way through the wagon may also do so, but this will take the remainder of the day. Magical means can also be used to gain access to the box, which weighs 15 pounds.

When the PCs gain access to the box, read the following to them:

The box's shipping label shows that it was originally meant for Adrean's Landing. There is no return address, nor can a specific person in Adrean's Landing be identified as the recipient. It contains only some black shards of what looks like pottery, most likely plates and serving platters since shattered by the heat of the fire.

If the PCs suspect egg shards or anything similar, do not dissuade them of this thought. But do not reinforce it either. The box does contain the shards of KOI eggs originally meant to infest the people of Adrean's Landing. Kalamid misjudged the incubation period of the eggs, and they hatched en-route. They quickly spread among the caravan, and thence to Joerban the smith, the other villagers of River Junction and finally to the travelers heading to Rel Mord. The shards contained in the box are not of any particular monetary value, but do have a particular "magical" function as outlined on the AR. Parties that do not find the box do not gain access to the shards.

There is nothing else of interest to be found at the caravan site. The party should continue south to the Duchy of Korenflass and find the cave referenced in Telmina's journal entries.

Scene Three

The Wound

The trip south to the halfling community of Anodan Hills will take the PCs five (5) days if traveling with the usual mounts. Alternate methods, such as flying or teleportation can be attempted, but keep in mind that none of the PCs have been to the community of Anodan Hills unless their character backgrounds specifically mention it.

However the PCs travel, please continue to apply the penalties and symptoms to them. Keep track of any Restoration magic used as well.

When the PCs reach the Duchy of Korenflass, they will feel a pull towards the community of Anodan Hills. Whether this is the influence of Beory or Telmina cannot be determined, but it should become obvious that this small and unusual settlement of halflings is the next stop for the party. Use whatever descriptive text you want to convey this to the party.

The description of Anodan Hills is provided as Player Handout #4 – Anodan Hills. While the PCs are en-route, distribute this handout to them for their information.

While there is no true village with the title “Anodan Hills,” the village the PCs finally reach nominally claims that title – for ease of getting the mail if nothing else. It is here that the PCs will find a small chapel to Yondalla, and the beginning of the next stage of their quest. The town is unusual in that while 90% of the residents are halflings, nearly all the buildings are designed to accommodate medium-sized creatures. The town’s ties with smuggling operations in Korenflass pretty much require locales where the smugglers can meet in comfort. PCs wanting rooms or other accommodations should have no trouble finding them.

The small village you have entered is quite unusual. First off, it seems to be nearly entirely populated by halflings – and as most know, Halflings do not form exclusive communities. The second thing you notice is that while all the residents you see are halflings, nearly all the major buildings in this village seem to be built along human scale.

You seem to be getting the typical odd looks reserved for any strangers first appearing in an isolated village. You know you need to be finding a large cave around here somewhere, but you really have no idea where to begin. As you attempt to get your bearings and perhaps find a place to ask for directions, a commotion from up the street grabs your attention.

Some players may wish to immediately disappear, Hide, or otherwise make themselves scarce. They certainly have this option, but the cause of the commotion is nothing more than a young halfling lad sent from the chapel of Yondalla, with a mission to see if any of the PCs are healers. Obviously if the entire party vanishes, the boy will become very confused. He will search around for

a bit, but eventually he’ll give up and head back to the chapel to report that he failed. If necessary, modify the following text to take the actions of the PCs into account.

Running up the street, as fast as his little legs will carry him, is a young halfling lad of about twenty summers. He is dressed in bright blue robes with a large cornucopia embroidered on the back. The robes are obviously too large for him by a few inches, and he is continually tripping over them in his haste. Each time he does, he flails his arms about to regain his balance, banging into passersby, knocking items off of vendors’ carts, and otherwise completely disrupting the quiet lives of those around him. You see many a sigh and a slow shake of a head as the youth runs past the other residents of the town. It seems the lad is headed in your direction.

Again, take into account the actions of the PCs. In no way is the boy going to attack the PCs. His mistress, the priestess Phoby Featherdown, has noted the arrival of the PCs, and is convinced that one of them must be a healer (whether or not this is true is immaterial at this point). She has sent her apprentice, Siliph Wrensong, to fetch the PCs and bring them to the chapel. Siliph is just a bit over-eager in the performance of his duties, hence the commotion.

No map of Anodan Hills is provided, as none is needed. While the general store turns a tidy profit selling farming equipment and general supplies, there are no weapons (other than simple weapons as defined in the PHB) or armors (of any type) to be found in the village – at least during the course of this adventure. The town does have some smuggling ties (as do most villages in the area), but the PCs have arrived in town during a ‘slow period.’ More unusual items like alchemist fire, noble clothing, or water clocks will also be impossible to acquire. Phoby has a few items potentially for sale, as explained below.

Assuming the PCs agree to follow Siliph back to the chapel, they can meet with Phoby. Read the following once the PCs meet the priestess.

The priestess Phoby Featherdown seems quite pleased to meet you. The Halfling woman’s eyes brighten at your approach, nearly matching the intensity of her green, cornucopia emblazoned robes. She quickly

risers from the side of what appears to be an unconscious Halfling boy, and rushes to you.

“Are any of you healers? I’ve prayed to Yondalla to send me aid in healing young Tobor here, and today you all have arrived. May Yondalla be praised!”

Obviously Phoby is expecting something other than a group of adventurers. Tobor, a young Halfling of about Siliph’s age, was exploring the cave to the south of town, and ran into some of the diseased creatures that inhabit it. Which would have been bad enough, but he also managed to become infested with one of the KOI.

Phoby, a very young priestess and totally unaware of the KOI threat, has managed to rid Tobor of his other diseases, but has been frustrated by the KOI infestation. They party will hopefully provide her with more information.

Phoby knows the following:

- Tobor was exploring the forbidden cave to the south of town.
- The cave is forbidden because of the large numbers of diseased bats that inhabit it.
- He went in alone, and must have run across some of them, for when they villagers found him, he was delirious and confused.
- He was also suffering from Shakes, a sure sign that he was in the forbidden cave, as the bats there are known to carry it.
- Phoby managed to cure him of the Shakes, but Tobor came back to her the next day complaining that his head hurt and that he was having trouble thinking.
- That was a fortnight ago, and Tobor’s condition has been getting worse ever since.
- Phoby has tried praying for the disease to be removed (Remove Disease), for aid in restoring Tobor’s mental decline (Restoration), and even attempted to treat it as an injury (Cure Serious Wounds). None have helped.
- Restoration seemed to provide some temporary relief and restore his faculties, but the next day the symptoms were back, **“as if I had done nothing at all.”**
- And, just in case some players ask, she is the younger sister of Teory Featherdown from the scenario The Great Pie Fest, and the baker of the cake at the Bishop’s Wedding interactive at NFC 3. She’ll be surprised if any of the PCs

ask about him, but will remark that she has heard from him lately, and he is doing well.

Phoby will be very surprised to learn that the PCs not only cannot help young Tobor, but that they seem to be carrying the same infestation that plagues the lad. She will offer to attempt to cure them of the affliction, but she will not expect to succeed.

Hopefully the party realizes that Phoby can direct them to the cave. For the cave is where the party must next explore. If they do not think of it, you can use Phoby to suggest it to them, but have her ask if they would mind exploring the cave to see if they can learn anything further – rather than her just telling the party to go into the cave.

Because Tobor was suffering from regular diseases in addition to the KOI infesting him, Phoby has been preparing potions and scrolls of Lesser Restoration and Remove Disease, just in case of an outbreak. She also realizes that if the rest of the village catches the same infestation, these potions and scrolls will be of little use.

If the party asks after such items, she is willing to sell some of her stock to them – enough for two items (scrolls, potions or combination) per PC. A single PC could buy 2 potions, 2 scrolls, or 1 potion and 1 scroll, but not 2 of each. The scrolls or potions can be of either Lesser Restoration or Remove Disease, but the limit of 2 items applies in either case. She must ask for the donation to help fill her coffers, as she is the only source of healing in this area, and she anticipates being sorely taxed with treating other cases like Tobor’s.

Note: If the party is smart, they should inquire after Tobor’s condition. It will be obvious from the boy’s mental state, that he is perhaps a single day away from entering the rage state.

Should the PCs think to inform Phoby of the manner of transmittal of the infestation, she will be able to take suitable precautions against catching it from the enraged Tobor. If this happens, Phoby will be present to heal the PCs of any diseases they happen to catch while in their sojourn through the cave. They will also earn Phoby’s personal favor, as outlined on the AR

If the PCs do not provide Phoby with such a warning, she will catch the infestation from the boy and be unable (due to a drop in Wisdom) to

remove any diseases the PCs manage to catch. The PCs will also lose out on her personal favor as well.

Phoby can provide a simple map and set of directions to the cave. She cannot describe any of the cave's features, as the cave has been off limits for several decades. She has no idea what came into Tobor's head that he should want to explore the cave. She'll wish the PCs luck if they decide to explore the cave. If they do not explore the cave, she will care for them as long as possible, but the adventure ends here.

Following the map and directions, the party will reach a small box canyon about five miles south of the village. At the end of the box canyon is an obvious cave. When the party approaches the cave, read the following.

It is easy to see why the cave has been declared off-limits. A dark, black rent in the ground, looking like nothing so much as a wound in the very earth, slopes downward between two worn boulders. A foul stench, not unlike wet and rotting fruit, wafts past your noses as you get nearer the cave. Peering into the cave, nothing can be seen except a tunnel stretching deeper into the ground – featureless, quiet and foreboding.

If the party searches the area, they will find nothing of particular interest, except some dead and dying scrub brush. Searching for tracks (DC 20) will reveal Tobor's footsteps, and those of the villagers that rescued him. There are no tracks of any other sort to be found.

When the party is ready to continue into the cave, proceed to the next scene.

