

KET3-04

Sneers of the Mind: Redux

A One-Round D&D LIVING GREYHAWK[®]

Ket Regional Scenario

By Stephen Baker and Chris Chesher

Triad Editor: Chris Chesher

Circle Edit: David Christ

Sometimes conjuring bunny rabbits just isn't enough. Sometimes, you look to places you shouldn't, for knowledge that was never meant for mortal minds. A tale of horror for the strong of mind. A One Round Adventure for APL 2-8. Part 1 of the Altered Perceptions 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.

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Introduction

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 players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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.

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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.

5. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
6. 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.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Ket. Characters native to Ket 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 Background

Karob of Antalotoi: This gentleman was a wizard from Zeif, who learned of secrets he should not have been seeking. Over the years, it drove him insane and he wandered the countryside for a period of time. Ket authorities sentenced him in CY 531 to the Deemay

Monastery to help cure his mind, where magic and mysticism failed.

One night at the monastery his nightmares took shape, as the power of his magic took secrets from beyond without his willing it. The monks were able to assist Karob in driving off the tentacled horrors that formed, but he was badly wounded and poisoned.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

In fact, among Karob's possessions was a lead-lined box with an amulet of ancient and other worldly origins. Both Karob and the amulet were the target of these beings from beyond the planes. Exactly what the amulet could do had never been determined by the wizard but there was strong Conjunction magic contained within the item.

Karob died the next day and the monks interred his body, along with most of his possessions that seemed to need hiding, in an empty crypt. This did nothing to stop the creatures from coming, now that they had a target. They seemed to be able to sense Karob and seek out the body. At first they appeared in his sickroom, then they made their way to the crypt when he was buried there. Another mage visiting the Order at the time was able to seal both the crypt and room of Karob, as luck would have it.

The horrible creatures were never seen again, but the Abbot declared that neither the sealed portals of Karob's room or Crypt be broken. A solitary wail erupted from the Crypt on occasion, echoing throughout the monastery and driving away the less fervent and devoted monks.

The magic seals remained intact until one year ago. At that point, after some persuasion and bribery, a small group of adventurers entered the Crypt to see what they could find of the wizard or the horrors. Their success or failure was not recorded but the monastery found itself under siege by creatures from the Crypts almost immediately. Swarms of "otherworldly" insects and invisible creatures sought to crawl out of the Crypt and into the monastery proper. The Abbot and the entire

monastery were warned of the attack by an alert novice and they fought the creatures to a standstill.

Note: The wail's effect on sanity is not a game effect (such as a Howlers howl) but rather an induced effect of the otherworldliness of the Shrieker making the wail. The characters are immune to any 'insanity' effects. The monks are also immune as a result of their disciplined minds but the wails served to drive away all laymen and any prospective monks.

That was over a year ago and the monastery has been losing monks on a steady basis to the attacks of the creatures since then. What was a small but relatively healthy monk order in decline (their reputation having suffered in the years since the wizard was entombed in the crypts) suffered drastically in barricading and holding the monastery from the creatures. The Abbot was unwilling or unable to abandon this defense or even tell the authorities of the situation, convinced as he was that it was the actions of the monks 60 years ago that had created the problem. How he leapt to this conclusion was never recorded and may actually have been after one too many sleep-deprived nights. The monastery has been selling off all the possessions it has to fund the *raise dead* spells for monks where possible, and then just to stay fed while they man this 24 hour defense.

One consequence of this decision to isolate the monastery was an entire "firesale" of the possessions of the Order. This funded many of the magical spells they purchased and other bits and pieces. The people of the village took the strange new habits of the monks in stride. They continued to provide food and drink to them, but now they had to place them in containers and leave them at the main entrance – when the monks felt it was safe they came out for the food.

When Karob was trapped inside with the creatures, he was in reality just in stasis and not dead. This did not last long as the pseudonatural creatures finished the job they started and searched his possessions. A *fire trap* on his spellbook saved the monastery at that time. The creature was badly wounded and all of the spores it had laid in the room were immolated – save one – along with the now-dead body of Karob. The pseudonatural visitors *planeshifted* away with the body of Karob but with no desire to return. The only spores that survived formed into a pseudonatural Shrieker (unable to reproduce) – it has been the source of the intermittent wails and has survived these many years by virtue of being pseudonatural, and a extra planar fungus that covered the entire crypt eventually.

When the original adventurers entered they found a summoning scroll created by Karob and they used it. A pseudonatural creature emerged and events ensued. The final result was that the adventurers left the monastery but a few additional items were summoned at the time, unbeknownst to them.

The only important creature summoned (the rest died off) was a Kaorti named Kdash. He nearly died of pain on the Prime Material Plane before he could build himself a small Cyst and took weeks to recover. Not knowing where he was – and being unable to escape himself via *planeshifting* like his pseudonatural predecessors – he saw a huge array of spores in the area (the remnants of the other pseudo-natural attacks) and encouraged their growth. After a few months, he had grown new creatures and used his Kaorti knowledge to modify them into Thralls of a new type – the grimflies.

The grimfly swarms became the first thing to attack the monks. That they were stopped and repulsed was a surprise to Kdash and he continued with his cultivation program, eventually creating the pseudonatural phantom fungi out of the grimfly life cycle (the latter being a more established version of the former in the life cycle of the spores, with some 10,000 flies dying for each that forms into a Phantom Fungus). These creatures should have been enough to break out, with their natural invisibility, but the monks had obtained a trap for the entry and this stymied virtually all progress by Kdash at escaping. His attempts fell into a pattern of rushing the trap with swarms and phantom fungi, then rushing upstairs with whatever survived, while he watched from safety. Nothing worked for the longest time.

Finally, five days ago, his largest collection ever managed to get a few out into the countryside and past the monk defenses. Indeed, unbeknownst to Kdash, the last of the monks fell in the combat. These creatures were successful in reaching the bathhouse (in the village) and setting up a new breeding cycle.

The Kaorti gave them very simple instructions. Survive, build up a large number of creatures (huge, in fact) and wipe out the defenders at the monastery. In this way it seeks to escape the crypt and then return home. What it does not know (or care) is that this leaves huge amounts of swarms and Phantom Fungus in the area, all seeking pure numbers and attacking almost anything (after the monastery). That they are also incredibly susceptible to sunlight is unknown to Kdash.

The small number of Thralls that escaped five days ago have been occupying the village of Rosha in preparation for the attack they must make.

The Order of Deemay, Faithful of the Servant of the Lady:

This is a small order of monks known for their mental rehabilitation techniques and helping those who have gone delusional with the onset of age or disease. This order of monks is devoted to the teachings of Zouken (Servant of the Lady).

That all changed 60 years ago, however. As a result of the events of involving Karob, peaceful sleep is something only a disciplined mind can attain while at the monastery. The occasional eerie scream echo's from the bowels of the building and seems to actually reverberate in the walls and then there were the horrific events following the 'death' of Karob of Antalotoi some 60 years ago.

The order no longer receives those who are seeking relief from mental torment unless they are simply abandoned into their care. There has been a decline in the number of young men to come and train in the ways of the Order to become a monk and this has further accelerated the decline, as they have concentrated on keeping contained the evil that was apparently trapped so many years ago.

Overnight Stay in the village

The party may not want to enter the monastery before nightfall or might simply take too much time. In this case, the grimfly swarms are active, no matter whether the bathhouse has been destroyed or not (there are other areas infested now that they have moved beyond the village). At the beginning of each hour or fraction thereof at night (presume 12 hours) roll a 1d6. On a 6 or higher, a creature appears sometime during that time period (closer to the beginning of the hour the better) and attack as listed below. Each hour without a creature adds a cumulative +1 to the roll. Only one random encounter will happen per night.

Note: Each group of characters (should they split up) must face a separate roll. As well, the characters risk the wandering encounters as long as they remain on the overland map of the village and surrounding territory (including the main road).

Parties that spend the night in the basement of the Inn (the Pickle Cellar) are immune from this attack and are not bothered in the evening/night.

Creatures:

APL 2 (EL 4)

➤ **Grimfly Swarm:** hp 21; see Appendix One.

APL 4 (EL 6)

➤ **Grimfly Swarm:** hp 21; see Appendix One.

➤ **Phantom Fungus:** hp 15; see *Monster Manual*

APL 6 (EL 7)

➤ **Grimfly Swarm:** hp 21; see Appendix One.

➤ **Phantom Fungus (2):** hp 15, 15; see *Monster Manual*

APL 8 (EL 8)

➤ **Grimfly Swarm:** hp 21; see Appendix One.

➤ **Phantom Fungus:** hp 15; see *Monster Manual*

➤ **Phantom Fungus, Advanced;** hp 57; see Appendix One.

Note: The Phantom Fungus are immune to effects and damage caused by the Grimfly Swarms.

Kaorti and the Cyst

Kaorti use the resin that they produce to create areas known as Cysts, in which they are not subject to the Material Plane vulnerability. The Cyst that Kdash has established extends beyond his effective control – past the trap – up until the barricade itself and encompassing the entire crypt.

He has provided his plant thralls with resin on many occasions and they have affixed it to the walls. Kdash has tried to dig out from under the crypts but the solid stone walls are not affected by the acid of his thralls and they are less than effective at digging. While desperate to escape, he is not about to stoop to digging yet with his Thralls still active. Kdash is hoping that overwhelming numbers on the outside might change this but still cannot be sure, especially since his instructions had to be vague and he is not entirely positive as to what his thralls are doing in the village and environs.

The crypt was built to hold a lot of monks at one point. The ceiling was originally 15 feet high but the resin on the top and ground now makes the distance more like 12 feet. For the purposes of movement, it is only 10 feet high but remember that gap if it should become important. There is 1 to 1 ½ feet of resin on every surface and it is hardened into a solid concrete-like substance at this point.

The plot-line generated likely forces the characters to hurry through the day and face all the encounters in this

module in a single 24 hour period. The final fight can be deadly in the extreme to parties if the goals of the Kaorti are ignored.

Adventure Summary

The characters are given the task in Molvar to go to Rosha and find out what is causing nightmares for an Archon. Soon afterward, on the road, they meet up with a Thresher Captain who ask them to find out what has happened to some Threshers whom he was supposed to meet.

The outskirts of Rosha bring the first encounter, a young want-to-be-druid-in-training who has lost her entire family. A pair of cougars who have been badly wounded by the swarms in the area also present themselves and can be interacted with given the right character mix and circumstances.

After this, it is into the village to explore. The Silent Cup Inn, the Temple to Al'Akbar, the cottages and the incomplete bathhouse are all possibilities. There are numerous areas to deal with, some simply investigation, others possibly combat with the grimflies or phantom fungi in the area.

Once the village of Rosha has been thoroughly explored, the characters should push on to the monastery though they may feel a need to rest. This would be a mistake given the horrors of the night. In the monastery they find clues as to the history of the struggle between the monks and the creatures from the crypts. They also find the entrance to the crypts.

Down in the crypts is Kdash, a Kaorti (evil extraplanar being) trapped here because of the actions of the monks. He just wants out and is willing to do anything to achieve this. The moment he sees an opening, probably after some combat with the party, he tries to escape the confines of the crypt.

The party either defeats him or not and this sets up the Conclusion. It is entirely possible for a party never to encounter him and thus not even be given the chance to defeat him (this counts as a failure).

Introduction:

One of the characters (preferably a wizard but anyone with a decent Intelligence will do, especially a bard) is approached by a diviner who has had bad nightmares for the past five days. The diviner hires the party to head out

to Rosha, the source of the bad dreams, and determine what is going on.

Encounter 1:

The party travels to the village of Rosha and encounter a single Captain of the Threshers along the route. He advises of a problem with bandits in the area and ask the adventurers to help him if they are truly going to Rosha, so long as they are of a lawful disposition.

Encounter 2:

The party encounters a young girl, all alone in one of the outlying farms. There are preliminary clues as to what is happening and an injured cougar or two can be questioned or driven off, as the case may be.

Encounter 3:

Entry into Rosha village itself. The Inn of the Silent Cup, the temple of Al'Akbar, the incomplete bathhouse and the cottages are all detailed for search and exploration. Potential combats can take place in the stables of the Inn and the bathhouse.

Encounter 4:

Into the Monastery. The party discovers evidence of the failed defense against the pseudonatural creatures, as well as the entry to the crypt. Some magical restorative potions are found and can be used for healing or treasure as the party decides.

Encounter 5:

Down into the Crypts. The crypts of the monastery can be entered to defeat the final evil and cleanse the Deemay Monastery of the horror that inhabits it at this point. The Kaorti master Kdash awaits the party, along with a transformed monk bodyguard.

Conclusion:

If the party is successful, the "I Live" AR award is given, otherwise things are a failure and only what they have succeeded in to this point is awarded.

