

URC1-07

Exposing Kyuss: The Hunt is On

A One-Round D&D LIVING GREYHAWK®
County of Urnst Regional Adventure

Version 1

by Timothy Creese

The streets of Radigast City are teeming with the bustle of everyday life. The common folk are oblivious to the growing danger of the evil undead cult that has targeted the rich farmlands of the County of Urnst. You realize to keep the realm safe, you must find those responsible for bringing the unholy religion of Kyuss to your homeland. An adventure for character levels 1-6.

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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 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 seven 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 rule books 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.

Scoring

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

- **No-vote scoring:** The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- **Partial scoring:** The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- **Voting:** Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will 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, a character sheet, and a LIVING GREYHAWK log 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 Tier Structure

Because players bring their own characters to LIVING GREYHAWK campaigns, this adventure is tiered. Basically, the challenges in this adventure are proportioned to the average character level of the characters participating in the adventure. To determine the tier that you will use to run this adventure, add the character levels of all the characters. In addition, add the levels of any cohorts or animals according to the values on their certificates. Cross-reference the total and the number of players participating in the game using the chart below to determine the tier used for this adventure.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 nd
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th

The level cap indicated is the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Is it a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Lifestyle

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle	Cost	Skill Modifier
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

DM's Introduction

This is the third adventure in the ongoing "Exposing Kyuss" series for the Mountain States region.

In the first adventure, "The Secret of Zodal's Temple," characters were wounded by an orc attack while escorting a merchant wagon from Radigast City to Brotton. They awoke in a temple of Zodal to find themselves recovering from near fatal wounds.

Evil agents of Kyuss had created a drought and heat wave in order to evaporate the moat surrounding Zodal's temple. The characters discovered an ancient, unholy temple to Kyuss beneath Zodal's temple. The heroes ousted the

growing evil beneath Zodal's temple, and found a journal written in a strange language.

In the second adventure, "The Tear of Pelor," Beltha Yoro, the cleric at Zodal's temple, tasked the characters to take the journal to Brotton, and turn it over to Dennen, of the Astralstaff (head of the Radigast City College of Wizardry) to solve the journal's riddle.

The company learned of a magic gem, and traveled from Brotton to the coast of the Nyr Dyv. There they discovered the watery tomb, and retrieved the Tear of Pelor before the tomb flooded.

On their way back to Radigast City, the fellowship encountered a worshiper of Kyuss. He had his undead minions attack the party while he tried to take the gem.

Adventure Synopsis

In this adventure, the party attempts to learn the identity of the Kyuss cult leaders who are still a risk to the County of Urnst. The PCs have several venues to explore, as they explore Radigast City in detail for the first time.

The PCs should eventually enter the Nobles' Cemetery of Radigast City. There they try to find Smady Ontem, the resident assistant caretaker of the cemetery. It is believed that Smady is connected to the undead uprising, and the party is to bring the man in for questioning.

The assistant caretaker's residence sits atop a hill in the middle of the Nobles' Cemetery. Gargoyles attack the party as they enter the cemetery.

Unsuccessful in their attempt to find Smady, the party will search the residence. Hoards of undead attack the party in the cellar of the caretaker's residence. Also in the cellar is a door that leads to the first step of many in exposing Kyuss.

Player's Introduction

The Whistling Kitty is a popular tavern in the Foreign Quarter of Radigast City. Old Ned has served you dinner, and the price couldn't be better... It's free—compliments of Dennen of the Astralstaff, the most prominent member of the College of Wizardry.

You were invited to the Whistling Kitty to dine with Dennen. You hope he will share some of his research regarding the cult of Kyuss that has unfortunately sprung up in this city.

This tavern is small, and is well known for decent ale at a fair price, it is almost always crowded. But, tonight this pub is only half full. People think that traveling at night can be dangerous in this part of the city, and many are remaining in the safety of their homes.

Regardless, Dennen raises his glass in a toast. "To brave adventurers, and the successful recovery of the Tear of Pelor!" The wizard takes a drink, and then asks, "I wonder if you all would be willing to assist me?"