Scene Four

The Scar

Refer to the maps entitled Judge's Map #2 – The Cave for further details on the cave's layout. The cave is exceedingly dark. Until the PCs reach the mushroom room, there is no natural light to be found in the cave. Torches, lanterns and the like will all sputter and smoke heavily. The thick, heavy and damp air will continually threaten to extinguish non-magical sources of light – while it won't happen, it is good to convince the PCs that it

might happen. Some other specific notes on the cave:

- The cave is obviously natural, although a Knowledge: Architecture and Engineering (DC 20) or Search (DC 25) check will reveal that the natural cave was once worked with tools. Stonecunning will add the usual +2 to either roll.
- The cave is still active in the sense that there is plenty of moisture about. This has dissolved and weathered some areas, but limed over others. The curtain at Area E is a direct result of this.
- The cave tunnels are slightly more than 6' in height. Large characters may have difficulty moving in these areas. The larger rooms all have ceilings of 20' or more in height.
- The floor, walls and ceiling are all quite slick with water and filth. While this does not inhibit normal walking, certain types of movement may suffer penalties.
 - Attempting to run, tumble or otherwise move in a manner other than careful walking will require that the individual make a Balance check against a DC of 15. This does not apply in combat, unless the individual runs or tumbles. Should this roll fail, the individual ends up prone at the end of the movement.
 - Spider climb, and all similar effects (Slippers of Spider Climbing, Cloak of Arachnida, etc) will not work on the walls or ceiling.
- When the characters reach Area G (and Area H beyond), the filth, moisture and lime effects all diminish. This will expose the ancient carving of the walls. While no specific symbols are shown, the overall effect is one of evil. This serves as a clue to the PCs that they are near the end of the cave complex. It also allows PCs to reuse their Spider Climbing effects
- The temple (Area H) is currently dedicated to Incabulous, but far more ancient carvings reveal how it was once a stronghold for something far more sinister. Various runes of an Abyssal nature can be found if the walls are examined. Again, no specific words or phrases are given, just an overall impact of demonic taint.

Note: All of the traps and creatures within this cave complex are infected or carrying one or another form of disease. These diseases and

their effects are covered in the DMG (pg. 292), with the following changes:

- All incubation times listed in days are instead reduced to minutes. The power of Incabulous fills these caves, and the onset of all diseases is greatly increased. Kalamid's mummy rot still takes a minute to incubate.
- Damage occurring after the initial incubation period proceeds as normal. A PC will gain the disease and its negative effects very rapidly, but further effects, saves and penalties will be assessed each day as normal after that.
- While the saving throw DCs are not increased, the effects of all diseases are cumulative. As many of the diseases cause Constitution damage, further saves will become progressively more difficult.
- Paladins, monks and the like retain their standard immunity against these diseases.
- Remove Disease, the paladin's lay on hands ability, and similar effects will all serve to rid a PC of these diseases. A character can be cured of more than one disease through the application of a single Remove Disease.
- Ability score damage caused by these diseases is regained according to the rules on pg. 292 of the DMG.

A. The cave walls are slick with moisture, and the ground is thick with bat guano. Searching for tracks in the guano is impossible, as it has a soft spongy texture – any tracks left behind are soon obliterated when the guano oozes back into shape.

The cave is truly disgusting. Slimy walls wet with moisture, soft and slick guano coating the floor, and heavy air thick with the stench of rot and disease. This place will never be a tourist attraction.

The tunnel continues into darkness, the plinks and plops of dripping water the only sounds to hear. The oozing walls barely reflect the light, plunging the tunnel into gloom. There is nowhere to go except down and in.

The tunnel curves gently to the right, eventually opening up into Area B.

B. Read the following when the party first reaches Area B.

The tunnel you have been following opens up into what appears to be a much larger cavern. The slightest noise echoes about the space, giving the impression that the room is indeed huge. Indeed, you are unable to see the far wall of the cavern. Just as your own echoes begin to fade out, you hear the sounds of the cavern's denizens. Hundreds of high-pitched squeaks fill the air, and the darkness of the room comes alive with the swirling mass of dozens upon dozens of bats.

This large, 100 feet across, room is filled with bats. Diseased and maddened by the influence of Incabulous and his mummy-priest Kalamid, the bats will swarm and attack any living beings entering the cavern. Treat these swarms as typical Swarms from the Monster Manual (pg. 237), except these bats also carry the disease Shakes (DMG pg. 292). The PCs need to find their way out of the room, which is too large to be illuminated by torches or lanterns, and larger than the sight range of most Darkvision. This is complicated by the Distraction effect of the bat swarms.

The number and size of the swarms varies by APL as follows:

APL 6 (EL3) – Bat Swarm (1): hp 13; special disease (Shakes); see Monster Manual v3.5, pg. 237

APL 8 (EL4) – Bat Swarms (2): hp 13 each; special disease (Shakes); see Monster Manual v3.5, pg. 237

APL 10 (EL5) – Bat Swarms (3): hp 13 each; special disease (Shakes); see Monster Manual v3.5, pg. 237

APL 12 (EL6) – Bat Swarms (4): hp 13 each; special disease (Shakes); see Monster Manual v3.5, pg. 237

Tactics: The swarms will split up and attack individual targets. They immediately begin squeaking and calling, trying to disorient and confuse the PCs. The swarms will move from target to target, trying to infect as many of the PCs with their disease as possible. They are not above drawing attacks of opportunity while so moving, if it will allow them to attack additional PCs.

Once the bats are defeated, the party can continue on to Area C. The PCs can retreat to the surface if needed, as the bats will not follow past Area A. Alternately, the PCs can dive into the water trap at Area C to escape the bats, but this poses its own problems.

There is nothing of interest or value within the room. Fireballs and other powerful fire effects will have their normal effect, but the bat guano will not ignite, owing to the large amount of water that flows across every surface.

C. The short tunnel leading onwards from Area B goes a very short distance, before ending in a pool of water. The tunnel quite obviously slopes downward at a very steep angle, giving the impression that the tunnel is filled with water. This is indeed the case. The tunnel dips quite suddenly here, forming a very shallow "U" shape before emerging at Area D. The lower part of the "U" is filled with water. The party will need to somehow swim or bypass the pool of water.

The tunnel ends in a stagnant pool of greenish water. It is fairly obviously from the slope of the tunnel floor that the tunnel continues on, past the flooded section. The water looks, and more importantly smells, decidedly unclean.

The flooded section is approximately 120 feet in length. There are no air pockets or side passages, so the PCs will need to swim or walk the entire length. Assume that PCs can move at 1/2 their normal movement rate (no running or double moves are allowed) while in the pool of water. This means that each PC will need to hold their breath for around 8 rounds (12 rounds with a normal movement of 20). Not too difficult a task, unless the PC is a small character wearing heavy armor and has a low Constitution score. Characters may devise clever methods of taking air with them, such as using empty waterskins as air bladders. This is perfectly acceptable.

The difficulty of the pool of water is not the swim; rather it comes from the Blinding Sickness that infects it. The power of Incubulous has transformed this disease so that characters merely coming into contact with the water can catch it. PCs immersed in the water must make Fortitude saves against a DC 16 (as normal), or suffer the effects of the disease in 1d3 minutes (see notes above for further details on diseases within the cave).

All APLs:

Diseased Water Trap (EL1): Mechanical; location trigger (attached), continual reset; disease (Blinding Sickness) Fortitude save [DC16]; Search NA (obvious); Disable Device NA (cannot be disabled).

Characters not coming into contact with the water are safe, so characters carried within a portable hole (for example) are protected.

After 120 feet the tunnel rises again, entering Area D. Refer to Judge's Map #3 – Area D Close-up for further details.

D. This area is a trap. Kalamid expects most explorers to be killed by the diseased bats or to balk at the long swim, but just in case, he has set up a dart trap to further disease intruders into his realm. The trap activates when the first character passes the point marked with an 'X'.

All APLs:

Diseased Fusillade of Darts Trap (EL2): mechanical; location trigger; manual reset; Attack +12 ranged (1d2-1, dart) disease (Slimy Doom) Fortitude Save [DC 14]; multiple targets (fires 1d4 darts at all targets between X and water surface); Search (DC 20); Disable Device (DC 22).

The dart trap fires at all targets between the location marked with the 'X' and the surface of the pool. Characters hit by the darts must make immediate Fortitude saves against the Slimy Doom disease that coats the darts. Characters failing a saving throw will not need to make further saves for multiple darts (once you catch the disease, you have it, further exposure has no effect). The trap is manually reset after activation by Kalamid, so characters will not need to worry about the trap on their way out. They will need to worry about the diseased water however.

Once past the dart trap, the tunnel continues on, eventually passing by Area E.

E. The tunnel here appears normal, however there is a small gap at floor level, which is difficult to see without actively searching the area. It would be nearly impossible to find, if not for the faint glow coming from Area F. Characters actively searching the area (such as by declaring that they are searching for traps, or specifically mentioning that they are searching the area) will

find the gap automatically. Without active searching, Medium-sized (or larger) characters will only spot it by accident with a Spot check (DC 20). You should make these rolls for the PCs (because asking for spot checks is always a giveaway that something is present). Small-sized characters get a +4 bonus to this roll, since they are closer to the gap. The gap serves as a hidden tunnel to Scene Five and Area F. There is nothing else remarkable about the tunnel.

Scene Five

The Surgery

F. This room is the object of the PCs quest. When the PCs first enter this room, read the following description.

The room beyond the hidden gap is quite beautiful in an alien sort of way. Sparse clumps of huge, glowing, black and purple mushrooms bathe the room in a soft lavender light. Scattered about the room are dozens of squat black ovoids, strangely egg-like in shape.

You feel somewhat odd, as if an electric current were coursing through you. You glance at your companions to see if they are experiencing the same sensation. There, floating above each of them is some sort of creature!

It looks like a jellyfish, with a number of long tendrils hanging down and extending backwards into nothingness. A few other tendrils are writhing in agitation, their tips ending in jagged hooks and barbs. You get the feeling they know you can see them.