Reminder to the Judge

A general note on representing the in-game word usage for NPCs when referring to the names of gods. Due to the reverence (and sometimes fear) of these most divine and powerful beings, the NPCs do not use the true name of the god in vain during idle conversation. Only when the god's power is truly being invoked (though not necessarily by a spell) is the true name used. It's a firm believe that to use the gods' true name invokes that being's attention. The descriptive name used can also

sometimes refer to which sect or view the worshipers have of their god, but this is not always the case. For instance, when the NPCs in this scenario wish to refer to Nerull, they say, “The Reaper”, in an attempt to avoid his attention. Also, the NPCs in this Scenario refer to Zilchus as “The Money Counter”, for the sect that is being referenced dealt with that aspect of the god more so, than those who would refer to him as “The Great Guildmaster”. To say, “Fharlanghn Rules the Roads” is a blessing, invoking the god’s power. To say “Zilchus be poor” is profanity.

Introduction

It is late summer and the day is now dark as the sun sets. You are hurrying for the shelter of the Inn when a beckoning hand waves at you from under a well-lit awning. A young woman stands, privacy veil up, but clearly trying to get your attention.

The young woman is Sirqa ibn Illura Al’Hassir, a Diviner of some ability and an Air Archon. She has been troubled by terrible dreams for the past five days, ever since she attended a function with a number of other Archons.

Sirqa has since devoted her not inconsiderable talents to determining the cause of these bad dreams. The results have left her curious and worried. She spent some period of time in the Deemay monastery five years ago, honing her mind in practice for the divining arts. She knows little of the monastery, having chosen it because it was remote and would accept her on short notice, but the connection troubles her. On top of all this, her dreams are getting more and more chaotic and bloody and she is almost overcome with concern now.

She asks the character in question to immediately travel to Rosha, the location of the monastery. Such is her fear of what has been unleashed that she plans to petition the Graf of Molvar herself on the morrow but the adventurers (and she assumes or hopes the character takes some with them) should head out immediately and she follows as soon as she can. It is her hope that the good heart of the person she chooses to respond and, if not, perhaps the request of an influential member of the Archons (her) would be sufficient.

Although she does not recommend that the characters spend the time, they can use the remaining hours of the evening to gather more information in Molvar. Sirqa would rather that they rest and get ready for the day tomorrow but she is also somewhat more tentative than most and recognizes that adventurers frequently have

different ways of doing things. She also provide them with a copy of her journal, incomplete descriptions as it contains, to give them some clues. This is player handout #1.

Background on the situation at the monastery:

The following can be garnered in Molvar before leaving with Gather Information (or Bardic Knowledge at +3 DC) checks:

[DC 5]: Sarqa is in charge of the Air Archons in Molvar and unmarried, though she is reputedly being courted by a Bey from outside the town.

[DC 10:] It is reputed that Teac, of Teac’s Focus Shop, has recently announced a find of items, some reputed to come from a nearby monastery. They include summoning devices amongst them.

[DC 15]: The Deemay monastery is located in Rosha, a small village over two day’s travel from Molvar. Although that is relatively close, there is no indication of trade with the village.

[DC 20]: Teac’s Focus Shop has been closed down by Threshers on at least three occasions in the past five years for dealing in “unsafe materials”. At least one time this occurred after a young caster summoned a demon in court to prove a point with a Jurat.

[DC 22]: The Deemay monastery, the source of items found in the Focus shop, has been selling off a lot of stuff in the past eight months, some of it quite valuable. All of the sales have been completely aboveboard but the number is staggering and the impact on the monastery must be huge.

[DC 25]: The Deemay monastery, where Sirqa stayed, has been very quiet for the last year. Indeed, the monastery has not sent anyone out on a recruiting mission or fund-raising since last Richfest. This is unusual behavior for the monastery indeed.

[DC 30]: The Monastery actually ceased to actively solicit new patients 60 years ago. It used to accept those abandoned to its care since that time but has now stopped even that practice.

☛ **Sirqa:** female human Div9; hp 37, see Appendix One.

Encounter One: A Charge

Just before noon, riding toward the direction of Molvar along the main highway south, a massive heavy warhorse approaches with a half-orc rider in the colors of the Threshers. He is moving quickly, pushing his horse along. As he spots the group of you, he slows and comes to a halt in front, raising a hand in a friendly greeting.

The half-orc in question is Captain Gortash, a member of the Threshers. The Captain was assigned to investigate some troubling bandit reports in the area and is currently angry because a detachment of local Threshers did not meet him as expected.

Gortash views the adventurers in a neutral fashion unless they show open respect to his office, in which case he turns almost friendly. If so, ask for assistance. Specifically, he would like to ask the characters to assist the Threshers. Coincidentally, he would like them to look in the environs of Rosha for the bandits and his missing Threshers, as the local Threshers have not reported back. The bandits are a red herring. They are not in the area any more.

Captain Gortash is upset that the Threshers assigned to divert into Rosha and then meet up with him were several hours late. He does not have time to go to Rosha himself (it is a two hour ride off the main road) but he also appreciates it if the party looks out for the missing Threshers. He has another important rendezvous to make and orders that he can not disregard (he does not go into any more details than that).

Should Gortash have a neutral attitude, he can still be persuaded to assign the party the task if he is convinced they are of a lawful persuasion. This requires an opposed Diplomacy check with the party starting at no modifiers. Simply beating Captain Gortash at this check is sufficient for him to decide to request assistance of the party. This request gives them no authority but it is from a member of the Threshers and that might be sufficient for some to use in a creative manner. Keep in mind any negative modifiers for Charisma skills listed on the Ket Website for foreign characters.

Captain Gortash arrives at the end of the adventure to wrap things up. The reaction of the party toward him and their demeanour determines if Silvertip is even awarded, despite the fact that they may have healed the animal. If the characters did not leave on good terms with

the Thresher, then they have no chance of being awarded the Silvertip award.

♣ **Captain Gortash:** Male half-orc, Ftr2/Rog3, hp 42, see Appendix One.

Encounter Two: They mostly come out at night, mostly

It is early afternoon as the road continues through the rolling hills of the land south of Molvar. To either side there are farmhouses tucked away from the road and barely visible, with crops growing in the fields. A small sign announces that Rosha is a short walk away as you pass another farmhouse, this one much closer to the road and with a young girl sitting on the front steps, crying loudly.

The young girl is Irquara 'salamander' Mattleson, the 9 year old daughter of an Oerdian farmer and his Baklunish wife. Everyone calls her Salamander – only her brother (in Molvar) calls her Irquara. The family are long-term natives to the area and disappeared last night. Their daughter was "grounded" in her bedroom and burning strong incense for the evening (she fancies herself a "druid" in the making and tries this all the time, but hopefully will grow out of it). When she woke in the morning, she found nobody at home and the rest of the farm deserted as well. This would normally be acceptable, but there are disquieting signs that something is amiss. The nightly meal was never cleaned off the table and the two guard dogs are likewise missing. Irquara is scared that something she did might have summoned "bad creatures of nature" but she fell asleep right after dinner and doesn't remember hearing anything.

To calm her down takes either an Intimidate check [DC 11] or Diplomacy check [DC 12]. If she is intimidated, she does not answer any questions save grudgingly but she still cooperates. If the character desires (and thinks of it) they can use Strength in place of Charisma for the Intimidate check. Should she be successfully diplomacized she is forthcoming and helpful. Under no circumstances does she want to be left behind if the bodies of her parents are found and she is told.

Information Irquara knows:

- There is nobody in the next farm over.

- The Threshers came through two days ago and headed into Rosha.
- Her parents were finishing up dinner when she was sent to her room
- She heard nothing at all last night.
- She cast a “spell” and then fell asleep immediately.
- Her name is Irquara, though only her brother in far off Molvar city calls her that. Everyone else just calls her Salamander on account of her reddish hair. Here on the farm, she lives with her parents and two dogs named Woof and Woof II. Her brother is a carpenter’s apprentice in the city.
- She has seen nobody new in the area except the four Threshers.
- Irquara does not remember anything unusual occurring for the past three days.
- Irquara firmly believes that the rituals and ‘magic’ she has been casting has caused all this. She has a supply of incenses that she believes will protect a person from the effects of her ‘spell’ and offers it freely to the characters (this is all in her head).

Irquara is indeed a spellcaster of some ability and was being trained hap-hazard by minor creatures of nature within the nearby woods as well as by self taught trial and error. The young girl still lacks the true skills and age to master most of her spells but she qualifies as a Druidess (though she lacks an animal companion) now although nobody else knows this.

The farmhouse is indeed deserted, save for the young girl and some cows in the nearby barn. Her parents and the guard dogs were attacked last night by a swarm from the monastery – she was saved because she used an acid to etch the door to her room with a symbol (a rune representing protection and nature) yesterday and the residue of the acid (not the rune) kept them from entering.

The swarm left the area, sickened by the acid residue (the acid was a pickle base as normal acid has no effect unusual effects on the swarms) and did not even attack the cows in the barn. The bodies of the parents and the

dogs were dragged by the swarm out into the fields and left there, infested for the next night. Of course, since the swarm is not exactly intelligent, this plan has failed as sunlight has scoured the bodies clean of spores.

Inside the house, there are definite signs that a struggle took place. Two of the chairs are knocked over and there are signs somebody was violently ill on the floor of the kitchen (her mother, overcome by nausea in the swarm). The attack was sudden and without warning, covering both the guard dogs and her parents immediately (three swarms, in fact) and thus no warning cry was heard by her.

Should the party take the time to check, all of the farms in this area are empty and the livestock missing. Indeed, this is the only farm within half an hour’s ride that has anything living at it.

The following information may be learned with the appropriate checks:

Search [DC 15]: house – there are signs of an infestation of mold. A further Knowledge (nature) [DC 18] will let them know that it is not common to the area. It is almost gone now but has only been around for a short period of time, no more than a day.

Knowledge (nature) or (the planes) [DC 18]: To know that the mold in the house is not natural. If the Planes knowledge roll is successful, to also know that it is extra-planar in origin.

Search [DC 20]: house – someone or something went through the house last night but avoided the room of the daughter. Signs of movement are everywhere and dust has been disturbed, but there are no footprints or other marks (just items that have been moved marginally).

Survival [DC 14]: outside – the bodies of the victims (both the parents and the dogs) can be located 100 feet into the crops. All that remains is the bones themselves, as the infestations were burned clean by the sunlight. Cause of death cannot be determined but it is clear that only the bones are intact. This track check can be reduced to a Search check [DC 10] if aerial assistance (a familiar or animal companion) is used or a reasonably complete search grid is attempted.

Heal [DC 20]: bodies – to determine that they were literally eaten up and that the cause of death cannot be determined. Through some difficult comparison, it can be confirmed that these two were Irquara’s parents.

With all the guard dogs gone in this farm and all of the rest, creatures that normally stay away have come out to hunt. Cougars are sneaking through the tall crops toward the party as they stand at the bodies examining them, or in front of the house if they have failed. These animals have been wounded by the fungus swarms and they are really just looking for some easy prey – which is not the players. Anyone spotting them (DC10) as they approach the house notes that they are injured and appear to be favouring one or both back legs (at the discretion of the Judge).

The cougars know this place because Irquara lives here and treats them well. She has been noted to feed them and scratch them behind the ears, so they like her. They are very friendly with her but less trusting around others.

Characters can use Wild Sense or other magical/extraordinary abilities to communicate with the cougars. The cougars have a neutral disposition currently (normally it would be hostile given the wounds but they are desperate). It is a [DC 15] Handle Animal to get these desperate beasts to accept human touch, with a +4 circumstance bonus if healing accompanies the check. They do not attack first and can be driven away easily if that is desired. The cougars know of the fungus swarms, having encountered the last night and only being saved by their speed overland and their keen senses. The swarms are considered “bad-tasting bugs” but the cougars have little sense of their extra-planar origins. If the cougars are attacked, they just try to flee (use the lion from the *Monster Manual* and only allow for half hp and half movement). There is no experience award for defeating these animals in combat.

Creatures:

☛ **Irquara Mattleson**, Drd1, hp 8, see Appendix One.

☛ **Carver and Ripper**, Cougars (2), use Lion stats from the *Monster Manual*

Encounter Three: The Pseudo-Lion's Den

It is mid-afternoon as the village of Rosha comes into view. The entire settlement can be seen from the rise in the road, from the Inn at the centre of the rows of cottages, to the bathhouse under construction on the far side of the village on the road up to the monastery. A temple to Al'Akbar is located on a small hill but even it is overshadowed by a large building on a taller

mount overlooking the village. In any other place in Ket it might be assumed that the imposing stone structure was the home to a Bey but the flags flying from the roof, tattered though they are, proclaim allegiance to the Zouken, Servant of the Lady.