If the PCs have not participated in 'The Tear of Pelor,' Dennen will ask that those characters introduce themselves. Those PCs that did play in part two of this series will be remembered favorably by Dennen.

Any rumors that PCs have heard that claimed the Countess was in peril from undead are false.

Dennen would like the PCs to stay in Radigast City for a week. Kyuss cultists are known to have infiltrated the city, but their numbers and whereabouts remain a secret.

Dennen believes the PCs will have an easier time learning things if they looked the part of commoners. A lack of arms and armor might fool any cultists into letting their guard down.

If a cultist is apprehended, the PCs should deliver that person to the City Watch headquarters. The group of buildings called "The Dungeon" is located in the Wayman's District. The City Watch has special people who extract information from even the most unwilling of people.

Dennen doesn't have proof, but he is almost sure the influx of refugees from the Greyhawk wars introduced the worship of Kyuss into the County of Urnst.

Room and board has been secured for the PCs here at the Whistling Kitty for the week.

Dennen can be reached at the College of Wizardry in the Seers' District. But he asks that the PCs try not to consult him during their assignment. He must spend much of this week meeting with a visiting ambassador wizard from the Theocracy of the Pale, and those meetings will require the bulk of his attentions. Apparently, there was some sort of trouble between some Urnstian folks, and visiting knights of the Pale. This meeting couldn't have come at a worse time.

The characters can pursue any venue to find Kyuss cultists. What follows is detailed information they would find in various areas of Radigast City. This adventure is meant to introduce the details of our capital city, so a lengthy role-playing encounter to find clues (or criminals) is detailed below.

Note: Clever players will find dozens of other ways to collect information. Let them do so. Introduce specific details throughout play beyond the details as needed.

Encounter 1: Gathering Information

This is a heavy role-playing encounter with a potential for the PCs to pursue several different

options to gather information. Their goal is to find out who is behind the Kyuss uprising. This encounter details many areas of Radigast City, and is the first detail that regional players will have of their capital city. This encounter should last anywhere from one to two hours as PCs explore the city and talk with the numerous NPCs.

Seers' District:

Your pursuit of information has brought you to the Seers' District of Radigast City. The white marble buildings of Radigast University tower above the many tall spired houses of noble wizards. Clustered around the university are its numerous brick dormitories that are in contrast to the marvelous glass spire dwelling of many mages.

A few fortunetellers have small shops in this area of the city. There are also a couple of shops that buy and sell exotic and rare material components for spellcasters. There are also a couple of shops that buy and sell magical items, and spellbooks.

The other structures that draw your attention in the Seers' District are the Temple of Boccob, and the Temple of Celestian. The burned out ruins of the former Temple of St. Cuthbert are located here, too. Although the debris has been removed, the ground is still blackened from the fire last autumn. A queer faint lingering of evil permeates this burned area.

There are three types of people that can most often be found in the Seers' District: Intellectual types either live here, or come here to research are most welcome in every public place; Spellcasters looking to purchase enchanted items or material components, who are welcome in such shops, but tend to be shunned at the university; And those who look to hire the former two types.

The city watch keeps beggars and vagabonds from infesting this area of the city. Any trouble is quickly dealt with by the prompt arrival of the city watch.

The general attitude toward adventurers in the Seers' District is tolerance if, and only if—the PCs are well behaved and stick to their mission to learn information that could lead to the discovery of Kyuss agents. The exception is the potion shop, *the Vial*, where the PCs have the opportunity to purchase a select few potions from the shop's owner.

The Vial (Seers' District):

The magic shops are closed, with the exception of the Vial. A seminar at the university has all the district's shopkeepers in attendance to hear the latest findings of some recently discovered secret in a far off land.

As such, the middle-aged Tymmaie (Human male, Exp4/Wiz3; Alchemy +10) is late to attend the seminar because he just purchased a large number of potions. He has just finished labeling and storing the potions, and is about to leave. He can be persuaded into letting the PCs make a quick purchase, but it will only be for the following:

- 3 Potions of jump, 50 gp
- 3 Potions of swimming, 150 gp
- 1 Potion of blur, 300 gp

Tymmaie is in a grand hurry to reach the seminar. He won't open his store to offer more potions than the ones (and quantities) listed above.