At APL 8 and APL 12 (or if there are fewer than six characters present at APL 6 or APL 10) you can add an additional paragraph:

Out of the corner of your eye, you can see additional jellyfish-like creatures materializing throughout the room. Looks like you have a fight on your hands.

The PCs should roll for initiative. The presence of the mushrooms in this room brings the KOI infesting each PC into phase with the Prime Material plane. The creatures can be targeted

and destroyed in this room, and they know it. They will fight to destroy the party, and then leave the cave in order to infest new hosts. The PCs can finally rid themselves of their infestation, and regain their mental faculties.

APL 6 (EL6) – Juvenile KOI (6): hp special; see Appendix A for further details

APL 8 (EL8) – Juvenile KOI (8): hp special; see Appendix A for further details

APL 10 (EL10) – Adult KOI (6): hp special; see Appendix A for further details

APL 12 (EL12) – Adult KOI (8): hp special; see Appendix A for further details

In those cases where there are more KOI present than the number of PCs, place the additional KOI randomly around the back of the room. The KOI will fight to the ‘death’ since the attacks of the PCs will only serve to send them back to their home dimension.

Note: any PC who's KOI is defeated, immediately regains all Ability Score damage caused by that KOI (see Appendix A). All physical symptoms (as also outlined in Appendix A) will fade over the next hour.

Judge's Hint: In case you have a group of PCs that feel like charging through the last two rooms in the complex without rest, you can tell the party that, ***“the defeat of the creatures has lifted a great weight from your shoulders, but you have the feeling that some potent doom lies just ahead.”*** This may help convince weakened groups that resting and regaining spells are in their best interest.

Most PCs will wish to destroy the KOI eggs scattered about this place. This is a perfectly acceptable action, and will prove to be rather easy for the PCs as the eggs are quite fragile. This act is assumed by the PCs, and does not need to be reported. However, if the PCs do not destroy the eggs, be sure to report this fact to the event coordinator or to the Nyron Regional Triad. Contact information can be found on the Nyron website.

The mushrooms present in this cave are one of the ingredients for the Great Scavenger Hunt cure as detailed in the Nyron regional scenarios The

Great Scavenger Hunt and To Catch a Falling Star.

Obviously bringing all those infested by KOI to this cave will prove to be logistically impossible. Instead, the PCs should gather some of the mushrooms (as many as they can) to be turned over to either the AAAA or the Grey Seer. The mushrooms will be combined with the other ingredients to form special incense that will force the infesting KOI from this plane. Additional details are provided in Area H, where the PCs can learn Kalamid's goals and motivations.

With the defeat of the KOI and the gathering of the mushrooms, the PCs may decide to leave. This is perfectly acceptable, although they will miss out on the experience, treasure and information to be found in Areas G & H. Should the PCs leave to regain spells and then return to defeat Kalamid, he will have reset the trap at Area D, and be waiting for them to emerge from the water with all his defensive spells in effect. Use the encounter from Area H, but move the location.

G. This room is extremely similar to Area B, but instead of swarms of bats diseased with Shakes, this room contains rat swarms carrying Filth Fever.

It is almost like you have been here before. A large room, the floor covered in filth and muck, stretching out beyond your vision. Unlike the previous cavern, it is quite a bit drier in this room and you think you can make out tool marks on the walls – hints that the cave was once worked by something other than nature and time. Calm and quiet squeaking can be heard towards the center of the room.

PCs will probably be on guard for attacks by more bat swarms. Against any PCs that specifically say they are preparing for attacks “from above”, “from bats” or similar phrases, the rats gain surprise. Against all other PCs the rats check initiative as normal. The moving carpet of rat swarms is fast moving, but large and quite obvious, so only those not looking at the ground will miss the swarms' approach.

APL 6 (EL3) – Rat Swarm (1): hp 13; special disease (Filth Fever); see Monster Manual v3.5, pg. 239

APL 8 (EL4) – Rat Swarms (2): hp 13 each; special disease (Filth Fever); see Monster Manual v3.5, pg. 239

APL 10 (EL5) – Rat Swarms (3): hp 13 each; special disease (Filth Fever); see Monster Manual v3.5, pg. 239

APL 12 (EL6) – Rat Swarms (4): hp 13 each; special disease (Filth Fever); see Monster Manual v3.5, pg. 239

Tactics: The swarms will split up and attack individual targets. They immediately begin squeaking and writhing, trying to distract and confuse the PCs. The swarms will move from target to target, trying to infect as many of the PCs with their disease as possible. They are not above drawing attacks of opportunity while so moving, if it will allow them to attack additional PCs.

Combat within Area G will automatically alert Kalamid (and perhaps his companion at higher APLs) who will begin preparing for combat. For every round that passes beyond the first, he will begin casting his defensive spells as outlined in Kalamid's Tactics in Area H. Be sure to keep track of the time elapsed during this fight, so you know how prepared Kalamid is when the PCs arrive. If the PCs delay before advancing into Area H that will just give Kalamid more time to prepare.

Once again, when the swarms are defeated, the PCs can find the tunnel leading to Scene Six and Area H. As mentioned in the boxed text, slaves dedicated to the succubus Reala Nadir once enlarged the room. Their tool marks are still visible throughout Areas G and H. PCs carefully examining the walls will find many demonic symbols carved into the stone. No specific symbols are shown; instead the carvings merely give an overall abyssal flavor to the place. There is nothing else of particular interest in this room.

Scene Six

The Recovery

H. This area is a small but extremely potent shrine to Incabulous. Kalamid (and his companion creature at higher APLs) dwells within, forming plans to turn the Kingdom of Nyrond into a disease-ridden wasteland.

In a dark room of demonic dread, your stomach turns as you gaze upon the muck-coated shrine at its far end. The symbol of Incabulous darkly glows above a hideous altar covered with further symbols of that foul deity. Next to the altar is a figure, once perhaps a handsome man; his twisted death-scarred visage is now partially hidden beneath soiled and filthy wrappings. The creak of his ancient bronze armor adds cadence to a voice that speaks with the dry and cold sound of the grave.

“Incabulous take your souls. You adventurers have interfered one time too many. This ‘Kingdom’ will fall to the might of Incabulous, and there is nothing you can do to stop me!”

Note: At higher APLs Kalamid’s companion, a Night Hag named Surressa, is also present. Add this additional paragraph to the room description:

As he speaks, a second figure steps forward from the darkness to stand at the other side of the altar. A hideous woman with dark blue-violet skin, straggly jet-black hair and covered with warts, bruises and open sores. Her eyes glow red like hot coals as she sneers at you.

Obviously the PCs should roll for initiative, as Kalamid and Surressa aren’t planning on playing nice. Both will attack individually, as neither expects to need help or to provide any to the other.

Kalamid will have prepared his defensive spells in the following order, upon hearing the combat in Area G. Hearing the combat will take one (1) round. He will begin casting on round 2 of that combat, getting through as many spells as he can before the party confronts him in this room. If the PCs were somehow able to avoid the rat swarms or proceeded through the combat silently, he will not be surprised, but will not have had time to prepare any defensive magic. Obviously it will be difficult to prepare all the spells listed at APL 12 before the PCs advance into this room. But it is possible that the PCs will delay their advance, giving Kalamid additional time to prepare.

Kalamid’s Tactics:

APL 6:

Bull’s Strength

Eagle’s Splendor

Protection from Good

APL 8:

Bull’s Strength

Eagle’s Splendor

Protection from Good

APL 10:

Divine Power

Spell Immunity (Magic Missile and Searing Light)

Invisibility Purge

Bull’s Strength

Eagle’s Splendor

Protection from Good

APL 12:

Righteous Might

Dispelling Good

Divine Power

Spell Immunity (Magic Missile and Searing Light)

Freedom of Movement

Invisibility Purge

Bull’s Strength

Eagle’s Splendor

Protection from Good

Kalamid will target spell-casters first, trusting in his partial immunity to weapons against the fighter-types. He will start with his most potent combat spells for a round or two (based on effectiveness), and then wade in to combat to inflict Mummy Rot on a few of the PCs. He will then switch back to spells to finish them off. He knows instinctively how long each of his spells will last, and will take the fight to the PCs rather than waiting for them – assuming that waiting will cause his spells to expire.

Surressa will go after the fighter-types first, trusting in her spell resistance against the spell-casters. She will attempt to inflict her Demon Fever on as many targets as possible, given the short onset time in this place. She cannot use Etherealness within the cave, as Incabulous will not allow her to escape without performing her duties to Kalamid. She does not enjoy Polymorphing into other combat forms, but might do so if chasing down a fast moving or flying target.

APL 6 (EL9):

Kalamid, male mummy lord cleric 4: hp 79; see v3.5 Monster Manual pg. 190 and Appendix B

APL 8 (EL11):

Kalamid, male mummy lord cleric 4: hp 79; see v3.5 Monster Manual pg. 190 and Appendix C
Surressa, female Night Hag: hp 68; see v3.5 Monster Manual pg. 193

APL 10 (EL13):

Kalamid, male mummy lord cleric 7: hp 94; see v3.5 Monster Manual pg. 190 and Appendix C
Surressa, female Night Hag: hp 68; see v3.5 Monster Manual pg. 193

APL 12 (EL15):

Kalamid, male mummy lord cleric 9: hp 104; see v3.5 Monster Manual pg. 190 and Appendix E
Surressa, female Night Hag: hp 68; see v3.5 Monster Manual pg. 193

Note: Within the area of the shrine (Area H), Kalamid gains immunity to being turned. This does not apply if he should leave Area H for any reason (such as chasing the PCs, electing to bring the fight to them, etc). In all other areas Kalamid can be turned as normal, although a successful turn check will simply cause him to flee back to the safety of his shrine.

Conclusion

A Clean Bill of Health

With the defeat of Kalamid (and Surressa) the PCs have won the day. They are free to explore the shrine and destroy it if they like. They can also gain some important and valuable information.