The settlement, if viewed for any period of time, is deserted. There is movement here and there inside the cottages and other buildings, but it is mostly the wind and small rodents. The silence of the village, even at a distance, could be eerie if the characters note the fact – it is a Listen check [DC 10 + APL] to recognize that the sounds of the village are muted and almost non-existent.

Timing in Rosha. Timing in the village of Rosha is going to prove to be very important. Luckily, it is late summer but the characters are likely to be arriving around 2 pm, presuming they did not push the horses or something similar after meeting up with Captain Gortash. If they did push it, or came here by other means, simply adjust the time and they may have more, or less, time to accomplish things). The sun sets at approximately 6:30 in the evening, giving the characters 4 hours to solve the problems in the village before more of the swarms and fungal creatures appear. Please keep track of time and warn the characters of the approach of nightfall (should they be fearful of it).

The flags on the Monastery proclaim allegiance to Zoukan (Servant of the Lady).

Of the structures in town, three are important – the Temple, the Silent Cup Inn (and the attached stables) and the Bathhouse. There are also a series of cottages in town, please refer to the map for their location.

A) Cottages:

The cottages are uniformly deserted and can be assumed to have similar characteristics as the farmhouse in Encounter Two. They were all attacked last night, as the fungus infection spreads and uses the bathhouse to propagate and enhance the lifecycle of the phantom fungi and the grimflies. There are no fungi left in any of the cottages save for a few remnant spores as the fungi and grimflies moved on out of the village to the farms (and their victims out there were left in daylight, so that the infectious extra-planar fungi died in the morning – the intelligence governing this does not plan to make the same mistake again). There is very little to loot in the cottages, as it is mostly a farming community with the more prosperous having invested in better land or equipment, not fancy clothing or easily traded commodities.

B) The Temple of Al'Akbar:

The temple stands silent and mysterious, perched atop a small, obviously man-made hill, with the main double doors flung wide open. There is no movement in the structure at all nor even a pennon announcing the presence of a mullah for the faithful to worship.

The temple was the last sanctuary for the village and fell to an attack last night. The villagers were worried and scared about the disappearances at the Inn but did not make any associations with the stoppage of work on the bathhouse. They gathered in the Temple to Al'Akbar for prayer and services when the fungus and grimflies erupted from the bathhouse area once more. When the temple was attacked, some people fled with the Mullah into the rear, for the supposed safety of the Sanctuary; others fled outdoors into the swarms that were waiting. Nobody survived at all and the bodies were dragged back to the bathhouse in the night. After this foray the strengthened creatures attacked the remaining cottages and outlying farms before retiring for the evening to grow and strengthen.

The pews in the temple are all knocked over and there are spores everywhere, though the large windows allow for a significant amount of light and there are none in these areas (if the characters search around at all they gather this information on a Search check [DC 15]). The day on the calendar upon the main wall of the temple reads yesterday, for any who search at all. In the rear of the temple, in the safe room known as the Sanctuary, a pile of seven dead bodies can be found. The door is locked and barred but that did not prevent the swarms from entering and killing everyone. Each of the seven bodies here is filled with spores and hatch at night unless they are exposed to sunlight. The body on top, protecting his flock to the very (bitter) end, is the mullah for the village. The bodies are entirely infested with spores and damaged from acid and cannot be used for a *Speak with Dead* or *Raise Dead* spell.

A journal can be found inside a sealed metal container in the single piece of furniture in this room, a lectern with a locked drawer. The lock is of excellent quality and requires an Open Locks check [DC 27] to open intact. The key can be found on the body of the dead mullah. There is nothing trapped on the drawer nor are there any penalties involved in opening it, so a thief could take 20 on this one. The journal is actually entirely unhelpful save to note that the monks of the monastery are left supplies once a week and the last time was six days ago. It also elaborates upon the newly renovated bathhouse, which was being rebuilt with funds raised by the Temple,

and going to serve – it was hoped – as a draw to the area given that the monastery really did little for the local economy.

Tracking inside and around the Temple reveals that many bodies were dragged out of the building (Search check [DC 10]). Most were then dragged down the street and in the direction of the bathhouse (likewise [DC 10]). It is a Survival check [DC 20] to find any evidence of the creatures doing the dragging, being spore-based creatures (Phantom fungi).

C) The Bathhouse:

The bathhouse is obviously in the final stages of construction or renovation. Newly white-washed walls greet the day and scaffolding is only apparent on the rear of the building. Huge cisterns for water stand to one side, with rain catchments deployed. The main building seems to be complete but a pile of shingles and clay triangles indicates that more remains to be done, beyond the view of the ground. The double doors of the bathhouse are propped neatly beside the entrance as if in readiness to be installed.

The bathhouse is actually being renovated, not newly built, but is a moot point. It was only two weeks away from being finished when the first of the alien fungi creatures escaped the monastery four nights ago. The fungi dropped into the large baths, filled with water to test their quality, and began to reproduce. The first night was spent multiplying and filling all of the baths with more fungal spores. The workers were unsure of the organisms on the first day but simply assumed it was bad water – they did not empty the baths but rather were awaiting the return of the foreman from Molvar to order them to change it or look for the cause. The workers assumed it was something to do with the construction/heating of the baths themselves. The second night, however, the workers paid for this error with their lives. They were killed by the nascent grimfly swarms and phantom fungi and pulled into the waters to act as additional organic material and propagate the life cycle of birth, organic material gathering and death, followed by re-birth.

The absence of the workers was noted by the villagers on the next day but it was not remarkable. The numbers fluctuated with the work on the bathhouse and the only ones remaining were a few specialists from Molvar working on the roof, no locals. Had the next day not brought about the worry of the missing people in the Inn this building might have been investigated but, as luck would have it, it was not. The third night saw the attack

on the inn and the fourth night, with more and more organic material available to them, the creatures really began to move out in quantity.

The interior of the bathhouse walls, ceilings and floor is made of high-quality stone and is now entirely covered in fungal spores. Entry into the bathhouse by anybody initiates a combat. There is a wide covered area around the bathhouse (10' wide), designed to provide shelter in the rain for horses and the like, and this can also serve the alien creatures to protect them from sunlight.

If the bathhouse is entered:

Before you is a two-room structure. The first, an antechamber that does not yet have all the walls up. The next, larger room consists of two large bowl shaped tubs sunk into the floor. On the surface of the baths is a thick green slimy coating but nothing else can be seen.

Two trap doors in this room lead to a small tunnel that accesses the outside – and the cisterns that are there - and the fire area for heating the water. The green slime is not a creature itself, but instead a digesting enzyme. As a pseudonatural creation it is susceptible to the effects of sunlight as described earlier. The water itself is filled with the bones of the villagers and those of the surrounding farms and many of the animals.

A search of the building after combat reveals an overwhelming amount of organic material in the bathes, but entirely devoid of smell or decay. They are, instead, being converted into useable plant-based lifeforms by fungal infection and seem to be draining the material of everything useable in the process and leaving a faint dusty residue when complete (along with the creatures they are creating). The baths are full and there are obvious drag marks through the main doors to each of the baths (there are 4). None of those brought in here are alive any longer (thankfully).

The sheer amount of activity in this room has generated a very limited and weak hive-mind of sorts. Anyone entering the room must make a Will save [DC 10 + APL] or be stunned for one round as the whispers of an alien consciousness make static all that they can hear. Those who make the save, and those who fail on the next round, gets the distinct impression that this is an unreal place (they might just think it's cool if they are an Alienist already). Any who enter the bathhouse should have their AR's marked in the appropriate spot that they meet the special requirements for the prestige class as a result – if

they do not, they can also meet this requirement simply by fighting any of the pseudonatural creatures.

If someone thinks to check the cisterns outside, they too are full of spores.

Creatures:

APL 2 (EL3)

☛Pseudonatural Phantom Fungus: hp 15; See Appendix One.

APL 4 (EL5)

☛Pseudonatural Phantom Fungus (2): hp 15, 15; See Appendix One.

APL6 (EL7)

☛Pseudonatural Phantom Fungus, Advanced (6 HD): hp 57; See Appendix One.

☛Pseudonatural Phantom Fungus (2): hp 15, 15; See Appendix One.

APL8 (EL9)

☛Pseudonatural Phantom Fungus, Advanced (3) (6HD): hp 57, 57, 57; See Appendix One.

D) The Silent Cup Inn:

The Inn stands in the middle of town and is the biggest structure around at two full stories in height, save for the monastery on the hill. A sign with a cup wreathed in what appears to be blankets hangs limply in the afternoon sun as shutters on the lower floor windows swing softly in the light breeze. There is no sign of smoke from any of the chimneys in the building and a distinct lack of activity from within.

The attack on the Silent Cup Inn took place two days ago. It came in the middle of the night as the alien phantom fungus expanded from the bathhouse for the first time and was attracted to the most populated structure in the village. The villagers were all uniformly concerned and worried the next morning when nothing was left alive in the Inn but nobody wanted to search it any further than the main floor – there were rumors abounding of what had caused the problem and all.

The main room of the inn is clean (it was after closing that the attack occurred) and undisturbed. A banked fire that long since went out can be noted in the main fireplace – it is a Survival check [DC 18] to note it has been out for between 2 to 4 days. There are packs for travelers located in both the common room on the

second floor and three of the private rooms (there are four in total). These packs can be found with any cursory searching. The packs belong to a pair of bards and the four Threshers that Captain Gortash was supposed to meet. The packs contain some amount of coin and a few other items of value but they have to be turned over to the Threshers (or kept for a total value of 30 gp per character, but this is theft). There is a scroll in the Threshers packs that directs them to visit all of the villages in the area to search for bandits and meet Captain Gortash (the date for the meeting is the current morning, at the crossroads). There is a careful listing of the villages that have visited thus far, with notes on the side indicating no bandits located in each – Sillar, Loqua, Villier, Marquara and Gornaq are all clear. There is no mention of Rosha although it is next on the list and would presumably have been noted in the morning.

On the floor behind the bar is a list of the daily specials for Tuesday – two nights ago – partially rubbed off (chalkboard) but still legible. A Search check [DC 15] discovers this if nobody specifically looks behind the bar. This can pinpoint the night of the attack if anybody chooses to look this way. There are also spores (died and could not reproduce) under the tables in the room. If anyone finds them (Search check [DC 20]) it can be identified as a plant-based organism that is not native to Ket. Furthermore, as part of that Search check, it can be noted that the tables closest to the door (and in the daylight of the early morning as a result) do not have any spores under them, though there are signs they were once there.

Tracking within the Inn can discover that bodies were dragged through the Inn at some point, likely either yesterday or the day before – this is a Survival check [DC 10] and can also be accomplished with a Search check. A further [DC 20] Survival check reveals that the bodies were all moved when dead and that the spores the characters have found (or not, as the case may be) came from those creatures doing the dragging – this is noted by the proximity of the spores to the drag patterns and the facts that small crushed spores can be found in the patterns on occasion. It is a [DC 22] Survival check to find that a single set of tracks heads down into the basement but no drag marks or return marks can be found.

Basement of the Silent Cup Inn:

The basement of the Inn is yet another typical arrangement, this time a storage area. It is accessed via the trap door in the kitchen (which is currently open). A cool room for vegetables is located directly at the base of

the stairs down and a large open room for storage of various items. It is distinctly cooler here than above but no more so than is to be expected. There are obvious signs of a struggle down here. Boxes are smashed though the contents lie open on the ground (six boxes in total, of pottery and mugs for the inn) and there is a good deal of liquid – pickle juice – on the floor (it has no place to drain on the solid stone). Anyone coming down recognizes the smell of pickle juice immediately and will be able to identify the liquid.

In the far right corner of the room, hidden from view under another smashed box, lies the innkeeper (a medallion around his neck identifies him as Moshar of the Cup, owner of the Silent Cup Inn). He is dead. A Heal check [DC 15] reveals that he died of a blow to the head from a blunt object, likely the pickle jar that lies smashed on the floor beside him. He is drenched in Pickle juice and a further Heal check [DC 18] reveals that there are numerous small bites on his entire body, much like those a horse or deer fly might leave. A Heal check [DC 22] reveals that Moshar likely lived for 12 hours after the initial attack, but unconscious, and passed away from the accumulated wounds. Unlike just about everywhere else in the Inn, there is absolutely no sign of any spores in the basement. If anyone wishes to recreate the scene of the attack, a Search check [DC 25] after fifteen minutes can determine that he stumbled down the stairs in some kind of state (nauseated from the swarm). He smashed into the boxes likely unaware (the state of his pants and boots reveals that) and ran head-first into the pickle jars. The large one on the top (and there are 8 more stacked neatly here, each holding 5 gallons of pickle juice and some very nice pickles) fell onto his head, giving him the wound that finished him off. Whatever had chased him down abandoned him at this point and left the area.