Still, he is not one to turn away good coin, and he will be grateful to the PCs for their purchases, and will frequently apologize for his haste.

Note: The purchase of potions does not apply toward the treasure limit on the adventure, as funds for any purchase are already part of the PC's existing treasure. Do not give these potions out as treasure at the end of the adventure.

The Library (Seers' District):

Read or paraphrase the following player text:

Navigating through the impressive tall spire buildings that make up the Seers' District, you come to a cluster of white marble buildings. This is the Radigast University (also called Gellor College), and the largest of the seven buildings is the library.

A few students wait patiently for the attention of a librarian. He finally turns his attention to you.

"I am the knowledgeable Turthin, Master Librarian. How may I help you?"

Turthin (male human Exp6/Wiz4; Diplomacy +13, Knowledge (arcan) +17) is a human male in his late sixties. The PCs are probably out of place here, and Turthin, an arrogant scholar with who doesn't suffer fools lightly, looks down upon anyone intellectually impaired. Turthin has been the master librarian for the last twenty-two years, and will be able to direct the PCs to any book, tome, or scroll they inquire about.

Several writings detail Kyuss and his undead spawn. The below text is taken from *LIVING GREYHAWK Journals*, issues #1 and #3, use the details give PCs any information they may research. The PCs will have other opportunities to learn information about Kyuss, his followers and his "sons" throughout the adventure, so you don't have to give out all this information in one dose. Cater the pacing of the information gathering to the needs (and fun!) of each group of PCs.

- Sponsored to godhood by Nerull, Kyuss (kai-OOSS) was a Flan priest in the ancient

Empire of Sulm, which now lies buried in the Bright Desert.

- Escaping from the Empire of Sulm shortly before its destruction, he fled to the Wormcrawl Fissure near the Rift Canyon and underwent apotheosis.
- He appears as a skeletally gaunt man with hands of bone and eye sockets filled with crawling worms.
- Kyuss manic and communicates only with his priests, Nerull, and undead beings.
- Kyuss carries a worm-riddled club that turns whatever it strikes into some form of undead.
- His symbol is a skull with worms in its eyes and jaws.
- Clerics of Kyuss raid graveyards to create undead just for the sake of doing so. They sometimes sell their creations to mages or other clerics but often let them run wild in the streets of cities.
- Powerful clerics attempt to create new kinds of undead, and most seek lichdom rather than face true death.
- Kyuss's clerics adventure to acquire more undead followers and money to create more undead, discover new of forgotten types of undead, and to discover forgotten holy sites of the patron (such as certain ruins in the Amedio Jungle, where Kyuss once traveled).
- The domains of Kyuss are Death, and Evil. His favored weapon is the club.
- Preferred undead creations are the Sons of Kyuss. These creatures can be brought to life through a Create Greater Undead spell. Material components for such a ritual include crushed emeralds seeped in the ichor of diseased purple worm larvae. Other material components require maggots from the corpse of a leper.
- Sons of Kyuss look very much like well-rotted zombies. Within 20 feet, you can see writhing green worms crawling in and out of their skull orifices.
- Sons of Kyuss usually never travel more than three together.
- Sons are intelligent, and pretend to have the restricted movement of a zombie until they are ready to attack. They also use their fear aura to scatter their victims, chasing them down singly until all have been caught.
- The attack from a Son of Kyuss can inflict a flesh rotting disease. This disease will kill a victim in a few days unless a *cure disease* spell or similar magic is used.
- A son has regenerating powers. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising again.
- The green worms spring from a Son of Kyuss to their victim. Worms can regenerate just like the Son, with one exception. The touch of iron kills a worm immediately.
- A worm will borrow into the victim, reaching the brain in a matter of moments. Such

infection kills the victim, and they rise again to become a Son of Kyuss.

- Imbedded worms can be destroyed by a *remove curse* or *remove disease* spells. A *dispel evil* or *neutralize poison* spell will delay the progress of the worm to the victim's brain for several minutes.
- Casting a *remove curse* or *remove disease* spell will transform a Son of Kyuss into a normal zombie.