The altar is not covered with any sort of altar cloth. It is fairly weak-structured, and can be destroyed rather easily by simply pulling it over. Doing so will remove the potency of the diseases, and cause them to revert to their normal effects and incubation times.

The top of the altar also has three items of interest to the party.

- Kalamid's Journal, which details the KOI, the deal he struck with them, and his plans to use them to destroy the Kingdom of Nyrond (and eventually the world of course). It also gives a few more hints about the succubus Reala, and her goals. This is detailed in Player Handout #5 – Kalamid's Journal.

- A small, ancient and weathered bronze bowl filled with dried blood. This bowl is used by Kalamid to spy upon Reala. PCs using it to cast a Scrying spell will gain a quick image of the inside of a grand castle. Apparently someone is walking down a long hallway. Faint musical and feminine laughter can be heard, along with the occasional hearty laugh of a male. Characters can make Knowledge Nobility and Royalty checks (DC 20 if residents of Rel Mord, 25 if residents of Nyrond, 30 otherwise) to recognize the laugh as belonging to King Lynwerd.
- Three small vials filled with a thick red fluid. This is the blood of the succubus Reala Nadir. It can be identified with a successful Craft Alchemy check (DC 25), or through the use of magic. Kalamid uses this blood in the scrying pool to keep tabs on Reala, as she schemes in Rel Mord. The PCs need this blood as one of the final ingredients of the Great Scavenger Hunt cure as outlined in the Nyrond regional scenarios The Great Scavenger Hunt and To Catch a Falling Star. It is also detailed within Player Handout #5 – Kalamid's Journal.

Once the PCs have gathered the various items, and destroyed the shrine to Incabulous, the scenario is over. You can proceed to the calculation of experience and treasure. If the PCs warned Phoby of the infestation, she is able to cure the PCs of any diseases they may have caught within the cave. They also earn her personal favor, and have the option to earn an additional reward as outlined in the section below (Optional). If the party did not warn Phoby, then Tobor has died, and Phoby has the infestation. The PCs can still spend an additional TU to cure Phoby, in the same manner as curing Tobor (listed in the next section), but do not gain any additional reward. Failing to cure Phoby in this instance can be considered an evil act, and must be recorded on those player's ARs.

Optional

The Good Deed

Over that is, unless the PCs traveled back to the village of Anodan Hills in order to cure the child Tobor. This act is not specifically detailed, as a single Juvenile KOI is not considered a challenge for a party of at least APL 6.

Curing Tobor will require an additional TU as the PCs must bring Tobor to the mushroom room and defeat his KOI, but will earn the party the rewards detailed on the additional AR. PCs that wish to refuse to accept this reward, or donate it in total to some charity must do so after spending the additional TU, but before learning the extent of the reward. So doing will meet the requirements of the *Warrior's Brotherhood* – performing good deeds. Refer to the description of the meta-organization in the most current Nyrond Metaorganizations document, found on the Nyrond website. PCs that forgo the monetary reward still gain the experience and item access as outlined on the additional AR.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Scene Four

Area B

Defeat the Bat Swarm(s)

APL 6 – EL3	90 xp
APL 8 – EL4	120 xp
APL 10 – EL5	150 xp
APL 12 – EL6	180 xp

Scene Four

Area C

Bypass the tainted water

All APLs – EL1	30 xp
----------------	-------

Scene Four

Area D

Bypass the diseased dart trap

All APLs – EL2	60 xp
----------------	-------

Scene Five

Area F

Defeat the KOI

APL 6 – EL6	180 xp
-------------	--------

APL 8 – EL8	240 xp
APL 10 – EL10	300 xp
APL 12 – EL12	360 xp

Scene Five

Area G

Defeat the Rat Swarm(s)

APL 6 – EL3	90 xp
APL 8 – EL4	120 xp
APL 10 – EL5	150 xp
APL 12 – EL6	180 xp

Scene Six

Area H

Defeat Kalamid (and Surressa)

APL 6 – EL9	270 xp
APL 8 – EL11	330 xp
APL 10 – EL13	390 xp
APL 12 – EL15	450 xp

Discretionary Roleplaying Reward

APL 6 – No EL	0-180 xp
APL 8 – No EL	0-225 xp
APL 10 – No EL	0-270 xp
APL 12 – No EL	0-315 xp

Total possible experience

APL6	900 xp
APL8	1125 xp
APL10	1350 xp
APL12	1575 xp

Treasure Summary

The following list details the possible treasure from each encounter. The amount given is for each PC, regardless of the number of PCs present. It is divided by APL, so be sure to look at the appropriate value for your PCs. In some cases, the PCs may have needed to take specific actions to acquire the treasure, while in other cases; some of the items could have been used during the scenario (by the players or the NPCs). Take the total amount of treasure recovered, convert to the listed gold piece value (value listed is the correct resale value) and divide by the number of players present. Should only part of the available treasure from an encounter be collected, refer to the appropriate NPC description for further details.

Scene Five

Kalamid's Equipment	Resale Value
---------------------	--------------

APL 6		
	Ancient Ceremonial Breastplate	200 gp
	Ring of Energy Resistance, Minor	6000 gp
APL 8		
	+1 Flail, Heavy	1157 gp
	Ancient Bronze Breastplate	200 gp
	Ring of Energy Resistance, Minor	6000 gp
APL 10		
	+1 Ghost Touch Flail, Heavy	5157 gp
	Ancient Bronze Half Plate	300 gp
	Ring of Energy Resistance, Minor	6000 gp
APL 12		
	+1 Ghost Touch, Spell Storing Flail, Heavy	9157 gp
	Ancient Bronze Half Plate	300 gp
	Ring of Energy Resistance, Major	19000 gp

Total possible monetary reward

APL 6	800 gp
APL 8	1250 gp
APL 10	2100 gp
APL 12	3000 gp

The above maximum monetary reward is the gp cap for that particular APL.

Player Handout #1 – Descriptions

Each player should fill out the following sections. When all players have filled out the sheet, it should be returned to the judge.

Player #1 name: _____, Search Check _____, Spot Check _____

Eye Color: _____ Hair Color: _____ Skin Color: _____

Remarkable features: _____, Str:____, Dex:____, Con:____, Int:____, Wis:____, Cha:____

Player #2 name: _____, Search Check _____, Spot Check _____

Eye Color: _____ Hair Color: _____ Skin Color: _____

Remarkable features: _____, Str:____, Dex:____, Con:____, Int:____, Wis:____, Cha:____

Player #3 name: _____, Search Check _____, Spot Check _____

Eye Color: _____ Hair Color: _____ Skin Color: _____

Remarkable features: _____, Str:____, Dex:____, Con:____, Int:____, Wis:____, Cha:____

Player #4 name: _____, Search Check _____, Spot Check _____

Eye Color: _____ Hair Color: _____ Skin Color: _____

Remarkable features: _____, Str:____, Dex:____, Con:____, Int:____, Wis:____, Cha:____

Player #5 name: _____, Search Check _____, Spot Check _____

Eye Color: _____ Hair Color: _____ Skin Color: _____

Remarkable features: _____, Str:____, Dex:____, Con:____, Int:____, Wis:____, Cha:____

Player #6 name: _____, Search Check _____, Spot Check _____

Eye Color: _____ Hair Color: _____ Skin Color: _____

Remarkable features: _____, Str:____, Dex:____, Con:____, Int:____, Wis:____, Cha:____

Player Handout #2 – Telmina's Journal

The following are excerpts from the journal of Talmina Sparrowborn, a priestess of Beory.

42 days ago - The villagers have brought me a sick man today – Joerban the smith. Apparently he was called south out of town a few days ago to fix a broken wagon for a caravan, and only recently returned. The illness appears to be nothing but the common cold, although Joerban is also complaining that it is “hard to think right.” I have placed him in the infirmary while I gather some herbs and roots for his cure.

30 days ago - Nothing I do seems to cure him. He has no ordinary illness. I have attempted one of Beory's most potent Remove Disease prayers, to no avail. Over the last five days Joerban's mind has steadily deteriorated. I will attempt to Restore his faculties tomorrow. Perhaps that will have some effect

28 days ago - Even Beory's Restoration prayer was of no use. While it seemed to work for a short while, Joerban's mind slipped further away as time passed.

I have a suspicion of what I am dealing with. I must pray to Beory that I am wrong. For if it is what I think then the Kingdom is in great danger.

27 days ago - By all that is holy! I fear for all of us. Joerban has somehow contracted the same thing that plagues the good Lady Xenia. I did not believe it possible, for the Grey Seer placed Lady Xenia into stasis, a pocket where time does not flow. There should be no way for any disease or illness to escape from such an effect. I was unable to find a cure for Lady Xenia, nor could those of my peers from other faiths. We all attempted every cure, spell, and prayer we knew, and all came to naught. The fact that Joerban has the same affliction heralds doom for this village.

Joerban is much worse today. He has never been one of the great thinkers of my small village, and this steady eroding of his mental faculties threatens to take him from us. I must work harder to find a cure.

23 days ago - Joerban was finally taken from us – mere moments ago. He was extremely violent towards the end, raging about the infirmary breaking and smashing things. He even attacked me when I went in to calm him. I had difficulty in restraining him, but eventually he collapsed and dropped into a final coma. I suffered only a small cut during his ...

<a line randomly drags across the page at this point>

Sorry. A small bout of dizziness just hit me. Overwork most likely.

21 days ago – I have failed my sacred duty. Beory is punishing me. I have caught the disease. Joerban must have spread it to me during his period of rage. My dizziness passed, but I am starting to show the same signs of infection that Joerban did. It pains me that Beory would allow this to happen but perhaps it is my punishment for not fulfilling my duties earlier. I can only hope that my most recent efforts will be of more use and that Beory will forgive me for not having done so earlier.