The Pickle Juice Effect

For future reference, characters covered in pickle juice are all distinctly unpopular with the pseudonatural creatures in this adventure. It negates their own acid attack upon the characters, they take 1d6 of damage themselves upon attacking creatures covered in the juice and they do their best to avoid such characters. The weak acid of this plane interacts poorly with their alien organisms and they have a difficult time penetrating/existing around it. A gallon of juice (though excessive) is needed for each person and provides enough to stay soaked and protected for two hours. The supply of pickle juice here in the village is limited to this storage room. There are 40 gallons in total.

Stables of the Silent Cup Inn:

The stables at the rear of the Silent Cup inn are a typical arrangement, with a single double door leading into the stables themselves. Beside the main doors leading in is an awning for grooming horses outdoors. Lying motionless on the ground at the entrance to the stables, however, is a horse, unmoving in the heat of the sun.

The Stables attached to the inn have also been cleared out. Seven horses were stabled here on the second night (the night of the inn attack) and were overlooked at that time. During the worry and commotion of the second day (yesterday) they were left in the stables, though they were tended. When the swarms and phantom fungi attacked last night, in their biggest spread ever, they swarmed over the horses on the way back into the village from the outlying farms. Six of the seven horses died however the last managed to hold on until morning. It barely made it alive to the exit of the stables (the swarms having destroyed the leather harness holding it in the stables) and collapsed at that spot. With the rising of the sun, the grimfly spores were burned away on the front half and the horse (Silvertip) fell into unconsciousness but it was alive. The back half is still covered with spores as it is within the shade of the stable roof.

When characters approach, the swarm forms if they disturb the rear of the horse. It then moves backward into the stables for safety but remain a threat. If then provoked further, the grimfly swarm attacks, although it always avoids direct contact with sunlight. Reflecting sunlight on the swarm is possible but requires a touch attack to succeed with a good reflective surface (a clean mirror), or a touch attack with a -4 penalty with a poor reflective surface (an unwashed shield, for example). Damage for sunlight is listed under the grimfly swarm.

The remaining horses in the stable have been completely covered in grimfly spores and, with some luck and searching, should remain unmolested by the characters in their search. Otherwise, note that each stable spot contains a horse where marked and simply disturbing the body results in a single grimfly swarm. The roof can easily be moved above to allow for direct sunlight into the stables, if that is desired, or reflective surfaces can be used. The simple act of directing sunlight onto the spores (and the swarms, if any) does not cause attacks as they writhe in pain and agony, etc. Three rounds after directing sunlight into an area (and a reflective surface is considered enough to fill a five foot square with sufficient sunlight for the purposes of this module) is considered clear. If required, take off 1/3 the maximum

hit points for a swarm for every round it is subjected to sunlight in these circumstances.

Tactics: The swarm moves to attack the nearest moving creature. It does not react intelligently and does not seek the most dangerous opponent, simply the closest. If it can engulf more than one target it does so. Swarms do not function together as a cohesive unit but split up, attacking a single target each. If a swarm is already occupied with a target no other swarm enters into combat until it is dead or dispersed (or the target succumbs). The swarms avoids sunlight at all costs and not follow out in the day but otherwise reacts to provocation in a direct and straightforward manner.

Creatures:

APL 2 (EL4)

Grimfly Swarm: hp 21; See Appendix One.

APL 4 (EL6)

Grimfly Swarm (2): hp 21, 21; See Appendix One.

APL 6 (EL8)

Grimfly Swarm (4): hp 21, 21, 21, 21; See Appendix One.

APL 8 (EL10)

Grimfly Swarm (8): hp 21, 21, 21, 21, 21, 21, 21; See Appendix One.

Encounter Four: A Place of Peace

The trail leading to the monastery winds up the hill, past the remains of ancient stone structures, almost hidden by the wild grass. The outer wall of the monastery is mostly collapsed and it seems even older than the central building. As you approach the front gate of the central building, you see that the doors are closed and weather-beaten.

The monastery is a quiet and desolate place now. The monks that once inhabited the walls are all dead and there is a solemnity and silence to the building. The pseudonatural Shrieker in the crypts only howls come nightfall and exploration during the day should simply be quiet.

Local wildlife has learned to stay away from this area, because of the smell that comes out of the crypts – the pseudonatural smell – and the wail of the Shrieker itself. Characters entering or approaching the monastery can

make a Knowledge (nature) or Knowledge (dungeoneering) check [DC 12] to note the absence of wildlife and find it unusual (as opposed to just quiet).

Upper Floor:

The last Abbot, a man named Keddy-Ya, ordered the upper floor of the monastery abandoned over 8 months ago. Searching up on the top level does not find anything of note. The rooms are all sealed up and the seals are simply small wax imprints on the doors. Each room has been cleaned out and there is nothing of value here at all. Anyone attempting a cursory search of the floor does note that there were a number of items on the walls at one time – likely artwork – but that they have long since been removed. Tracking on this level does not reveal anything as it has been over 7 months since anyone came up here. No map has been provided of this level, it is a fairly standard layout with corridors and small rooms, some being bedchambers, others study rooms.

Main Hall:

The main floor, specifically the main hall and the kitchen, show the last signs of occupation. At the far end of the main hall is an orderly pile of stone and wood, arrayed in a square formation around a hole in the floor. This is the entrance to the crypts and is the barricade manned by the monks for the past year. A pair of blood trails lead from the barricade itself into the kitchen and are easily visible against the dust of the place (Search check [DC 5]). Lying neatly piled up against the back wall to either side of the entrance to the kitchen are 14 bedrolls and small packs of clothing. To one side of these is a small chest that is locked. The chest is made of stone and shows obvious workmanship. It is a Open Lock check [DC 25] to get it open, or a Strength check [DC 22].

There is a small rack of potions arrayed in the chest, but they have all been smashed. Residual magic can be detected from both the chest and the rack of potions. The potions were stored within the chest most of the time, taken out by one of the monks if there was an attack. There is nothing inside it save the last stash of gold for the monks. The last time, however, a pseudonatural phantom fungus died past the barrier and smashed the potions in its death throes. The two remaining monks, badly wounded, staggered toward the kitchen, which contained the second stash of healing potions, and died of exertion as they tried their best to get the potions to their dying comrades in the main hall. The bodies of the other monks were taken down below by the creatures at the time and placed in the pool in the crypts – these creatures were destroyed in the process, leaving only Kdash until another batch can be created. A single

monk, as described, was found alive and transformed by Kdash into a Kaorti and now acts as a bodyguard.

Kitchens:

In the kitchens, two dead bodies of monks can be found very easily. One is only just through the door while the second made it to just before a pile of potions, carefully arranged in three neat divisions. The potions are all neatly labeled and state the following:

- ☞ Healing, Moderate (1 per APL) – *Cure Moderate Wounds*
- ☞ Healing, Severe (1 per APL) – *Cure Serious Wounds*
- ☞ Restoration (1) – *Lesser Restoration*

Both of the dead monks show signs of exhaustion on their faces, even in death. It is a Heal check [DC 18] to note that they have been sleep-deprived for months and that their skin is showing signs of lack of sunlight – they were forced to grab sleep when they could and rarely were up during the day. A Heal check [DC 15] shows that they died of large bites and numerous small bite wounds – all of which can be easily connected to the grimfly swarms and phantom fungus in the village (if the characters have encountered them). Neither has any valuables upon them but one does have a small journal. If he is searched (the one near the door) provide the characters with Player Handout #2 – Journal of Krillar Secondson. The journal itself ends almost a month ago, when the monks ran out of ink, but it does contain some clues.

The monk in question, Krillar Secondson, is of Suel descent. The other dead monk, Silquon ibn Rishar Al'Hassir is of Baklunish descent. Neither, if it is attempted, wants to return to life (both having done so once already and decided that was sufficient). A *speak with dead* spell works on them – they can give information from the Adventure Background as would be known to the monks, relevant to their point of view.

There is a supply of food in the kitchens, enough for another three months for the fourteen monks that were left. The bodies of the other 12 were dragged back down into the crypts after the last fight but, as stated in the overview, the Kaorti has no idea that the defenders are all dead or gone now.

Treasure:

APL 2: L: 50 gp; C: 0 gp; M: *cure moderate wounds* potion (25 gp per character); *cure serious wounds* potion (63 gp per character); *lesser restoration* potion (25 gp per character)

APL 4: L: 100 gp; C: 0 gp; M: *cure moderate wounds* potion [2] (25 gp per character/per potion); *cure serious wounds* potion [2] (63 gp per character/per potion); *lesser restoration* potion [2] (25 gp per character/per potion)

APL 6: L: 200 gp; C: 0 gp; M: *cure moderate wounds* potion [3] (25 gp per character/per potion); *cure serious wounds* potion [3] (63 gp per character/per potion); *lesser restoration* potion [3] (25 gp per character/per potion)

APL 8: L: 300 gp; C: 0 gp; M: *cure moderate wounds* potion [4] (25 gp per character/per potion); *cure serious wounds* potion [4] (63 gp per character/per potion); *lesser restoration* potion [4] (25 gp per character/per potion)

Encounter Five: The Crypt

The darkness extends downward from the main hall, seemingly soaking up the light itself. A long set of stairs goes downward and there is no sign of an end from where you all stand.

The stairs are 80 feet to the bottom and the walls are covered in thick black resin. This resin does not impair vision but it does absorb light to a minor degree. If checked, it is a Knowledge (Planes) check [DC 20 + APL] to recognize that it is of extra-planar origin and is exuded from some of the creatures from a distant plane known as the Far Realm. Otherwise, all that can be determined is that it is of an unknown type.

Immediately upon entering the stairway, the smell of dank fungus and tepid air is obvious to all. At the bottom of the stairs is a short passage leading to a large stone portal. A door used to be in place here but has long since been destroyed. Just before this doorway, set into the walls themselves, is a trap designed to assist in the defense of the monastery. It was placed here by a “specialist” called in from Molvar, a Wizard/Rogue called upon by many to defend their possessions from those with lack of morals and/or wealth.

Unfortunately for all involved, it burned out with the last major attack and all that is left is the proximity trigger. The Kaorti has not yet pieced this information together but his next foray out with Thralls gives him this information.

The original proximity setting for the trap was anything weighing more than 30 pounds moving over or through the area of the trap.

The area near the portal to the crypts has been hit so many times with the trap (triggered each time the fungal

creatures erupt outward again) that the Kaorti resin has been entirely cured of the extra-planar qualities – the trap was cold-based.

Past the trap, the crypt is covered in fungus. This is all extraplanar in origin. Every round spent in contact with the fungus causes 1 pt of acid damage, bypassing hardness unless it is stone or metal. Wood and leather, for example, are bypassed and the flesh of the creature attacked. This damage only takes place while within the area of the fungus, the acid quickly dissipates.

Blocked Tunnels: These tunnels once led to the burial chambers of previous Abbots and monks. They were long since collapsed by the monks in the early days of the struggle.

Main Entry: Kdash sets an *alarm* spell here each day from his spells. It is mind only and triggers if anyone moves over the trap. Kdash takes whatever time it deems necessary to prepare itself and then advances forward from his resting spot.

Kdash: Kdash, the Kaorti, lives in the far crypt which once belonged to Karob. The new Kaorti Monk also lives here, still trying to adjust to a new existence.

The pool in the room is full of water (seeps in when it rains) and covered in thick green slime much as the bathhouse. This where the Kaorti grows and breeds more of the grimfly swarms and phantom fungi that are his Thralls.

Shrieker: At the end of a corridor is a round room with four pillars in it. What ever the function of this room was meant to be when originally constructed, it does not serve it now. Instead it seems to be an unholy gazebo for a pseudo-natural shrieker mushroom. This is the cause of the ‘Wail’ that haunts the monastery. For reasons, known only to the Shrieker, it wails every couple of nights (again, how it knows that it is night is a secret known only to the strange shrieker). Once combat begins in the crypt, the Shrieker begins to shriek once every 1d3 rounds. It is a Knowledge (the planes) check [DC 21 + APL] to recognize that it is a Shrieker from the far realms.

Tactics: Kdash wants out but he does not want to die. That is the simple answer. He has been stuck here for months and trying to beat his way out of the crypt. He seeks to damage or hurt any party that enters until he can see a way past them. He takes full advantage of any captured characters as he sees fit – a Kaorti transformation is the order of the day.

His *fly* spell at certain levels is very useful and so is his *spider climb* spell-like ability. If he is reduced to 10 hp or less he does his best to negotiate. Even surrender is more appealing to him than staying stuck down here.

Neutral evil as he is, he casts damaging spells before beginning to negotiate – he always comes out shooting first. Only in the most desperate situations does he negotiate with the characters. He can be trusted to keep his word only so far as the party is willing to watch him closely.

Kdash is also first and foremost concerned with his own life. He uses creatures willingly and often but is scared of his own mortality. He has never left the crypt because of the trap at the mid-point and his fear of what could happen if he failed. Remember this failing when determining his actions.