The major clue in these various writings is the fact that Kyuss spent time in the Wormcrawl Fissure near the Rift Canyon. This area is north of the Artonsamay River, in the Bandit Kingdoms.

The Temple of Boccob (Seers' District):

Read or paraphrase the following player text:

The double wooden doors stand open to this large granite building. Numerous, colorful designs of an eye within a centigram are painted on the exterior walls to proclaim this to be the Temple of Boccob—Greater God of Magic and Knowledge.

The faint, lingering smells of incense permeates the air inside this temple. Mixed with that smell is a deeper smell of old dusty tomes.

Bookshelves seem to cover every inch of wall space, and every bookshelf is full. The center of the room is an open circular area ringed by rows of chairs.

A middle-aged man with a stern gait approaches, and greets you. "Seek balance above good, evil, law, or chaos. I am Abbot Mykil, how can I be of service to you?"

Abbot Mykil (male human, Exp4), layman of the temple, approaches the PCs. He invites the PCs into the temple, and asks their business. He will collect various writings for the PCs, but will ask for a donation for his services at 2 silver sovereigns for each resource he must produce.

Abbot Mykil will explain that he is not a cleric, yet, and that he serves the Archmage of the Deities in an administrative role until such time that Mykil can become a cleric.

Mykil will produce 4-6 books that detail Kyuss and other evil powers. He will also produce 2-3 scrolls that detail the sons of Kyuss, and 1-2 books that detail undead. These resources will provide the following information to the PCs. From those scrolls and books the PCs can learn more of the information presented in The Library (Seers' District), above. Since these books and scrolls will have illustrations here and there, it may be best to supply the information describing the appearance and garb of Kyuss, his priests and his "sons."

The Temple of Celestian (Seers' District):

Note: This temple is only opens at dusk, and remains open until dawn. These are the

worshippers of the star filled night sky, and they have no business but sleep during the day.

Read or paraphrase the following player text:

The two moons, Luna and Celene, light up a brilliant Wealsun night sky. Luna is a few days past her full moon stage, and Celene is approaching full. Numerous stars blanket the sky in constellations most people never bother to learn.

The worshippers of Celestian are gathered tonight. Some are outside their temple studying the night sky, and others are making their way into the temple.

A woman in a black dress wearing a silver necklace pendant adorned with a silver disk. Different colored gems are inlaid to the disk.

"I am Denalla, cleric of Celestian. What secrets may the stars reveal for you this night?"

Denalla (Clr [Celestian] 5; Knowledge [astrology] +11) is a tall severe but beautiful female human (Oeridian). She is only willing to help those that show an understanding of the heavenly skies. She will demand the PCs prove their knowledge in astronomy before she provides information. Each question can be automatically answered with a successful Knowledge (astronomy) skill check (DC 15).

She knows that through Celestian, any question can be answered in the stars. As such, clerics of the faith often demand a test of heavenly knowledge before questions are answered.

The test asks several questions. The number of correct answers modified by the Charisma bonus or penalty (Denalla is by nature drawn to charismatic people, and thus more likely to help them) will determine how many answers Denalla will provide. It is possible that no answers are determined to be given. If such occurs, Denalla has deemed the PCs not worthy of the heavenly answers. Any PC that is a cleric of Celestian will automatically be recognized, and his/her questions will be answered immediately.

The Test of the Heavens:

- 1) Although many Flan call it 'the Sun,' what is our star's proper name?
- 2) Arrange the following planets in their order from Liga: the Moth, Edill, Oerth, Greela, Gnibile, Conatha, Borka, the Specter and Ginsel.
- 3) Which two planets in this system are 'Sister Planets'?
- 4) Which planet is completely crescent-shaped?
- 5) Which two planets are spherical air worlds?

6) Which planet is the water planet?
What is the name the dense asteroid field in our star system?

7) Which planets are a made up of cluster of several thousand rocks?

8) Which planet is commonly called 'the Wink'?

9) What is the name of the nine star constellation that forms a perfect octagon with the ninth star in the exact center?

10) What is the proper name of Luna?

11) What is the proper name of Celene?