I spent all of yesterday in town, learning that others had done what I should have. A lone rider, who came across it in his travels from Rel Mord, found the remains of the caravan. He knew that I was a healer, so he came through to River Junction right after he discovered the grisly sight. Apparently all aboard the caravan were long dead. They all showed obvious signs of disease and even the flies stayed away.

He took several of the villagers with him to see to the burning of the caravan. He said the heat was quite intense, and the stench even more so. He watched just long enough to be sure that all the wagons were well and truly burning, and then he sent the villagers back to River Junction to be sure of containing the possible spread of the affliction.

I hope that his actions will prove fruitful, but I suspect that this too will come to naught.

20 days ago – As I suspected, the affliction is spreading faster now. Five of the villagers have come down with it, including the traveler and I fear that the whole town will eventually catch it. The villagers have all agreed with my orders not to leave River Junction. They do not want to spread this infestation beyond the town any more than I do. I will do what I can to care for them. I have sent word through the mirror to my old friend Kurast about the spread of the affliction. He has agreed that I have taken the best course. He also mentioned something about a hunt for a cure; I can only hope that this quest is completed before all of River Junction is dead and buried.

17 days ago – I having difficulty think. Beory would grant me my prayers but my bad health makes it so I can't do them right. Most of village has it, and rest soon. All hopeful that cure be found, and agree none to leave.

16 days ago – Head hurts, but Beory tells me things. Start have dreams – wagons, people walk, and big cave. Try write more later, tired now.

14 days ago (maybe) – more dream. people find wagon. people leave and go big city. all sick, all die in city. big cave important. need go big cave. need go south find big cave. answer in cave. Beory tell me go cave.

12 days ago – Said my final prayer to Beory this morning and was granted a temporary Restoration of my mental faculties. I know that I have waited too long, and I will never reach the cave shown to me in my dreams. I have failed a final time, but perhaps this journal will give aid to the Grey Seer in his quest for a cure. Most of the village has reached the state of rage, and I fear that I will soon follow. I have used the last of my spells keeping the few remaining non-infested villagers from leaving the village. Beory trust that this contagion or affliction never leaves the village. I will record my last thoughts on the matter below.

If you who be reading this have entered this village unawares, I pray that you have not caught the infestation. But if you have, take heed. You must not remain here. If you do, you will die in vain. Far to the south, in the Duchy of Korenfluss, lie the Anodan Hills. Somewhere within those hills lies a cave. Beory has shown me that the answer to all of this lies within that cave. Do not fear that you will spread the affliction. Once you have caught it, there is only one way of passing it along. The infected host is only contagious when they are in their rage state. If they injure a non-infected subject while in rage, the affliction is passed along. Otherwise the host can be around others without incident. If the host enters a rage state, they must be killed from a distance. The corpse then needs to be burned, also from a distance.

I do not know how Joerban and the others caught the disease – rather affliction, for I know it is not a disease that has taken this town – they must have come across something I missed. Perhaps it is a curse, or a judgment from the gods – I know not. I know only what Beory has told me. All the answers lie in that cave. Find it, I beg of you.

No date listed – pretty paper cave big god want picture cave wagon people cave hill noise dark bad smell bad water sick cave die die die

The journal ends here, although there are a few random scrawlings on later pages that appear to have been made by a child.

Player Handout #3 – The Note

The following note was found scrawled on the driver's seat of a burned out wagon near River Junction. It is dated 27 days ago.

We found this caravan on way to Rel Mord. Tried to render assistance, but all were dead save one driver. Delirious and feverish. Kept babbling about "friends fighting" and "everybody sick." We noticed some scratches on him that were made by human hands. Took driver with us to Rel Mord for healing. Also took some packages addressed to there.

Player Handout #4 – Anodan Hills

The Anodan Hills stretch from Shantadern in the south to nearly 100 miles north of Wragby in the north and they fill the region from Callistor in the east to the areas just north of Wragby in the west. Although they are a low range of hills they are quite rugged and cut by a great number of small streams creating hundreds of small valleys and hollows. The soil is reasonably fertile here, but the rough terrain makes any large scale farming impossible, though small farms and sheep/goat herds dot the hillsides almost everywhere. There are probably hundreds of tiny villages in the hills but none are of any real size, and only the locals know where half of them are.

Although the hills are fairly centrally located they are in effect much more isolated. The lack of any major roads, rivers, trade routes, farming areas, or mineral deposits makes it of little interest to outsiders, though it is rumored that the smugglers in Korenflass make great use of it's rugged terrain to hide both themselves and their goods on occasion. The local population is generally not very fond of outsiders so for the smugglers who are known in the region or have relatives there it can be a great place to escape to. Though humans predominantly populate most of the Anodan Hills, there are regions in the northeast in the Duchy of Korenflass that are composed almost entirely of halflings. The people living here tend to be simple self-sufficient rural folk and there is almost no trade outside of the region – except for a fairly brisk trade in wool. Mostly the people of the hills keep to themselves and don't get involved in outsider's problems or politics.

The halfling society here is a bit unique, not only because the communities are nearly completely composed of halflings, but also because the composition and size of any one village seems to constantly change. Villages will often appear seemingly overnight and others may be abandoned just as quickly – thus making a true census of the area nearly impossible. Villages normally consist of only a dozen or two simple low rock houses with sod roofs and a few small gardens and farms that are easy to overlook in the rough terrain. Most villages also have large herds of sheep and goats for food, milk, and wool but little is exported outside of the region except for wool. Halflings living here are usually "taking it easy" and living the "rural life" and may will have other homes in Rel Mord or Oldred, and they have a tendency to move away en mass whenever a good opportunity elsewhere in the kingdom comes up. Even halflings that have lived there for years will sometimes suddenly pack up and sell their home when a newcomer offering a good price comes along. Often, entire clans will up and move away – selling their homes to other halflings or clans in the area or simply abandoning them if there isn't a buyer.

The Anodan Hills also serve as a communal gathering spot for many of the halflings of Nyrond, and during festivals thousands of halflings congregate in the Anodan Hills to socialize and mingle with other clans (many a halfling has met their mate at these festivals). Owing to the region that these villages are in, rumors abound about their involvement in the smuggling operations of the Duchy of Korenflass. Rumors of hidden caches of smuggled goods, midnight caravans of tiny wagons, illicit goods strapped to the bellies of a herd of sheep, and even smugglers dressed up as sheep are common – but no solid connection has ever been found.

Player Handout #5 – Kalamid's Journal

The following are excerpts from the Journal of Kalamid, the mummy cleric of Incabulous. While there are a great many entries, these represent the items of interest to the PCs.

A number of entries between 2025 FT and 2040 FT detail the life of the young Kalamid. Of specific note is his hatred of the Oeridian conquerors of his Flan homeland. He also witnesses a minor plague consume an entire town. This leads to his realization of how disease consumes everything – in essence becoming the great equalizer. He dedicates his life to Incabulous, as the source of all diseases, and rises rapidly in his service and within the church. As time passes, he receives visions he attributes to Incabulous. These visions show him that the Oeridian influx cannot be stopped in his lifetime, but that if he (Kalamid) is willing, Incabulous can grant him the ability to survive until his desires can be realized.

Flocktime 17, 2041 FT – The mummification ritual proceeded perfectly. My under-clerics have performed admirably, and the strength of this Incabulous blessed form is truly amazing. Oh how I long to take the fight directly to the hated ones, but My Lord's instructions were painfully clear. I am his humble servant and I shall do as he directs.

Between 2041 FT and 2725 FT, Kalamid details how he has spread disease throughout the lands coming to be known as Nyronnd. While he appears to be the source of much suffering, none of these localized plagues seemed to develop into the epidemic he was longing for. One entry sums this up nicely.

Ready'reat 3, 2643 FT – Yet another plague that went nowhere. My Lord's designs are impossible to fathom by mortal reckoning. Even I, who am no longer mortal, must take it on faith that Incabulous has a purpose behind all of these setbacks. I cannot believe that He is failing. I will persevere and continue His work.

Following these entries we approach more modern times. The next entry of concern is in 2725 FT.

Growfest 20, 2725 FT – Incabulous has given me a mission of great import. Prophecy emerged from my lips, giving me the true reason that Incabulous has accepted my service and sacrifice. My under-clerics recorded the prophecy I spoke, and I record it here for future reference:

*After the time of great troubles and before the coming war, two noble houses will be united in love and marriage.
The golden voice from the west and he of great stature will find each other. From their union will come a child,
a child whose destiny is to bring an end to the Plague.*

I killed my under-clerics to prevent a leak of this prophecy. Sacrificing them on Incabulous' own altar as a sign of my acceptance of this task. The child must not be allowed to come.

The period of time commonly referred to as the Greyhawk Wars make the next few entries rather sporadic. Apparently Kalamid's time was consumed with spreading disease and researching his prophecy.

Coldeven 11, 2733 FT – I have discovered one of the players in the prophecy. The Man of Great Stature is the boy-princeling Lynrwerd. He will become the father of the accursed child. Time for me to practice a little assassination!

Goodmonth 17, 2733 FT – Curses be on that foul wizard! This grey-robed one that travels with Lynrwerd thwarted my assassination. I had prepared my assassins carefully, taking control of their minds, training them to strike swiftly and without hesitation, and still they failed. Luckily I had taken the precaution of giving them all a toxin – should this eventuality come to pass. Their self-caused deaths has prevented the Grey One from learning anything about me. But I dare not attempt such again. Once can be assumed to be a random attempt. Twice, and they will know it to be more and search me out. Perhaps this Golden Voice will not be so protected.

About five years pass in which Kalamid continues to search for the Golden Voice. His own research never reveals her, but Lynwerd's courtship of the Lady Xenia Sallavarian finally gives him the answer.

Fireseek 6, 2738 FT – Now I have her. The Lady Xenia Sallavarian has captured Lynwerd's heart. She is the Golden Voice from the West. I must prepare my assassins and make another attempt. It has been long enough to try again. And that accursed Grey One will not guard this Xenia.