Finally, Kdash has managed to keep one of the original defenders alive but captive for months. A short time ago the *vile transformation* finally worked and he now has another companion, a monk Kaorti. It has very few skills, still trying to understand what has happened, but is devoted to Kdash and defends him to the death. The alignment shift to Neutral Evil is happening but it is still somewhat Lawful yet, as the transformation takes hold in stages. Confused as it right now, it has not chosen a new name – Kdash just calls it “Monk” or “Hey you”.

Creatures:

APL 2 (EL 5)

☛**Kdash:** Kaorti; Evk3; hp 20; See Appendix One.

☛**Kaorti Monk;** Kaorti; Mnk1; hp 23; See Appendix One.

APL 4 (EL 7)

☛**Kdash:** Kaorti; Evk5; hp 26; See Appendix One.

☛**Kaorti Monk;** Kaorti; Mnk3; hp 37; See Appendix One.

APL 6 (EL 9)

☛**Kdash:** Kaorti; Evk7; hp 32; See Appendix One.

☛**Kaorti Monk;** Kaorti; Mnk5; hp 51; See Appendix One.

APL 8 (EL 11)

☛**Kdash:** Kaorti; Evk9; hp 38; See Appendix One.

☛**Kaorti Monk;** Kaorti; Mnk7; hp 65; See Appendix One.

Treasure:

Loot here is the sale of the resin which fetches a high price from Wizards and Diviners seeking extraplanar souvenirs.

APL 2: L: 100 gp; C: 0 gp; M: *cloak of resistance +1* (84 gp per character).

APL 4: L: 200 gp; C: 0 gp; M: *cloak of resistance +1* (84gp per character); *wand of web (30 Charges)* (225 gp per character).

APL 6: L: 300 gp; C: 0 gp; M: *cloak of resistance +1* (84 gp per character); *wand of web (30 Charges)* (225 gp per character); *cloak of charisma +2* (333 gp per character).

APL 8: L: 400 gp; C: 0 gp; M: *cloak of resistance +2* (333 gp per character); *wand of web (30 Charges)* (225 gp per character); *cloak of charisma +2* (333 gp per character).

Conclusion B is the result if Kdash is killed or brought out of the Crypt unconscious. Conclusion A is the result if Kdash is not killed or brought out unconscious, no matter the cause. Provide for check mark boxes.

Conclusion A: Failure

It is a dark day as Captain Gortash approaches once more, a squadron of Threshers behind him. The village of Rosha has been annihilated and the creature responsible is undefeated, whatever it may be. The times are grim indeed and sacrifice of the entire order of monks of Deemay has been in vain. Worse still, reports and sightings with your own eyes reveal the severe spread of these strange creatures, both those invisible and the swarms of flies.

Characters may be awarded Silvertip (only if they are on good terms with the Thresher Captain) if they have rescued him but the final xp award may not be obtained, Captain Gortash does not award the “I Live” influence under these conditions, nor do the NPC’s teach the feats to the characters. There are now reports of spreading fungus creatures everywhere.

Awarding Silvertip the horse:

If the characters are on good terms with the Thresher Captain (ie, they were offered and accepted his request on the road) then all of the characters may roll a Diplomacy skill check. The highest modified roll wins the horse (and can not be traded away to another character).

Because the characters have left the area in such a mess, a minimum modified roll of APL2: DC 16, APL 4: DC 18, APL 6: DC 20, APL 8: DC 22, is needed for the winner to be awarded the horse. Otherwise nobody gets it.

Conclusion B: Success

It is a dark day as Captain Gortash approaches once more, a squadron of Threshers behind him. The village of Rosha has been annihilated but at least the creature responsible has been dealt with. The times are grim indeed but the sacrifice of the monks has now not been entirely in vain. There are a few scattered reports of fly swarms being reported in neighboring beyships, but nothing like that massacre of Rosha.

Characters receive full rewards for the adventure, including the "I Live" award. News is spreading that some of the fungus may have been spread before the defeat.

Awarding Silvertip the horse:

If the characters are on good terms with the Thresher Captain (ie, they were offered and accepted his request on the road) then all of the characters may roll a Diplomacy skill check. The highest modified roll wins the horse (and can not be traded away to another character). There is no minimum roll for this outcome.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two:

Interact with Irquara and the cougars (as needed) and gain information on the circumstances

APL 2	30 XP
APL 4	60 XP
APL 6	70 XP
APL 8	80 XP

Encounter Three – Stables:

Defeat the grimfly swarms permanently.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter Three – Bathhouse:

Defeat the Phantom Fungi in the bathhouse permanently.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter Five - Kdash:

Defeat Kdash and capture or kill him.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Role-Playing Award

Good Role-playing

APL 2	30 XP
APL 4	70 XP
APL 6	70 XP
APL 8	70 XP

Story Award

Determine the source of the bad dreams (it is enough to know it is extraplanar and comes from the monastery)

APL 2	30 XP
APL 4	75 XP
APL 6	75 XP
APL 8	75 XP

Total Possible Experience

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Four:

Find the treasure in the Monastery

APL 2: L: 50 gp; C: 0 gp; M: *cure moderate wounds* potion (25 gp per character); *cure serious wounds* potion (63 gp per character); *lesser restoration* potion (25 gp per character)

APL 4: L: 100 gp; C: 0 gp; M: *cure moderate wounds* potion [2] (25 gp per character/per potion); *cure serious wounds* potion [2] (63 gp per character/per potion); *lesser restoration* potion [2] (25 gp per character/per potion)

APL 6: L: 200 gp; C: 0 gp; M: *cure moderate wounds* potion [3] (25 gp per character/per potion); *cure serious wounds* potion [3] (63 gp per character/per potion); *lesser restoration* potion [3] (25 gp per character/per potion)

APL 8: L: 300 gp; C: 0 gp; M: *cure moderate wounds* potion [4] (25 gp per character/per potion); *cure serious wounds* potion [4] (63 gp per character/per potion); *lesser restoration* potion [4] (25 gp per character/per potion)

Encounter Five:

Defeat Kdash and take his treasure

APL 2: L: 200 gp; C: 0 gp; M: *cloak of resistance* +1 (84 gp per character).

APL 4: L: 200 gp; C: 0 gp; M: *cloak of resistance* +1 (84gp per character); *wand of web* (30 Charges) (225 gp per character).

APL 6: L: 300 gp; C: 0 gp; M: *cloak of resistance* +1 (84 gp per character); *wand of web* (30 Charges) (225 gp per character); *cloak of charisma* +2 (333 gp per character).

APL 8: L: 400 gp; C: 0 gp; M: *cloak of resistance* +2 (333 gp per character); *wand of web* (30 Charges) (225 gp per character); *cloak of charisma* +2 (333 gp per character).

Maximum Possible Treasure

APL 2: 400 gp

APL 4: 600 gp

APL 6: 800 gp

APL 8: 1,250 gp

Adventure Record Text:

Cross out the following if it does not apply:

ALL APLs (if awarded)

☛ **Aliens!:** The sheer monstrosity and differing viewpoint has sunk into the character's subconscious thoughts more than they would care to admit. The character can henceforth take the Alienest prestige class. At the beginning of the next three adventures the character must pass a Will Save [DC 15] or take a -2 Morale penalty to all saving throws as the bad dreams inherent to this change disturb them. This effect lasts the entire adventure and can not be removed.

☛ **Silvertip:** This light warhorse was infected by the grimfly spores and managed to survive. After it was *cured* it has remained loyal. The horse has been strengthened by this experience. This horse may only be awarded to one person at a table and only if the horse was healed by the party with magical means and if the

Thresher likes you. Silvertip may be taken as an animal companion as a 4th Level companion or otherwise treated as a regular CR 2 mount for any other character.

🐾**Silvertip:** Large Animal; CR 2; 3d8+12 hp 36; Init +2 (Dex); Spd 60 ft; AC 19 (-1 size, +3 for Studded Leather Barding, +5 Natural, +2 Dexterity); 2 Atks +5 melee (1d4+4 [crit 20] [x2] hooves) and +0 melee (1d3+2 [crit 20] [x2] bite); BAB +2; Grapple +10; Space/Reach 10 ft./5 ft.; SA; None; SQ; Immune poison, Acid Resistance 2, Scent, Low Light Vision; AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 14, Con 18, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +7, Spot +7; Endurance, Run.

Tricks: Attack, Attack Unnatural, Defend, Heel, Perform, Stay.

Possessions: Studded Leather Barding, tack.

Carrying capacity for Silvertip is 300 lbs for a light load.

👤**I Live!:** The Air Archons and Graf of Molvar are very pleased. They provide access to the character to upgrade any ring of protection or cloak of resistance from +1 to +2 (one item only). This is a one-time use and available only in Ket Regional adventures. Cross it out when the used. The cost is the difference in price between the old and new items.

👤**A Teacher:** Sirqa offers to teach the character the basics of the feats Subdual Substitution (*Tome and Blood*) and Cooperative Spell (*Tome and Blood*). As a result, the character may take these feats at a later stage and is now considered to have access to them.

Appendix One: NPCs

Introduction

☛ **Sirqa:** female human Div9; CR 9; Medium Humanoid (5' 4" tall); 9d4+9; hp 37; Init +2 (Dex); Spd 30 ft; AC 16 (+2 Dex, +4 Mage Armor); Atks +5 melee (d4 [crit 19-20] [x2] masterwork dagger); BAB +4; Grapple +4; Space/Reach 5 ft./5 ft.; SA; none; SQ Familiar (not with her); AL LN; SV Fort +4, Ref +5, Will +6; Str 10, Dex 14, Con 12, Int 18/20, Wis 10, Cha 12.

Skills and Feats: Concentration +13, Craft (Alchemy) +17, Knowledge (Arcana) +17, Knowledge (Local VTF) +17, Knowledge (Nobility) +8, Knowledge (Planes) +17, Languages: Common, Baklunish, Celestial, Dwarven, Spellcraft +17; Cooperative Spell, Eschew Materials, Extend Spell, Scribe Scroll, Silent Spell, Still Spell, Subdual Substitution.

Spells (4+1/6+1/5+1/4+1/3+1/2+1 – Diviner, no Necromancy) 0 Lvl *Detect Magic* x3, *Light* x2; 1 Lvl *Comprehend Languages* x2, *Enlarge Person*, *Shield*, *Subdual Magic Missiles* x2; 2 Lvl *Cat's Grace*, *Detect Thoughts* (used to identify the party member), *Extended Mage Armor* (used), *Mirror Image*, *Subdual Scorching Ray* x2; 3 Lvl *Arcane Sight*, *Fly* x2, *Subdual Fireball*; 4 Lvl *Ice Storm*, *Invisibility (Greater)*, *Scrying**, *Subdual Ice Storm*; 5 Lvl *Cone of Cold*, *Prying Eyes**, *Subdual Cone of Cold*

Possessions: masterwork dagger, *Headband of Intellect* +2.

Encounter One: A Charge

☛ **Captain Gortash;** male half-orc Ftr2/Rog3; CR 5; Medium Humanoid (6' 4" tall); 2d10+6+3d6+6; hp 42; Init +2 (Dex); Spd 30 ft; AC 18 (+2 Dex, +4 Masterwork Chain Shirt, +2 Masterwork Heavy Steel Shield); Atks +11 melee (1d6+5, [crit 18-20] [x2], masterwork scimitar); or +10 ranged (d6+4 [crit 20] [x3] Mighty Masterwork +4 Composite Shortbow); Space/Reach 5 ft./5 ft.; SA; None; SQ Orcish Blood, Darkvision 60'; Evasion, Uncanny Dodge (Dex bonus to AC); AL LN; SV Fort +6, Ref +5, Will +0; Str 20, Dex 14, Con 14, Int 9, Wis 8, Cha 6.

Skills and Feats: Diplomacy +5, Languages: Common, Orcish, Ride +10, Sense Motive +6, Spot +6; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus Composite Shortbow.

Possessions: Masterwork Chain Shirt, Heavy Masterwork Steel Shield, Masterwork Scimitar, Masterwork +4 Strength Composite Shortbow, 40 masterwork arrows, Heavy Warhorse, Tack.

Encounter Two: They Mostly Come out at Night, mostly

☛ **Irquara "Salamander" Mattleson:** female human Drd1; CR 1; Medium Humanoid child (4' 3" tall); 1d8; hp 8; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks -1 melee (d4-1 [crit 19-20] [x2] dagger); BAB +0; Grapple -1; Space/Reach 5 ft./5 ft.; SA; None; SQ Wild Sense, Animal Companion (none yet); AL NG; SV Fort +2, Ref +2, Will +5; Str 8, Dex 14, Con 10, Int 10, Wis 17, Cha 13.