Answers:

- 1) Liga
- 2) The Moth, Oerth, Edill, Gnibile, Conatha, Ginsel, Borka, Greela, and the Specter.
- 3) Edill and Gnibile
- 4) Ginsel
- 5) Edill and Gnibile
- 6) Conatha
- 7) The Grinder
- 8) Borka and Greela
- 9) The Specter
- 10) The Sisters
- 11) Raenei
- 12) Kule

Denalla will point out various astrological facts as she answers the number of questions that the PCs earned. Such answers will include phrases such as, "Notice how close Edill is to Kule? That tells us..."

Note: Danella is a Celestian traditionalist. She uses all of the proper Oeridian names for the heavenly bodies.

More about Kyuss

By answer the questions, the PCs may learn some or all of the following seven items. The PC answering the questions should add his or her charisma modifier to the number of correct answers he or she contributed. He or she will gain that number or seven (whichever is lower) of the bits of information below. Give the information in its listed order (i.e., if the PC gains four bits of information, give him or her the first information in the first four bullet-points).

- The Kyuss cult was brought into our fair lands with the influx of refugees.
- Those that brought this cult arrived from the Bandit Kingdoms in the guise of war torn escapees wishing a new life in the bountiful lands of our County.
- Many refugees have settled in the Foreign Quarter of Radigast City.
- The cult of Kyuss consists of a score of worshippers. Most of which are clerics of the undead god.
- The Kyuss uprising has unholy support from the worshippers of Iuz and Nerull.
- The leader of the cult of Kyuss is the son of a refugee

Northtown:

Your pursuit of information has brought you to the wide streets of Northtown. Through the North Gate, caravans arrive at all hours with goods from Nyrond, the Theocracy of the Pale, and even from the Bandit Kingdoms and farther north.

Northtown is teeming with daily activity of merchants and commoners, alike. The hub of activity in this district of Radigast City is the High Market.

Two temples are in Northtown. One is a temple to Xerbo, lesser god of the sea. The other temple is to Olidammara, the Laughing Rogue.

Most of the folks that PCs will meet in Northtown are merchants, suppliers, customers, or foreigners. Most merchants are well established, with several generations of family owned businesses. Purchasing a building is too costly for most people, and once you own the building, you ensure your heirs inherit the building.

The City Watch is always bust with the abundant pickpockets that work in this section of the city. Any trouble is dealt with immediately by the arrival of the city watch. Presence of the City Watch is near constant, as groups of three or four men make constant patrols.

The general attitude toward adventurers in Northtown is great acceptance. Merchants will often talk with adventurers to get a feel for how much money she/he has. The typical tactic is for the merchant to become as friendly as possible, so that the merchant can sell more than the PC intended to buy.

The Temple of Olidammara (Northtown):

Read or paraphrase the following player text:

A number of juggles perform their routines as a group of minstrels plays music near the entrance of the Temple of Olidammara. A charismatic human male approaches you, saying, "Welcome to the Temple of Olidammara. I am Medrik, cleric to the Laughing Rogue. How can the temple of the merriment do you for?"

During the course of this encounter, Medrik (male human, Clr (Olidammara) 6; Bluff +9) will ask if the PCs have seen the newest performance at the Ollendi Playhouse. A new bard has made her way to Radigast City from Dosseldorf. Melinda Weathertoe is a talented halfling woman, and she has written a ballad of entitled, 'The Heroes of Dosseldorf.'

After the PCs make a donation to the church (at least 2 sp), Medrik can provide some of the general information (as presented in The Library: Seers' District, above) to the PCs.

The Temple of Xerbo (Northtown):

Read or paraphrase the following player text:

This temple is decorated with coral, and a faint smell of saltwater fills the air. Green and blue stained glass windows bathe the interior in an aquatic glow. Regardless of the heat outside, the air in this temple seems chilly and damp.

A gray bearded human man sees you enter, and makes his way to you. "Ya look like landlubbers, but I'm a willin' to over look yer flaws... What can the church of Xerbo do fer y' t'day?"

This man calls himself the Wave Singer (Male human Clr3), and he is a cleric of Xerbo, lesser god of the sea, sailing, money, and business. Although far removed from the sea, the church of Xerbo found the traffic of the Nyr Dyv just as high volume as any other body of water.