Readying 25, 2738 FT – Another vision have I had. A dark cave once used for rituals most foul. It is to this place I must go, as Incabulous directs. While this will delay the slaying of Xenia, I must obey His will.

Growfest 11, 2738 FT – I have found it! While not as large or grand as I expected, the dark rites performed here in this cave have strengthened the place. The tunnel within has flooded with water, and its inhabitants carry the blessings of Incabulous. There is one chamber in particular, filled with glowing mushrooms growing above an ancient mass grave of desecrated corpses, that calls to me somehow. I shall offer prayers and sacrifice to Incabulous, that He might reveal to me the reason He has led me here.

Growfest 27, 2738 FT – As I rested in that special chamber, I made contact with something. A strange creature appeared and attempted to feed upon me – but my undead essence was something it had never encountered before. Through hand gestures and acting, I was able to convince it to accept the benefit of Incabulous' Speech. We conversed long into the night and throughout the next several days. I learned that it was the 'Patriarch' of a race alien to these realms. They had consumed nearly all in their own tiny plane of existence, and were now searching for new places to feed upon. They had searched for a great span of time, and had found this place by nature of the phasic energies put out by the mushrooms in this room. While they were able to feed upon the rats and other creatures of the cave, I was something different.

As we conversed, I came to realize that these creatures were what Incabulous had lead me here for. We came to an agreement, they would aid me in my quest to prevent the birth of the child, and in return I would give them a world to feast upon. I have named them the 'Kiss of Incabulous,' after watching them feed upon the lesser creatures of the cave, but that name is a bit long-winded so I shall refer to them as KOI. While they cannot leave the cave without infesting a host, I have promised to find a way to rectify this problem.

Flocktime 4, 2738 FT – I have been scryed upon. While the energies of this cave should have made it proof against all such attempts, this Reala has contacted me. She claims to be the original inhabitant of this cave, but she was captured ages ago and locked within a prison where she still sits. I found her babbling to be rather pointless, but should she ever return to these caves, I will find a way to make use of her. The extra planar body of a succubus could be of some value, and her inability to charm one of my nature should insure that our dealings are entirely one-sided.

Sunseb6 23, 2738 FT – Curses on the both of them! Lynwerd and Xenia have announced their engagement, and the wedding is planned for Richfest of the coming year. I must redouble my efforts on the KOI, for my entreaties to Incabulous keep telling me that they are the key.

Needfest 9, 2738 FT – The eggs are the solution! While the adult KOI cannot easily pass beyond the energies of the cave, their eggs can do so easily. The infant KOI can then infest anyone nearby – feasting and growing until they too become adults, but adults that are then free in the world. I have spoken with the Patriarch of my findings. In exchange for my spreading of their eggs about the world, the Patriarch will do everything in his power to destroy Xenia. I have but a few short months to plan.

Planting 18, 2739 FT – It has taken months to plan, but I have managed it. The capture of one of her ladies-in-waiting gave me the answer. The Patriarch has infested her, and after he takes control of her body he can force her to attack Xenia. This will allow the Patriarch to infest Xenia, and bring an end to the terrible prophecy.

Wealsun 2, 2739 FT – A thousand curses take that dread wizard. The plan was working. The handmaid's will was easily crushed, and the Patriarch took control of the weak-minded girl. Xenia was attacked and the transfer accomplished. Xenia was doomed. But somehow, the Grey One has encased Xenia in a cocoon where time does not flow. I cannot reach Xenia nor send aid

to the Patriarch for the cocoon has been spirited away deep into the castle in Rel Mord. I have attempted to slay the Grey One, but his divinations have stopped another group of my assassins.

From this point forward, the journal entries deal with current events and the adventurers themselves.

Wealsun 6, 2740 FT – More than a year has passed since the capture of the Patriarch. All my attempts to free him, or bring about the death of Lynwerd have failed. I have managed to place a spy into the royal palace. While this one cannot get close to the hidden Xenia, I do receive regular reports of the goings on about the place.

Fireseek 9, 2741 FT – My spy has passed me news of great import. Apparently the silly little Gnomes of that equally silly guild of theirs have discovered something. What it is my spy has not discovered, only that it has to do with Xenia. I must now find out for myself what they have learned, and make sure it poses no risk to Incabulous' plans.

Fireseek 14, 2741 FT – I have traveled to Rel Mord at great risk, and learned what the silly little Gnomes know. They have found some sort of formula. I do not know what this formula will create, but I am not about to take chances where the KOI are concerned. I attempted to destroy the book after recording the formula for my own purposes. I was nearly discovered during the attempt, so I needed to flee before the book was completely consumed by the flames. But it should be sufficient to prevent their moving forward. In case it is useful, the Formula is recorded herein. (See Player Handout #6 – The Formula)

Flocktime 2, 2741 FT – Adventurers! Quite the clever ploy they have used. To prevent my learning what they were up to, the Grey One and his associates sent adventurers to recover another copy of the book and some of the ingredients from the formula. Luckily my spy alerted me to their trickery, and I was able to send out some assassins to deal with their hopeful heroes.

Flocktime 13, 2741 FT – My assassins have failed. Now the book is in the Grey One's possession and they have already recovered some of the ingredients.

Richfest 22, 2742 FT – The formula could indeed be a problem. It seems that it will create some sort of smoke or fog that will drive the KOI from this plane. There are only a few items on this formula that are unique, I must find them for myself, or at least destroy them so that the KOI are safe.

Harvester 19, 2742 FT – I gave my assassins one more chance to prove their usefulness, but they have failed once again. I am done with them. No more will I rely on the efforts of mortal creatures.

Patchwall 10, 2743 FT – Incabulous smite the lot of them. Adventurers have interfered once again. Somehow they knew of the falling star hinted at in the formula, and they have beaten my agents to it. Now the cursed Grey One has his hands on the star. I know only that I have control of the mushrooms at this point. I long to destroy them and put an end to this scavenger hunt the Grey One is conducting, but they are the only thing keeping the few adult KOI on this plane. And they are the only way of retrieving their eggs.

Patchwall 15, 2743 FT – I cannot wait to give aid to the Patriarch. I must attack now before the Grey One succeeds in his plan. I have spread the eggs about the kingdom. To all the corners of the accursed Oeridian lands. The newborn KOI will spread their plague, killing all who come into contact with it. Their sheer numbers will overwhelm the Grey One's agents. Their chaos will ensure the fall of this kingdom!

Patchwall 17, 2743 FT – Reala has escaped her prison. She returned to this cave to enslave me, but I was able to cast aside her charms. I have managed to deflect her suspicions by acting the part of the humble servant. It would pain me to continue, but her power is such that I dare not attack her without assistance. But I have found a way to make use of her without her knowledge. I let her know that there is now one with the power she desires. Someone who is, shall we say, available. She has agreed to travel to the castle to work her charms. She will make a useful ally and tool.

Needfest 10, 2743 FT – Reala's blood is the perfect mechanism. By using it as a focus for my scrying, I can keep my eyes on her. Her charms seem to be having the desired effect. Perhaps this kingdom will soon have a new queen, one that I can manipulate to my ends. If nothing else, her influence will certainly bring chaos and further evil.

Player Handout #6 – The Formula

The following formula was recorded in the journal of the mummy Kalamid. It is the same as the one the AAAA and the Grey Seer have been working from:

*The favorite of the local lasses
And the glow found only in the dark
Shall blend with the Stone of Protection
When wrapped in the skin of hungry death*

*That which rained from heaven shall show the way
When mixed with the waters of the unseen lady*

*Fear not the fiends for they are needed
To stand in the light of the giving provider*

*Take back again what was stolen from you
Like unto the namesake of the greatest foe
For the seasoning of the vast water
Shall reverse that which comes from the sleeping dead*

Judges Map #1 – River Junction

Judges Map #2 – The Cave

Judges Map #3 – Area D Close Up

Appendix A – The Kiss of Incabulous

The Kiss of Incabulous or KOI is a unique creature never before seen in the World of Greyhawk. The following paragraphs detail the creature, and the effects that the creature has upon the host subject.

KOI, Juvenile

Small Outsider (Dimensional)
Hit Dice: 4d8+4 (hp: Special)
Initiative: +5
Speed: Fly 40 ft (8 Squares) (perfect)
Armor Class: 19 (+5 Dex, +3 Natural Armor, +1 Size)
Base Attack/Grapple: +4/+3
Attack: +9 Tentacle (1d3-1)
Full Attack: 4 tentacles each at +7 (1d3-1)
Space/Reach: 5ft./5ft.
Special Attacks: Infestation
Special Qualities: Darkvision 60', Special Damage Reduction (see below), Immunity to mind-affecting spells and effects, Phasic reality (see below)
Saves: Fort +5, Ref +9, Will +5
Feats: Hover, Multi-Attack, Weapon Finesse
Environment: Special
Organization: Solitary or Nest (2+)
Challenge Rating: 2
Treasure: None
Alignment: Neutral Evil
Advancement: Adult (TBD)
Level Adjustment: -
Str: 8, Dex: 21, Con: 12, Int: 15, Wis: 13, Chr: 11

KOI, Adult

Medium Outsider (Dimensional)
Hit Dice: 6d8+12 (hp: special)
Initiative: +7
Speed: Fly 40 ft (8 Squares) (perfect)
Armor Class: 20 (+7 Dex, +3 Natural Armor)
Base Attack/Grapple: +6/+6
Attack: +12 Tentacle (1d4)
Full Attack: 4 tentacles each at +10 (1d4)
Space/Reach: 5ft./5ft.
Special Attacks: Infestation
Special Qualities: Darkvision 60', Special Damage Reduction (see below), Immunity to mind-affecting spells and effects, Phasic reality (see below)
Saves: Fort +7, Ref +12, Will +6
Feats: Hover, Multi-Attack, Weapon Finesse, Weapon Focus (Tentacle)
Environment: Special
Organization: Solitary or Nest (2+)
Challenge Rating: 4
Treasure: None
Alignment: Neutral Evil
Advancement: Patriarch (TBD)
Level Adjustment: -
Str: 10, Dex: 24, Con: 14, Int: 15, Wis: 13, Chr: 11

KOI are a strange race never before seen on Oerth. Summoned from their dimensional realm by a mummy cleric of Incabulous, the KOI exist to infest the humanoid races of Oerth and feed on their mental energies.