Skills and Feats: Concentration +4, Craft (Alchemy) +4, Handle Animal +5, Knowledge (Nature) +4, Languages: Common, Spellcraft +4; Animal Defiance, Dodge.

Spells (3/2) 0 Lvl *Create Water*, *Cure Minor Wound*, *Light* 1 Lvl *Cure Light Wounds*, *Entangle*

Possessions: dagger.

Encounter Three: The Pseudo-Lion's Den

APL 2 & 4 (EL 3 & 5)

☛ **Pseudonatural Phantom Fungus;** Medium Outsider; CR 3; 5' tall; 2d8+6; hp 15; Init +0 (Dex); Spd 20 ft; AC 14 (+4 Natural), Touch 10, flat-footed 14; Atk +3 melee (1d6+3, bite); BAB +1; Grapple +3; Space/Reach 5 ft./5 ft.; SA; True Strike; SQ Low-Light Vision, Plant Traits, Greater Invisibility, Electricity and Acid Resistance 5, SR 4, Alternate Form; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 3, Wis 11, Cha 9.

Skills and Feats: Listen +4, Move Silently +6, Spot +4; Alertness.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attack against a concealed creature.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against the pseudonatural creature in this alternate form (presuming it can be seen).

APL 6 & 8 (EL 7 & 9)

☛ **Advanced Pseudonatural Phantom Fungus;** Large Outsider; CR 6; 5' tall; 6d8+30; hp 57; Init -1 (Dex); Spd 20 ft; AC 14 (+6 Natural, -1 size, -1 Dex), Touch 8, flat-footed

16; Atk +9 melee (2d6+7, [crit 20] [x2], bite); BAB +4; Grapple +14; Space/Reach 5 ft./5 ft.; SA; True Strike; SQ Low-Light Vision, Plant Traits, Greater Invisibility, Electricity and Acid Resistance 5, DR 5/magic, SR 12, Alternate Form; AL N; SV Fort +11, Ref +0, Will +1; Str 22, Dex 8, Con 20, Int 3, Wis 11, Cha 9.

Skills and Feats: Listen +4, Move Silently +6, Spot +8; Alertness, Improved Natural Attack, Power Attack.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attack against a concealed creature.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty to their attack rolls against the pseudonatural creature in this alternate form (presuming it can be seen).

Stables:

All APLs (EL varies)

☛**GrimFly Swarm:** CR 4; diminutive plant; CD 6d8-6; hp 21; Init +4; Spd 10ft. (2 squares), fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grp -; Atk Swarm (2d6+1d4 acid + poison); Full Atk Swarm (2d6+1d4 acid + poison); Space/Reach 10 ft./0 ft.; SA distraction, poison; SQ darkvision 60 ft., immune to weapon damage, swarm traits, plant traits, extraplanar, vulnerable to natural sunlight; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2

Skills and Feats: Listen +4, Spot +4

Distraction (Ex): Any living creature that begins its turn with a grimfly swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial Fatigue. Secondary damage Fatigue (or Exhaustion if already Fatigued). The save DC is Constitution-based.

Vulnerable to natural sunlight (Ex): Ever round exposed to natural sunlight down 2d6 damage to the swarm.

Skills: A grimfly swarm has a +4 racial bonus on Listen and Spot checks.

Encounter Five: The Crypt

APL 2 (EL 5)

☛**Kdash:** Kaorti; Evk3; CR 4; Medium Outsider (Evil, Extraplanar) (5' 7" tall); 2d8+3d4; hp 20; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Dex, +2 Natural); Atks +5 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +4 melee (d6 [crit 20] [x2] bite) or +5 ranged (d4 [20] [x2] darts); BAB +3; Grapple +3; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; AL NE; SV Fort +4, Ref +6, Will +7; Str 10, Dex 14, Con 10, Int 20, Wis 10, Cha 12.

Skills and Feats: Concentration +8, Craft (Resin) +7, Craft (Alchemy) +7, Heal +13, Intimidate +9, Knowledge (Arcana) +13, Knowledge (Planes) +13, Languages: Common, Sylvan, Kaorti, Spellcraft +13 (+15 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magical Device +7 (+9 on Scrolls); Exotic Weapon Proficiency (ribbon dagger), Extend Spell, Scribe Scroll, Weapon Finesse.

Possessions: Spell ribbons (equivalent to spellbook but cannot be taken by characters), ribbon dagger, spell component pouch, *Cloak of Resistance +1*.

Spells (4+1/4+1/2+1 – Evoker, no Enchantment or Necromancy, DC is 15+spell level) o Lvl *detect magic* x2, *ray of frost* x3; 1st *alarm*, *mage armor*, *magic missile* x3; 2nd *cat's grace*, *scorching ray* x2

Spell-like abilities: 1/day – *alter self*, *color spray*, *feather fall*, *ray of enfeeblement*, *reduce person*, *spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaorti's jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other

source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

☛Kaorti Monk: Kaorti; Mnk1; CR 2; Medium Outsider (Evil, Extraplanar) (5' 6" tall); 3d8+6; hp 23; Init +4 (Dex); Spd 30 ft; AC 18 (+4 Dex, +2 Wisdom, +2 Natural); Atks +6 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +6 melee (d6 [crit 20] [x2] bite) or +6 melee (d6 [crit 20] [x2] unarmed strike) or +6 ranged (d4 [20] [x2] darts); BAB +2; Grapple +2; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; AL LE; SV Fort +7, Ref +9, Will +7; Str 11, Dex 18, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats (has not yet learned Kaorti skills): Tumble +10; Combat Reflexes, Exotic Weapon Proficiency (ribbon dagger), Improved Unarmed Strike, Stunning Blow, Weapon Finesse.

Possessions: None.

Spell-like abilities: 1/day – *alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

APL 4 (EL 7)

☛Kdash: Kaorti; Evk5; CR 6; Medium Outsider (Evil, Extraplanar) (5' 7" tall); 2d8+5d4; hp 26; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Dex, +2 Natural); Atks +6 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +5 melee (d6 [crit 20] [x2] bite) or +6 ranged (d4 [20] [x2] darts); BAB +4; Grapple +4; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; AL NE; SV Fort +4, Ref +6, Will +8; Str 10, Dex 14, Con 10, Int 21, Wis 10, Cha 12.

Skills and Feats: Concentration +10, Craft (Resin) +7, Craft (Alchemy) +13, Heal +13, Intimidate +9, Knowledge (Arcana) +15, Knowledge (Planes) +15, Languages: Common, Sylvan, Kaorti, Spellcraft +15 (+17 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magical Device +7 (+9 on Scrolls); Exotic Weapon Proficiency (ribbon dagger), Extend Spell, Scribe Scroll, Silent Spell, Weapon Finesse.

Possessions: Spell ribbons (equivalent to spellbook but cannot be taken by characters), ribbon dagger, spell component pouch, *Cloak of Resistance +1, Wand Of Web (30 charges)*.

Spells (4+1/5+1/3+1/2+1 – Evoker, no Enchantment or Necromancy, DC is 15+spell level) o Lvl *detect magic* x2, *ray of frost* x3; 1st *alarm, mage armor, magic missile* x3, *shield*; 2nd *cat's grace, mirror image, scorching ray* x2; 3rd *fireball* x2, *fly*.

Spell-like abilities: 1/day – *alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other

source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

☛Kaorti Monk: Kaorti; Mnk3; CR 4; Medium Outsider (Evil, Extraplanar) (5' 6" tall); 5d8+10; hp 37; Init +4 (Dex); Spd 40 ft; AC 18 (+4 Dex, +2 Wisdom, +2 Natural); Atks +8 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +8 melee (d6 [crit 20] [x2] bite) or +8 melee (d6 [crit 20] [x2] unarmed strike) or +8 ranged (d4 [20] [x2] darts); BAB +4; Grapple +4; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; Still Mind; Evasion; AL LE; SV Fort +8, Ref +10, Will +8; Str 11, Dex 18, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats (has not yet learned Kaorti skills): Tumble +12; Combat Reflexes, Deflect Arrows, Exotic Weapon Proficiency (ribbon dagger), Improved Unarmed Strike, Stunning Blow, Weapon Finesse.

Possessions: None.

Spell-like abilities: 1/day – *alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

APL 6 (EL 9)

☛Kdash: Kaorti; Evk7; CR 8; Medium Outsider (Evil, Extraplanar) (5' 7" tall); 2d8+7d4; hp 32; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Dex, +2 Natural); Atks +7 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +6 melee (d6 [crit 20] [x2] bite) or +7 ranged (d4 [20] [x2] darts); BAB +5; Grapple +5; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; AL NE; SV Fort +6, Ref +7, Will +8; Str 10, Dex 14, Con 10, Int 21/23, Wis 10, Cha 12.

Skills and Feats: Concentration +12, Craft (Resin) +7, Craft (Alchemy) +18, Decipher Script +7, Heal +13, Intimidate +9, Knowledge (Arcana) +18, Knowledge (Planes) +18, Languages: Common, Sylvan, Kaorti, Spellcraft +18 (+20 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magical Device +7 (+9 on Scrolls); Eschew Materials, Exotic Weapon Proficiency (ribbon dagger), Extend Spell, Scribe Scroll, Silent Spell, Weapon Finesse.

Possessions: Spell ribbons (equivalent to spellbook but cannot be taken by characters), ribbon dagger, *Headband of Intellect +2, Cloak of Resistance +1, Wand Of Web (30 charges)*.

Spells (4+1/6+1/5+1/3+1/2+1 – Evoker, no Enchantment or Necromancy, DC is 16+spell level) o Lvl *detect magic x2, ray of frost x3; 1st alarm, mage armor, magic missile x4, shield; 2nd cat's grace, glitterdust, mirror image, scorching ray x3; 3rd fireball x2, fly, slow; 4th greater invisibility, ice storm, silent dispel magic.*

Spell-like abilities: 1/day – *alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is

rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

☛Kaorti Monk: Kaorti; Mnk5; CR 6; Medium Outsider (Evil, Extraplanar) (5' 6" tall); 7d8+14; hp 51; Init +4 (Dex); Spd 40 ft; AC 19 (+1 Monk AC, +4 Dex, +2 Wisdom, +2 Natural); Atks +9 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +9 melee (d6 [crit 20] [x2] bite) or +9 melee (d8 [crit 20] [x2] unarmed strike) or +9 ranged (d4 [20] [x2] darts); BAB +5; Grapple +5; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; Still Mind; Evasion; Ki Strike (magic); Purity of Body; Slow Fall (20'); AL LE; SV Fort +11, Will +9; Str 11, Dex 18, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats (has not yet learned Kaorti skills): Tumble +14; Combat Expertise, Combat Reflexes, Deflect Arrows, Exotic Weapon Proficiency (ribbon dagger), Improved Unarmed Strike, Stunning Blow, Weapon Finesse.

Possessions: None.

Spell-like abilities: 1/day – *alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti

inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

APL 8 (EL 11)

☛Kdash: Kaorti; Evk9; CR 10; Medium Outsider (Evil, Extraplanar) (5' 7" tall); 2d8+9d4; hp 38; Init +2 (Dex); Spd 30 ft; AC 14 (+2 Dex, +2 Natural); Atks +8 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +7 melee (d6 [crit 20] [x2] bite) or +8 ranged (d4 [20] [x2] darts); BAB +6; Grapple +6; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; AL NE; SV Fort +8, Ref +9, Will +10; Str 10, Dex 14, Con 10, Int 22/24, Wis 10, Cha 12.

Skills and Feats: Concentration +14, Craft (Resin) +8, Craft (Alchemy) +21, Decipher Script +14, Heal +13, Intimidate +9, Knowledge (Arcana) +21, Knowledge (Planes) +21, Languages: Common, Sylvan, Kaorti, Spellcraft +21 (+23 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magical Device +7 (+9 on Scrolls); Eschew Materials, Exotic Weapon Proficiency (ribbon dagger), Extend Spell, Scribe Scroll, Silent Spell, Still Spell, Weapon Finesse.

Possessions: Spell ribbons (equivalent to spellbook but cannot be taken by characters), ribbon dagger, *Headband of Intellect +2, Cloak of Resistance +2, Wand Of Web (30 charges)*.