For a modest donation (at least 3 sp), the Wave Singer will tell the PCs what he knows of Kyuss:

- Master of the undead that once was a mortal. The evil powers granted him demi-god status.
- His symbol is a skull with worms in its eyes and jaws.
- Kyuss made some sort of undead... The Children of Kyuss, or some such thing.
- Since Kyuss is not a threat to the domain of Xerbo, the Wave Singer doesn't know much more. He does suggest the PCs seek information at the libraries, or even the Temple of Boccob. Both are located in the Seers' District.

Foreign Quarter:

Your pursuit of information has brought you to the segregated section of foreigners that have moved to Radigast City. Here, the City Watch is doubled, as they are kept busy quieting troubles between the streets containing specific nationalities.

Refugees have established boundaries within their portion of the city. As such, fierce rivalries

flare up between factions of Tenh, the Shield Lands, Nyrond, and other foreigners.

A temple of Trithereon has recently been established in an attempt to settle the emotions of the various nationalities.

PCs native to the County of Urnst are minorities here in the Foreign Quarter. Residents hold fast their heritages, and speak their native tongues. The City Watch is hand selected for this assignment, based on their own heritage or knowing how to speak a specific language.

The sights, sounds, and smells of each distinct boundary of each nationality are as if the visitor to the Foreign Quarter had actually traveled to that particular country. Shops, and corner markets specialize in food stuffs and trinkets unique to their nationality.

Adventurers aren't always welcome in these foreign shops. Depending on recent activities, a foreign merchant might refuse to sell her or his wares to a native of the County of Urnst. Another option might be to charge a higher price for an item, and refusing to haggle. When this happens, the foreign merchant usually conducts the transaction in his/her native tongue, giving the distinct impression they don't speak or understand the County's common speech.

The Temple of Trithereon (Foreign Quarter):

Read or paraphrase the following player text:

Refugee tensions don't exist in this temple erected to Trithereon. As you approach, a few foreigners hurry into the temple, only to reemerge a few moments later with a cleric.

"Why do you come here? Why are you bothering us? Is it not enough that we suffer in your land and at the hands of each other? Now we are to get harassment on our very steps?"

This is Y'Londa (Clr 4), an elven woman who is a cleric to the god of individuality, liberty, retribution, and self-defense—Trithereon. The PCs will have to do some smooth talking to convince Y'Londa that they are only here to get any information she has on Kyuss.

If the PCs are genuinely kind to the elven foreigner, and they are quite the well-behaved group, Y'Londa will provide information. She can give out some pieces of information on the generals list (The Library: Seers' District), and the gem below. If there is a worshiper Heironeous or Pholtus, Y'Londa will be less likely to assist the PCs, and will only do so if they are extremely pleasant to her (Diplomacy DC 17). She will insist such closed minded people leave the Temple of Trithereon.

- A human man, named Dramoc, leads a few evil worshipers. His location is unknown, but

it is believed that he runs a booth in the Bluesky Market in Southtown.

Southtown:

Your pursuit of information has brought you to the narrow streets of Southtown. Traffic here moves mostly by foot, but the occasional horse pulled cart moves goods to this predominantly merchant area of Radigast City.

The South Gate gives access to the Bampton Highway, and heavy traffic is a daily hassle. All of the crowded delays make this area ripe for thieving activity. You would be wise to guard your coin purse!

Numerous merchant shops offer to sell everything you could ever think of. These shops are usually two stories tall, with the merchants making their homes above the shop. Such supply of goods makes Southtown choked with people by mid-day.

The Bluesky Market is located in Southtown. This open market is in a square in the middle of Southtown, and is renown for the exotic and rare goods shipped in from the southern parts of the Flanaess.

The skyline of Southtown shows three temples. Fharlanghn, Ralishaz, and Zilchus have centers of worship here in Radigast City.

There are four types of people that the PCs will interact with in Southtown—merchants, suppliers, customers, and folks not worthy of the merchants time. Most folks here consider adventures to be the latter, unless they flash good coin, and often. Most merchants here are well established, with several generations of family owned businesses. Purchasing a building is too costly for most people, and once you own the building, you ensure your heirs inherit the building.