KOI lay eggs, which are wider and shorter than the eggs of most creatures; more ovoid than egg shaped. They are similar to an ostrich egg in size, but jet black. When the juvenile KOI emerges it shatters the egg, leaving behind hard black shards that resemble the remains of expensive pottery.

Both juvenile and adult KOI most closely resemble airborne jellyfish. Floating, amorphous creatures, they are extremely quick and nimble, the top of the KOI contains apparent eyespots, while the lower portion trails a number of tendrils. While most of these tendrils serve to anchor the KOI within the reality of the prime material plane, a few are more specialized, attack tentacles. Juveniles and adults sport four of these attack tentacles; however, a few rare KOI may reach Patriarch status and grow six or more tentacles. These are extremely rare, as only one such Patriarch is ever present within a the prime material plane at any one time.

COMBAT:

A KOI attacks by slamming an opponent with its tentacles. The tentacles can each attack a different target, and drain life directly from any target struck. For purposes of bypassing damage reduction, the KOI's tentacles are considered to be magic weapons.

Damage Reduction: KOI possess a special form of damage reduction. They can be struck normally by any physical attack (assuming they are in phase, see below), however each attack that does at least 5 points of damage will sever a tendril. The KOI has a number of tendrils equal to its hit dice, and a single attack may only sever a single tendril, regardless of the amount of damage done. Spells, energy attacks, and area effect damage will also serve to sever only a single tendril.

For example, an undamaged KOI of 6 hit dice is targeted by a fireball spell doing 35 points of damage. This attack serves only to sever a single tendril, leaving the KOI with 5. On the second round, the KOI is attacked by a magic missile spell of four missiles. As the spell magic missile cannot be targeted at only a portion of the target, all the missiles hit doing a combined total of 12 points of damage and severing another tendril (leaving 4). On round three, the KOI is struck by a greatsword wielding fighter with the cleave feat. The fighter hits, doing 17 points of damage. Another tendril is severed (leaving 3), but the creature does not fall, so the fighter cannot use his cleave feat. Finally, on round four, a ranger with three attacks manages to hit all three times and doing at least 5 points of damage on each attack. This severs the remaining 3 tendrils (as each attack is counted separately), and the KOI is driven from the prime material plane.

Tendrils: A KOI is an extra-dimensional creature. In order to maintain a hold on the reality of the prime material plane, a KOI uses a number of tendrils to literally grab hold of the physical world. These tendrils are the KOI's weakness, as severing them will force the KOI back to its own reality. In order to sever a tendril, an attack of any sort doing at least 5 points of damage is required. Each such attack (be it spell, weapon, natural attack or energy based) will sever a single tendril. When all the creature's tendrils are severed, the KOI loses its hold on the prime material plane and is considered banished.

Phasic Reality: Normally a KOI is considered out of phase with the prime material plane. While its tendrils anchor it to the prime, and it can reach through to perform its infestation special attack, the KOI cannot be the target of spells or effects, is considered invisible, and cannot be damaged by weapons. See Invisibility, True Seeing, and similar spells or spell like effects, cannot detect the presence of an out of phase KOI. In fact, nothing short of a Wish or Miracle, or divine intervention can normally detect an out of phase KOI. However, certain mushrooms, crystal formations, or planar nexus points can bring a KOI into phase with the prime material plane. Additionally the incense being created as the goal of the Great Scavenger Hunt series of scenarios will also force a KOI into phase with the prime material.

Infestation: A KOI has a special attack it may only perform while out of phase and attached to a living host. Once a subject becomes infested with a KOI, a number of symptoms manifest themselves. These symptoms are all timed in their appearance. To perform an infestation, the potential host needs to be physically damaged in some way and within reach of the KOI. Alternatively, a host under the mental control of the KOI can attack to grapple unsuspecting new hosts, which also allows the KOI to transfer to a new un-drained host. Once the KOI has infested a host, a number of symptoms and effects take place. The subject begins to feel all the symptoms of being ill. While not a disease, and therefore able to affect those immune to diseases (such as monks, paladins and certain prestige classes), the symptoms are identical to those of many diseases. These symptoms occur at regular and specific intervals, as outlined below:

At Infestation – The subject experiences a short bout of dizziness. This dizziness has no affect on combat, but rather the subject sees a double image of the world around him. This double image is faint and temporary, lasting for just a few seconds (one round).

+10 minutes – The subject gains a runny nose and intermittent sneezing.

+1 hour – The subject gains a hacking cough and generally feels “down in the dumps.” All symptoms are cumulative (so at this point, the subject has both a cough and a runny nose. After the first day the subject will gain the congested head as well, etc for days 2 and beyond).

+1 day – The KOI has established its hold on the subject and begins to feed. The subject suffers his or her first ability drain, specifically from Intelligence. The ability score loss is non-permanent, but persists throughout the infestation period, and further ability score loss is cumulative. The ability score can be temporarily regained through the use of such spells as Restoration, but the next day’s ability score loss will be double normal as the KOI is especially hungry. The subject feels as though he or she is thinking through a fog. The subject’s head will seem heavy and congested.

+2 days – The KOI continues to feed, this time draining a point of Wisdom. The subject will gain bloodshot eyes that will weep tears frequently. If the subject was the recipient of a Restoration or similar spell during day 1, then the Wisdom drain will be double (2 points) on this day. Similar effects will manifest on any day following the application of Restoration or similar magic.

+3 days – The KOI moves on to draining Charisma. The subject will gain obvious pox marks that will ooze and scab over. The pox will not leave scars if the affliction is removed. The subject’s tongue will also swell somewhat, making speech somewhat slower and less articulate.

+4 days – The KOI continues to feed, repeating the pattern of Intelligence, then Wisdom, then Charisma, and back to Intelligence. Once a single ability score reaches a score of zero (0), the subject will become mindless and fall under the KOI’s control. From that point on the subject will attempt nothing but to grapple and injure an uninfested potential host. The subject will also gain all the benefits of barbarian rage (+4 to Str, +4 to Con, +2 on Will saves) in order to make their attack successful. This rage will last until the host dies of exposure or starvation, or until it makes a successful attack.

As ability score loss continues on day 4 and beyond, the subject will gain other symptoms. None of these symptoms have a game play effect by themselves, but are rather physical manifestations of the ability score loss being experienced. Choose from the following list of symptoms, with different subjects possibly showing different symptoms.

Symptoms:

Flushed skin color
Low-grade fever
Pale skin complexion
Heavy sweating
Achy joints
Red blotches
Vomiting
Ringing ears
Sensitivity to loud noises or bright lights
Chilled clammy skin
Nails, skin and whites of the eyes turn pale-yellow
Eyes lose color and turn a sickly grey.
Hair becomes dry and brittle

Each day will bring about a different symptom until the subject finally succumbs to the infestation or has the infestation removed. Once the infestation is removed, the subject will regain all lost ability score points nearly instantaneously. All physical symptoms will also fade over the course of an hour or so.

It is possible that several KOI will attempt to infest a single host, this happens in those instances where a lone traveler stumbles across a clutch of KOI eggs. While several KOI can attach themselves to the host,

only one KOI may feed. The rest simply travel with the infested host until new targets can be found. In this way, a single host may spread the infestation to dozens more victims.

Appendix B – Kalamid at APL6

Kalamid, male Mummy Lord Cleric 4, CR 9, medium undead (6'3" tall); HD 8d12+4d8; 79 hp; Init +1 (+1 Dex); Spd 15' (3 Squares); AC 21 (+1 Dex, +10 Natural) Touch 11, Flatfooted 20; Base Attack +7; Grp +15; Atk +15 melee (Slam, 1d6+12 plus Mummy Rot); Full Attack +15 melee (slam 1d6+12); SA Despair, Mummy Rot, Rebuke Undead, Spells; SQ 5/-, Darkvision 60', Fire Resistance 10, Undead Traits, Vulnerability to fire; AL NE;

SV Fort +8, Ref +4, Will +15; Str 26, Dex 15, Con -, Int 8, Wis 18, Chr 16.

Skills and Feats: Concentration +7, Craft (Trapmaking, Alchemy – poison) +5, Knowledge (Religion) +4, Listen +14, Move Silently +5, Spot +14; Alertness, Combat Casting, Great Fortitude, Weapon Focus (slam)

Cleric Spells Prepared (5/4+1/3+1; save DC = 14+spell level): 0—*Detect Magic, Guidance, Read Magic, Resistance, Virtue*; 1st – *Bane, Command, Divine Favor, Shield of Faith, Protection from Good**; 2nd – *Bull's Strength, Desecrate**, *Eagle's Splendor, Hold Person*

*Domain Spell. *Domains*: Destruction (Smite 1/day +4 Attack, +9 Dmg), Evil (Evil Spells +1 Caster Level)

Possessions: Ancient Ceremonial Bronze Breastplate (no AC bonus), Ring of Energy Resistance, minor (fire)

Appendix C – Kalamid at APL8

Kalamid, male Mummy Lord Cleric 4, CR 9, medium undead (6'3" tall); HD 8d12+4d8; 79 hp; Init +1 (+1 Dex); Spd 15' (3 Squares); AC 26 (+1 Dex, +10 Natural, +4 Breastplate) Touch 11, Flatfooted 24; Base Attack +7; Grp +15; Atk +15 melee (Slam, 1d6+12 plus Mummy Rot) or +16 Melee (1d8+13, +1 Flail); Full Attack +15 melee (slam 1d6+12) or +16 (1d8+13, +1 Flail); SA Despair, Mummy Rot, Rebuke Undead, Spells; SQ 5/-, Darkvision 60', Fire Resistance 10, Undead Traits, Vulnerability to fire; AL NE;

SV Fort +8, Ref +4, Will +15; Str 26, Dex 15, Con -, Int 8, Wis 18, Chr 16.