Spells (4+1/6+1/6+1/5+1/3+1/2+1 – Evoker, no Enchantment or Necromancy, DC is 17+spell level) o Lvl *detect magic x2, ray of frost x3; 1st alarm, mage armor, magic missile x4, shield; 2nd cat's grace, glitterdust, mirror image, scorching ray x3; 3rd fireball x2, fly, slow, still silent magic missile x2; 4th greater invisibility, ice storm x2, silent dispel magic; 5th cone of cold, silent dimension door, still silent fireball.*

Spell-like abilities: 1/day – *alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

Kaorti Monk: Kaorti; Mnk7; CR 8; Medium Outsider (Evil, Extraplanar) (5' 6" tall); 9d8+18; hp 65; Init +4 (Dex); Spd 50 ft; AC 19 (+1 Monk AC, +4 Dex, +2 Wisdom, +2 Natural); Atks +11/+6 melee (d4 [crit 20] [x4] ribbon dagger (e)) or +11/+6 melee (d6 [crit 20] [x2] bite) or +11/+6 melee (d8 [crit 20] [x2] unarmed strike) or +11/+6 ranged (d4 [20] [x2] darts); BAB +7; Grapple +7; Space/Reach 5 ft./5 ft.; SA; Spell-like abilities, vile transformation; SQ; Material Vulnerability; outsider traits; poison immunity, darkvision 60'; Still Mind; Evasion; Ki Strike (magic); Purity of Body; Slow Fall (30'); Wholeness of Body; AL LE; SV Fort +10, Ref +12, Will +10; Str 11, Dex 19, Con 14, Int 14, Wis 14, Cha 12.

Skills and Feats (has not yet learned Kaorti skills): Tumble +16; Combat Expertise, Combat Reflexes, Deflect Arrows, Exotic Weapon Proficiency (ribbon dagger), Improved Disarm, Improved Trip, Improved Unarmed Strike, Stunning Blow, Weapon Finesse.

Possessions: None.

Spell-like abilities: 1/day – *alter self*, *color spray*, *feather fall*, *ray of enfeeblement*, *reduce person*, *spider climb*. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaorti's jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage

and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane. The entire crypt area, up to the trap, is considered a cyst.

Appendix Two: Player Handouts

Player Handout #1

The Journal of Krillar Secondson, Monk of the Order of the Lady, Deemay Monastery

7 Months ago: We hold the crypt tunnels now and wait for the “specialist” from Molvar. The Abbot is convinced that our penance for the sins of our fathers is to destroy this evil that lurks in the crypts but he cannot find a way. There is talk of summoning more adventurers but look what the last set unleashed.

6 Months ago: Zilfor died today and we burned his body in the secondary fireplace. It is a travesty of our faith that we must do this rather than inter him as the monks that came before us. The crypts are barred now and the Abbot is right that we cannot risk our bodies becoming more food for the creatures. But Zilfor deserved better.

4 Months ago: Twenty four of us left now to celebrate the high holiday of our Lady. Thirty nine started in the order at the beginning of all this and I knew each one. The Restorer of Righteousness have mercy upon our souls if we have chosen the wrong path.

3 Months ago: The last of the treasures have been taken out and sold. The supply of food is plentiful and will last until spring. Will we?

2 ½ months ago: I have seen the other side now. The Abbot had me recalled into the world and I came to serve but the other side seems peaceful when I think upon it.

2 Months ago: Eighteen of us left, four of us who have been returned to life in one way or another. This was not how we were supposed to live or, I suppose, die.

1 Month: The journal is at an end. There is no more ink and I am growing weary of recording a tale of despair. If any find this, I pray that the Restorer of Righteousness has found a path to destroy the evil below. Do not recall me again, I cannot face this task any longer.

Player Handout #2

Collected Thoughts of Sirqa ibn Illura Al'Hassir

Fifteen days ago. The dreams are so scattered and disparate in nature that they are almost nothing at all. I would not normally even write of them were it not for the feeling that they are not my own. That is disturbing.

10 days ago. They are clearer now, these strange dreams. They are not of this world, I am almost certain of that. The feelings are all fear and entrapment, but whatever it is has no love of life – if it could destroy to escape it would..

7 days ago. The patterns in the sky of the dreams are nothing like here on Oerth. Multiple large glowing orbs are in the sky and some of the strange creatures seem to worship one or the other. The patterns of light and darkness are different here but I cannot identify the change.

5 days ago. Triumph is written large across the dreams and all other thoughts have been pushed out of my mind by these nightly experiences. Then doubt and finally despair. These three emotions are more powerful than any I have yet to experience in the dreams.

3 days ago. The creatures in the dreams harvest their own kind and feed upon them. It is revolting and then more erupt to inhabit an increasingly crowded space. They ignore me but I feel that they know I am watching. They seem close, perhaps even on our own plane.

1 day ago. The dreams are offering something to me, perhaps knowledge. I am fighting the temptation but there is so much I could do for Ket if I knew the source of this chaos and could then root it out. A little bit of knowledge is not such a bad thing but I know people who have thought this way and are now lost to us forever. I will resist and report to the Graf.

Appendix Three: New Material

New Creatures:

Grimfly Swarm

	Diminutive Plant (Augmented Pseudonatural, Extra Planar, Swarm)
Hit Dice:	6d8–6 (21 hp)
Initiative:	+4
Speed:	10 ft. (2 squares), fly 30 ft. (poor)
Armor Class:	18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple:	+4/—
Attack:	Swarm (2d6+1d4 acid+poison)
Full Attack:	Swarm (2d6+1d4 acid+poison)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction, Poison
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, plant traits, extraplanar, Vulnerable to natural sunlight
Saves:	Fort +4, Ref +6, Will +2
Abilities:	Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2
Skills:	Listen +4, Spot +4
Feats:	—
Environment:	Temperate plains
Organization:	Solitary, cloud (2–7 swarms), or plague (11–20 swarms)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	—

A grimfly swarm is a cloud of thousands of winged extra-planar fungal things resembling horseflies but with a plant lifeform that devours any organic material in its path.

Combat

A grimfly swarm surrounds and attacks any living prey it encounters. A swarm deals 2d6 +1d4 acid points of damage and risk of poison to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a grimfly swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 13, initial Fatigue. Secondary damage Fatigue (or Exhaustion if already Fatigued). The save DC is Constitution-based.

Vulnerable to natural sunlight (Ex): Ever round exposed to natural sunlight down 2d6 damage to the swarm.

Skills: A grimfly swarm has a +4 racial bonus on Listen and Spot checks.

Kaorti

	Medium Size Outsider (Evil, Extra Planar)
Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2 Dex, +2 Natural, +4 Resin scale Armour), touch 12, flat-footed 16
Base Attack/Grapple:	+2/0
Attack:	Bite +1 melee, or ribbon dagger +4 melee, or darts +4 ranged
Full Attack:	Bite +1 melee, or ribbon dagger +4 melee, or darts +4 ranged
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, vile transformation
Special Qualities:	Outsider Traits, Material Vulnerability, poison immunity
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 7, Dex 14, Con 11, Int 14, Wis 11, Cha 16
Skills:	Concentration +5, Craft (any two) +7, Heal +13, Intimidate +8, Knowledge (Arcana) +7, Knowledge (The Planes) +7, Spellcraft +9 (+11 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +7 (+9 on scrolls)
Feats:	Exotic Weapon Proficiency (ribbon dagger) (b), Weapon Finesse
Environment:	any nonnatural (Far Realm)
Organization:	Solitary, patrol (2-9) or cyst (21-60 plus 10-20 thralls and 1 skybleeder per 15 kaortis)
Challenge Rating:	1
Treasure:	Standard, items only
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

Ages ago, a group of curious wizards sought to pierce the boundaries of known existence and penetrate to a distant dimension on the other side of reality. This region, known to scholars as the Far Realm, is a realm of madness and nightmare. The explorers felt confident of their abilities and only intended to stay for a few hours. Unfortunately, their confidence was misplaced. Not moments after their arrive in the Far Realm, they were absorbed by a nameless entity. The explorers transformed into terrible natives of the Far Realm, becoming the first kaorti.

The explorers went mad and forgot all they know of the Material Plane. The gateway between the Far Realm and the Material Plane disturbed them. The newly formed kaortis acted without thought, traveling back through the portal to destroy it. Doing so

removed the source of pain in the Far Realm, but it stranded the kaortis on the Material Plane—a realm now deadly to the very fabric of their being. Many of the new kaortis succumbed before they succeeded in encysting themselves within the secluded wizards' school from which they had set out. From that first cyst, the kaortis have spread to menace the world.

Humanoid in shape, a kaorti must dress in form-fitting armour made of thick resins and tissues grown and cultivated by kaorti alchemists whenever one ventures from its cyst. A kaorti in resin suit looks like an emaciated human with elongated arms and legs. It has three long fingers and a long thumb on each hand, and its motions are slithery and undulant. Its bulbous head is affixed to its body by a long neck. A kaorti's face almost always remains hidden behind windings of resin.

Outside its resin suit, a kaorti is decidedly nonhuman in appearance. Its skin, brownish green in colour swirled with livid pinks and reds and purples, seems to be almost transparent and liquid as it slithers and runs over the creature's visible entrails. A kaorti's fingers are little more than boneless tendrils. Its face looks like that of a melted spider. Its palms constantly accrete a thick, green resin that can be crafted by kaorti "smiths" into weapon or armor or reinforcements for their lairs. The average kaorti is 7 feet tall and weighs 100 pounds.

Kaortis speak their own guttural language and have picked up smatterings of many other languages during the interrogation of prisoners. Most kaortis can speak Common and Sylvan.

Combat

Kaortis prefer to use magic against their enemies, while their transformed minions and thugs engage in melee. When magic fails, a kaorti tries to fight with ranged weapons if it can; kaorti are proficient with all simple ranged weapons as well as with shuriken. A kaorti caught in melee combat usually flees in an attempt to regain the needed distance for its spells and ranged attacks.

Kaorti can be summoned using a *summon monster II* spell.

Spell-like abilities: 1/day – alter self, color spray, feather fall, ray of enfeeblement, reduce person, spider climb. Caster Level 2nd, save DC 14+spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. The process takes 8 hours, during which the kaortis jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim makes a Fortitude save (DC 11). Failure indicates the victim transforms into a kaorti (if the victim was a humanoid) or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transformation again; each additional attempt to transform a victim increases the save DC by +1.

Creatures transformed into kaortis retain any class abilities and modify their ability scores as follows: Str -4, Dex +4, Int +4, Cha +6. They become neutral evil and embrace the racial ethos of the kaortis. They gain all of the other abilities and disadvantages of a standard kaorti. This transformation is the only way the kaorti can propagate their kind.

A victim transformed into a kaorti thrall gains the fiendish creature template, except that instead of

gaining the smite good special attack, it gains the ability to cast the *true strike* spell on itself once per day.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage and become fatigued. The fatigued condition persists until the kaorti recovers all the non-lethal damage it took from its exposure to the Material Plane. If a kaorti is rendered unconscious through the accumulation of non-lethal damage (from this ability or from any other source), the Material Plane begins to deal normal damage at the same rate. A kaorti wearing a resin suit, or a kaorti inside a cyst is protected from the effects of the Material Plane.

Outsider Traits: Kaortis have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Skills: A Kaorti has a +8 racial bonus on Heal checks.

Kaorti Items

Kaorti devices are made from resins secreted by the creatures' palms. The resin is shaped while fresh, and then (if appropriate) alchemically treated to maintain flexibility.

The principal use for kaorti resin is to create a cyst, a space enclosed by walls of resin. Within such a space, kaortis are protected from the harmful effects of the Material Plane. A kaorti can produce roughly 1 cubic foot of resin each day, enough to coat 10 square feet of surface to a depth of 1 inch. It takes a kaorti about 1 hour to produce and apply this much. The substance dries to a rigid covering 1 hour after being applied. Walls and door encrusted with this resin have their hardness increased by 2.

Untreated kaorti resin lasts for only about 500 days before crumbling to shards, so kaortis constantly maintain the walls of their cyst. A single kaorti can keep a 40-foot square room 10 feet high covered in resin by spending 1 hour a day maintaining its cyst.

Resin Suit: A kaorti resin suit consists of thin straps of alchemically treated resin, that are wrapped around the body fully, similar to a mummy's bandages. A resin suit is light armor with the following properties: +4 armour bonus, +3 maximum Dex bonus, -4 Armor check penalty, 25% arcane failure chance. Creatures other than kaortis can wear resin suits, but the resin causes most humanoids to break out in hives. In addition to its armour qualities, a kaorti resin suit

protects a creature on the Material Plane from the effects of the environment.

Resin suits are costly and time-consuming to make; ordinary kaorti (those with 1 HD) are only rarely allowed to use them as a result.

Cost: 250 gp *Weight:* 20 lb.

Ribbon Dagger: A ribbon dagger is a light exotic weapon crafted from alchemically treated kaorti resin. It consists of a resin handle to which is affixed a 1-foot-long flexible strip of resin. This ribbon of resin is razor-sharp and deal 1d4 points of damage on hit with a critical multiplier of x4. The ribbon can be wrapped around objects with ease; disarm attacks made with a ribbon dagger gain a +2 bonus.

Cost: 50 gp *Weight:* 1 lb.

New Feats

Animal Defiance (General): You can channel the power of nature to drive off animals.