The city watch keeps busy with all the pick pockets in this area of the city. Any trouble is dealt with as soon as possible by the arrival of the city watch. Unfortunately, the city watch is often as crowded as anyone else and the Birds of Prey (dominant thieves guild) often use this tactic to keep the city watch from arriving too soon.

The general attitude toward adventurers in Southtown is great acceptance. Merchants will often talk with adventurers to get a feel for how much money she/he has. The typical tactic is for the merchant to become as friendly as possible, so that the merchant can sell more than the PC intended to buy.

The Temple of Fharlanghn (Southtown):

Read or paraphrase the following player text:

Outside of this temple are over a hundred pair of shoes of different makes, styles, colors, and sizes. A few people are purchasing pairs of these shoes from an old man dressed in brown robes.

“Welcome, travelers!” calls out the old man to you. “Prey, tell what Fharlanghn, Lord of the Road, and Travels, can do for you today?”

The very old human is the Wanderer Longstride, a cleric of Fharlanghn. The temple was built to praise the Lord of Horizons, Distance, travel, and Roads for the safe travel to and from Bampton.

The Wanderer has long since found the comforts of this temple. His days of traveling are long ago, but his faith allows him to welcome travelers and lead them in prayer.

If the PCs buy some shoes (2 sp) or make a contribution to the church of Fharlanghn (at least 2 sp), the Wanderer can provide only the basic information about Kyuss (See The Library: Seers’ District, above).

The Temple of Ralishaz (Southtown):

Read or paraphrase the following player text:

The largest building in a cluster of three gambling dens, the Temple of Ralishaz is aglow with magic light. The temple seems to be a beacon, drawing its gambling faithful to it like a moth to a street lamp at night.

An emotionless human man sits at an empty gambling table. He doesn’t bother to stand as you approach. “Why have you come to the Temple of Ralishaz, Lord of Chance?”

This cleric will not give his name, and does not care about the quest of the PCs. If pressed to provide information about Kyuss, the cleric will insist the PCs prove themselves worthy. This will be in the form of a roll of a six-sided die. There are two blue sides (1-2), two red sides (3-4), and two white sides (5-6). A sum of money will be negotiated to roll the dice—and only one roll will be made.

If the result is blue, the cleric keeps the money and no answer is given. If the result is yellow, the cleric will pay the PCs twice the wager, and no answer will be given. If the result is red, the cleric will insist upon the Snake Test.

The Snake Test is a reckless endeavor where the cleric passes a poisonous snake around. Each PC must handle the snake for a round before passing it to the next PC. If a single PC refuses to take the Snake Test, the cleric deems the group unworthy to pass information along to them. If any PC is bitten during the Snake Test, the cleric deems the PCs not worthy to receive any information.

Note: A PC should be bitten. The snake strikes with a melee attack +12, inflicting 1d2 damage and poison. The poison inflicts 1d2 points of temporary Strength loss each of the two checks, unless the character saves at DC 15. The cleric is willing to cast a Neutralize Poison spell, but will dice for the price of the spell on a d6:

1—No cost, Ralishaz deems the spell is free

- 2—Very Reduced Cost, 28 gp
- 3—Reduced Cost, 140 gp
- 4—Full Price, 280 gp
- 5—Premium Price, 420 gp
- 6—Twice the Price, 560 gp

The Temple of Zilchus (Southtown):

Read or paraphrase the following player text:

A grand, four-story tower capped in silver stands in Southtown. A few lines of people wait their turn to exchange various coin and gems. The men and women running the exchange are clerics of Zilchus, the Great Guildmaster.

One of the female exchangers looks to you, and asks, “How can Zilchus, god of power, prestige, money, business, and influence help you this day?”

Cordissa Langham (female human Clr [Zilchus] 2) is a lesser cleric in this temple. She is willing to provide PCs with information on Kyuss, but it is at a heavy cost. At a price of 52 sp (sovereigns), Cordissa will provide one piece of information found in the list provided in The Library: Seers’ District section.