Skills and Feats: Concentration +7, Craft (Trapmaking, Alchemy – poison) +5, Knowledge (Religion) +4, Listen +14, Move Silently +5, Spot +14; Alertness, Combat Casting, Great Fortitude, Martial Weapon Proficiency (Flail)

Cleric Spells Prepared (5/4+1/3+1; save DC = 14+spell level): 0—*Detect Magic, Guidance, Read Magic, Resistance, Virtue*; 1st – *Bane, Command, Divine Favor, Shield of Faith, Protection from Good**; 2nd – *Bull's Strength, Desecrate**, *Eagle's Splendor, Hold Person*

*Domain Spell. *Domains*: Destruction (Smite 1/day +4 Attack, +9 Dmg), Evil (Evil Spells +1 Caster Level)

Possessions: Ancient Bronze Breastplate (lower AC value, higher GP value), +1 Flail, Ring of Energy Resistance, minor (fire)

Appendix D – Kalamid at APL10

Kalamid, male Mummy Lord Cleric 7, CR 12, medium undead (6'3" tall); HD 8d12+7d8; 94 hp; Init +5 (+1 Dex, +4 Imp. Init); Spd 15' (3 Squares); AC 28 (+1 Dex, +10 Natural, +7 Armor) Touch 11, Flatfooted 27; Base Attack +9; Grp +17; Atk +17 melee (Slam, 1d6+12 plus Mummy Rot) or +18 Melee (1d8+13, +1 Ghost Touch Flail); Full Attack +17 melee (slam 1d6+12) or +18 (1d8+13, +1 Ghost Touch Flail); SA Despair, Mummy Rot, Rebuke Undead, Spells; SQ 5/-, Darkvision 60', Fire Resistance 10, Undead Traits, Vulnerability to fire; AL NE;

SV Fort +9, Ref +5, Will +16; Str 26, Dex 15, Con -, Int 8, Wis 18, Chr 16.

Skills and Feats: Concentration +8, Craft (Trapmaking, Alchemy – poison) +7, Knowledge (Religion) +4, Listen +15, Move Silently +5, Spot +15; Alertness, Combat Casting, Great Fortitude, Improved Initiative, Martial Weapon Proficiency (Flail)

Cleric Spells Prepared (6/5+1/4+1/3+1/2+1; save DC = 14+spell level): 0—*Detect Magic* (2), *Guidance*, *Read Magic*, *Resistance*, *Virtue*; 1st – *Bane*, *Command*, *Divine Favor*, *Doom*, *Shield of Faith*, *Protection from Good**; 2nd – *Bull's Strength*, *Desecrate**, *Eagle's Splendor*, *Hold Person*, *Resist Energy*, 3rd – *Contagion**, *Dispel Magic*, *Invisibility Purge*, *Searing Light*; 4th – *Divine Power*, *Spell Immunity* (Magic Missile, Searing Light), *Unholy Blight**;

*Domain Spell. *Domains*: Destruction (Smite 1/day +4 Attack, +9 Dmg), Evil (Evil Spells +1 Caster Level)

Possessions: Ancient Bronze Half Plate, +1 Ghost Touch Flail, Ring of Energy Resistance, minor (fire)

Appendix E – Kalamid at APL12

Kalamid, male Mummy Lord Cleric 9, CR 14, medium undead (6'3" tall); HD 8d12+9d8; 104 hp; Init +5 (+1 Dex, +4 Imp. Init); Spd 15' (3 Squares); AC 28 (+1 Dex, +10 Natural, +7 Armor) Touch 11, Flatfooted 27; Base Attack +10; Grp +18; Atk +19 melee (Slam, 1d6+12 plus Mummy Rot) or +20 Melee (1d8+13, +1 Spell-Storing, Ghost Touch Flail); Full Attack +19/+14 melee (slam 1d6+12) or +18/+13 (1d8+13, +1 Spell-Storing, Ghost Touch Flail); SA Despair, Mummy Rot, Rebuke Undead, Spells; SQ 5/-, Darkvision 60', Fire Resistance 20, Undead Traits, Vulnerability to fire; AL NE; SV Fort +10, Ref +6, Will +18; Str 26, Dex 15, Con -, Int 8, Wis 20, Chr 17.

Skills and Feats: Concentration +8, Craft (Trapmaking, Alchemy – poison) +8, Knowledge (Religion) +4, Listen +16, Move Silently +5, Spot +16; Alertness, Combat Casting, Great Fortitude, Improved Initiative, Martial Weapon Proficiency (Flail), Weapon Focus (Slam)

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; save DC = 14+spell level): 0—*Detect Magic* (2), *Guidance*, *Read Magic*, *Resistance*, *Virtue*; 1st – *Bane*, *Command*, *Divine Favor*, *Doom*, *Shield of Faith*, *Protection from Good**; 2nd – *Bull's Strength*, *Desecrate**, *Eagle's Splendor*, *Hold Person*, *Resist Energy*, *Spiritual Weapon*; 3rd – *Contagion**, *Dispel Magic*, *Invisibility Purge*, *Searing Light* (2); 4th – *Divine Power*, *Freedom of Movement*, *Spell Immunity* (Magic Missile, Searing Light), *Unholy Blight**; 5th – *Dispel Good**, *Flame Strike*, *Righteous Might*

*Domain Spell. *Domains*: Destruction (Smite 1/day +4 Attack, +9 Dmg), Evil (Evil Spells +1 Caster Level)

Possessions: Ancient Bronze Half Plate, +1 Spell-Storing, Ghost Touch Flail (Contagion-Red Ache), Ring of Energy Resistance, Major (fire)

Judge's Summary Sheet

This sheet is a guide to be used to record unusual circumstances or situations that might arise during your running of this scenario. Should you have anything to record here, give this sheet to the game coordinator who will make sure that this information is passed along to the Nyrond Triad. If you are running this as a home game, please forward the information along yourself by sending an email to triad@nyrond.org.

1. Were any of the participating characters members of one of the Nyrond Royal meta-orgs or the Sagacious Society?
2. Did any character perform exceptionally well or exceptionally poorly? What were the circumstances surrounding this performance?
3. Did the PCs rid themselves of the KOI? If not, what caused them to fail?
4. Did the PCs defeat Kalamid? If not, what caused them to fail?
5. Did the PCs recover the other ingredients? If not, what caused them to fail?

Special Notes for AR Design

The following should be added to the Specials section of the AR:

The Temple of Yondalla

For aiding the Temple of Yondalla in the Anodan Hills, the PC is allowed to purchase potions or scrolls of Remove Disease and Lesser Restoration. These items are available at regular DMG prices, but the PC is considered to have regional access to these items (ie, they may be purchased after any Nyrond regional scenario).

Favor of Phoby Featherdown

For informing the Priestess Phoby Featherdown of the method of KOI infestation, she was able to avoid contracting the infestation herself. In return, she has granted this PC her personal favor. This counts as a "Favor of a Religious Organization" for purposes of Nyrond regional meta-orgs until it is redeemed. This favor can be redeemed at any time to grant a +2 bonus to AC or saving throws for the duration of a single round of combat. The favor may be used in this way only once, and must be marked off by the judge at the time it is used. **"May Yondalla grant to you her Protection."**

Egg Shards

This character has obtained the shards of previously hatched KOI eggs. These shards can be used to make a fluid with all the properties of Silversheen. The egg shards may only be used once to create a single vial of Silversheen, and require that the crafter have at least 3 ranks in Alchemy.

Redeemed Favor of Kurast

This character has redeemed the favor of Kurast from the Nyrond regional scenario To Catch a Falling Star. The favor grants ten (10) rounds of Water Breathing to the character. These rounds need not be consecutive, but must be marked off when used. A character may use these rounds of water breathing in different scenarios, so long as the total number of rounds so used does not exceed ten (10). The effect ends only when all ten rounds have been used, and cannot be recharged or added to in any fashion. When the water breathing effect is used, the judge must mark off the number of rounds consumed in the boxes below.

Craig, add ten little boxes to the AR, representing each round of water breathing available.

Shanuatha

This character has rescued the pseudo-dragon Shanuatha from starvation and death. As she owes a debt of gratitude to the PC, she is willing to become that character's familiar. This counts as access for obtaining a pseudo-dragon familiar using the Improved Familiar feat. Shanuatha will only travel with a character she has bonded with as a familiar. Pseudo-dragon familiars are fully described on pages 200 and 201 of the DMG.

In addition, the characters have obtained access to purchase the following items (broken out by APL).

APL6:

Ring of Energy Resistance, Minor (Fire)

APL10:

+1 Ghost Touch Heavy Flail

APL12:

+1 Ghost Touch Heavy Flail of Spell Storing

Ring of Energy Resistance, Major (Fire)

A second AR is to be made detailing the spending of the extra TU and the additional item access acquired this way.

Favor of Tobor's Father

As a token of thanks for ridding his son of the KOI infestation, Tobor's father, the town glassblower and lens maker, is willing to sell you one of the items he makes for special customers. The favor may be redeemed to purchase one (1) of the following items at regular price. The favor counts only as access, the item must still be purchased normally. Once used to purchase one of these items, the favor must be marked void.

Eyes of the Eagle (2,500 gp, DMG pg 256)

Gem of Brightness (13,000 gp, DMG pg 257)

Goggles of Minute Seeing (1,250 gp, DMG pg 257)

Goggles of Night (12,000 gp, DMG pg 258)

Lens of Detection (3,500 gp, DMG pg 261)

APLs 6 and 8:

50 gp and 60 XP

APLs 10 and 12:

100 gp and 120 XP