Prerequisite: Ability to cast *detect animals or plants*

Benefit: You can turn (but not destroy) animals as a good cleric turns undead. The number of times per day that you can use this ability is equal to 3 + your Charisma modifier. Your highest divine caster level is the level at which you turn animals.

Cooperative Spell (Metamagic): You can cast spells to greater effect in conjunction with the same spell cast by another.

Prerequisite: Any other metamagic feat.

Benefit: You and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and +1 to the cast level checks to beat the target's spell resistance (if any). Use the base DC and level check of the better spellcaster. A cooperative spell uses up a slot of the same level as the spell's actual level.

Special: For each additional caster (past the first two) with this feat casting the same cooperative spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcaster cooperatively cast a spell, each must be adjacent to at least two other casts.

Subdual Substitution (Metamagic): You can modify a spell that uses energy to deal damage to deal subdual damage instead.

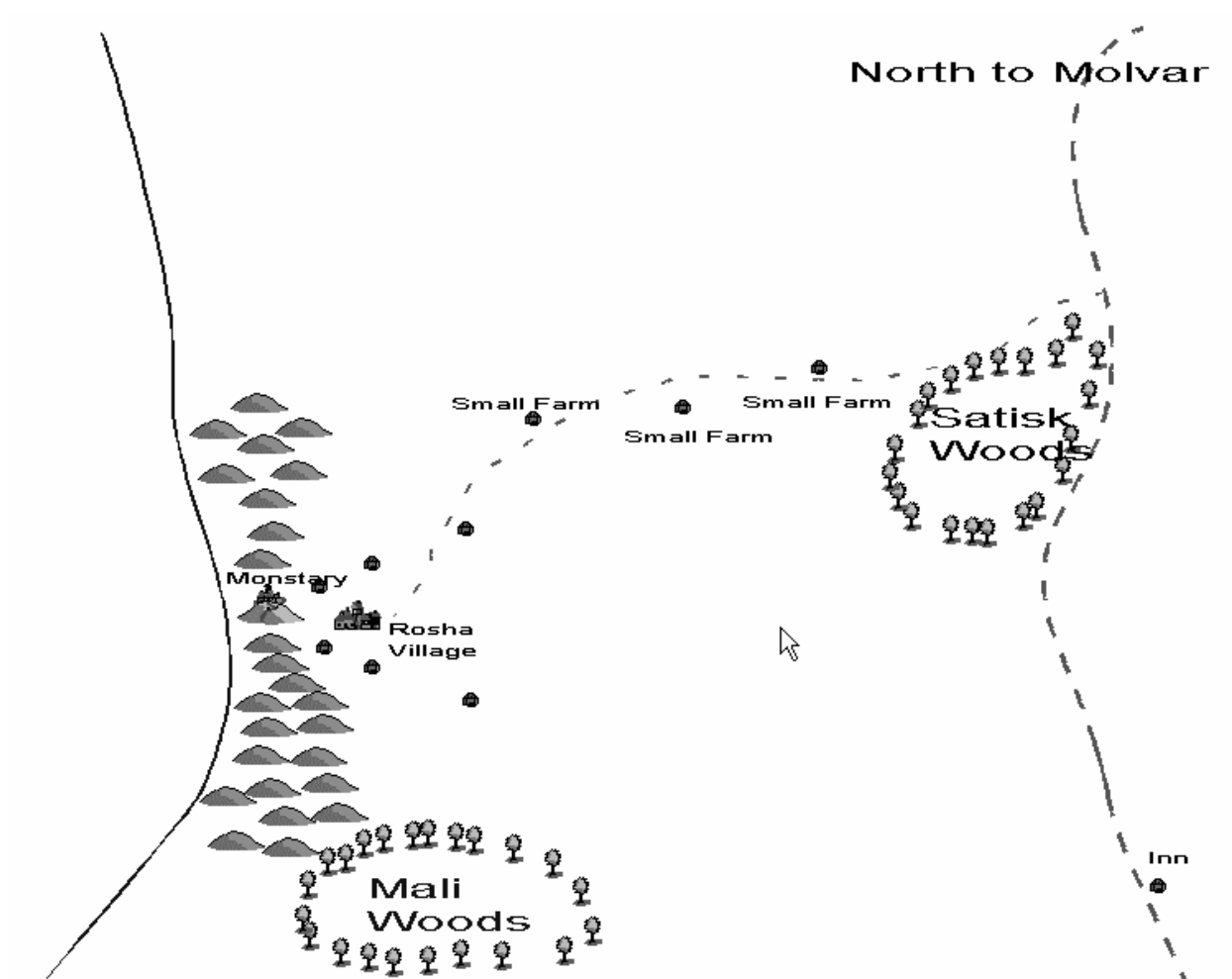
Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (Arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with a chosen designator to inflict non-lethal damage instead of energy damage. The subdual spell works normally in all other respects except the type of damage dealt. For example, a *subdual fireball* spell works in the usual way, but the *subdual fireball* deals non-lethal damage instead of fire damage.

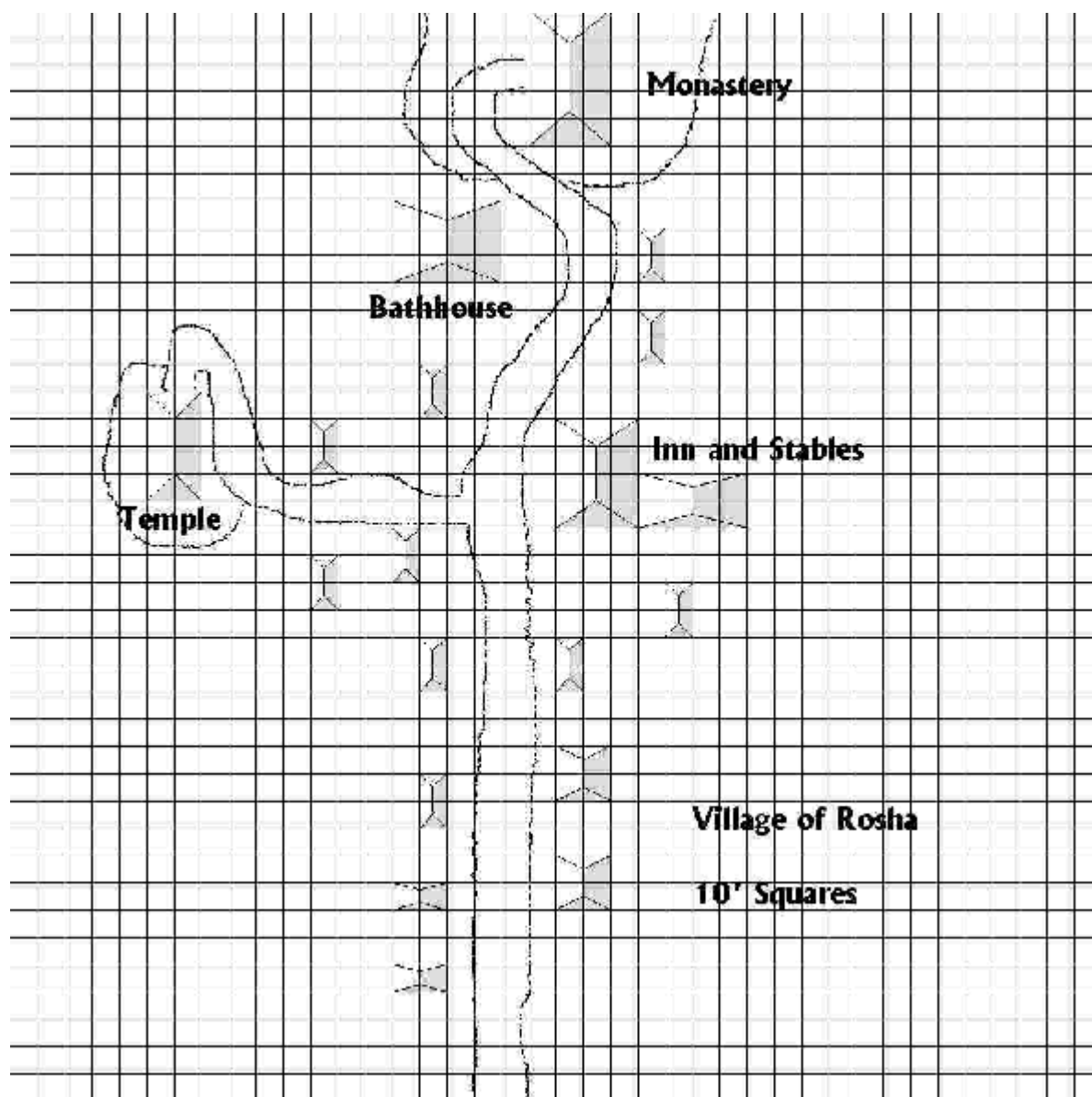
A subdual spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

Appendix Four: Maps

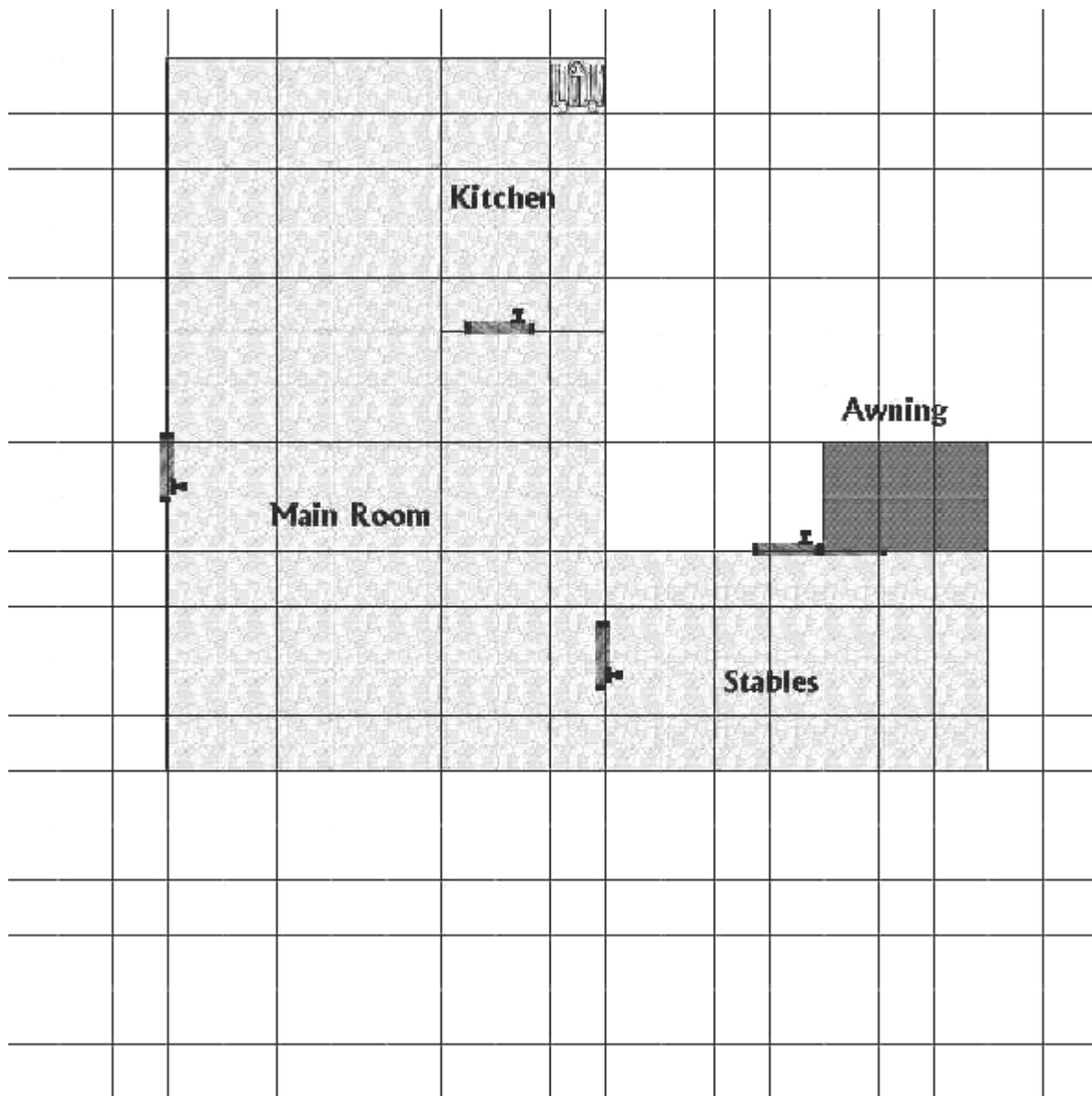
Map One
The 'beyship' of Rosha.



Map Two
The village of Rosha



Map Three
The Inn of Rosha (main floor).



Map Four
The Crypt