Note: Cordissa will only accept exactly 52 sp, and will insist PCs exchange their coin to amass the proper coin needed to meet the 52 sp price. As a cleric of the god of money, and a moneychanger by trade, Cordissa is willing and able to convert PC coins. PCs don’t have to convert different types of coin here, specifically. They can find a number of merchants that are willing to sell goods to provide change. Exchanging coins through Cordissa (as the temple of Zilchus is so oft to do) incurs a conversion price of 10%. The most common conversions will be:

- 1 gp to 10 sp, cost 1 sp (10%)
- 10 cp to 1 sp, cost 1 cp (10%)

Along with the information about Kyuss, Cordissa has another bit of wisdom to impart to the PCs:

- The Birds of Prey can find anyone, anywhere in Radigast City. You just have to have the courage to deal with the thieves’ guild, and have the coin to pay for the service.

The Bluesky Market (Southtown):

Read or paraphrase the following player text:

You are shoulder to shoulder with several hundred people in the Bluesky Market. The easiest way to travel is to let yourselves get carried along with the current flow of the crowd. Doing so moves you very slowly past several

dozen different displays before turning a corner to experience another row of displays.

All together, there must be over two hundred booths and displays in the Bluesky Market. The conversation at the booths is a constant barter over prices of rare and exotic items, as well as the constant bicker over the prices of mundane items.

One booth in particular sells oversized crossbows. The merchant is Dramoc. He speak with a thick northern accent. He sells great crossbows (from *Sword and Fist: A Guidebook to Fighters and Monks*—see the certificate at the end of this adventure) for 250 gp. He will haggle down to 100 gp. He will lower the price if the PC becomes disinterested or doesn't know how to haggle, but will not go below 100 gp.

In a role-playing scene, Dramoc will instruct any PC interested in a purchase to use a 'regular' crossbow to shoot a target. The aim will be true, and no one will be hurt, but the wooden plank that is the target will produce a loud noise as the bolt strikes. This will upset the merchant in the next booth, as he hears the target being struck every day. After Dramoc calms down the upset merchant, Dramoc will have the PC shoot the same target with the great crossbow. This will result in an even louder noise and bring the merchant, more upset than the first time and complaining even more!

The reason for the test shot is to demonstrate just how easy the great crossbow is to use. Dramoc will show how much deeper the bolt shot from the heavy crossbow sank into the target. Dramoc will then demonstrate how to use the cranking mechanism to cock the great crossbow for the next shot. Of course, the merchant in the next booth is listening to the conversation, and interrupts the next shot. He is tired of Dramoc's noisy demonstrations.

Dramoc's true reason for selling the great crossbows, is to finance the Kyuss uprising. He wears a gold ring of an intricate pattern. If PCs have played either "The Secret of Zodal's Temple," or "The Tear of Pelor," they will immediately recognize the ring as an identifier of a Kyuss member.

Of course, Dramoc will deny any such accusation. He has practiced his lie over and over, and elaborated on his story so many times, that it has all but become true to him. Dramoc will maintain that the ring was a wedding gift, given to him by his bride five years ago. He becomes emotional during the tale, as he explains that his wife became ill during their first winter together, and died of the coughing sickness before they were married a year. He maintains that he keeps the ring, in honor of her memory.

Dramoc will admit that he and his bride fled from the increasingly hostile Bandit Kingdoms. He sought refuge in the County of Urnst to the south, as it was the quickest route to safety. His

bride, Per'Thala, died shortly after the couple settled in the Foreign Quarter.

Despite his best attempts to get his new bride cured, he lacked any political clout, and was told to come back each Godsdays in case any of the clerics of Ralishaz would chance such a spell. He finally got a chance, but dived poorly, and the divine spell Per'Thala needed would cost twice what he had earned.

Per'Thala comforted him, saying he had done his best, and that Dramoc need not feel guilty about her outcome. She assured him that she loved him, and would wait for him in the afterlife. He will wait faithfully, never to take another bride nor find pleasure with another woman for the remainder of his days.

Truth is, Dramoc has never been married, and the whole story is his way out of being caught. He's practiced it countless thousands of times, and it has become real to him. If in a Zone of Truth, Dramoc won't answer any direct questions about Kyuss, and he receives a circumstance bonus of +4 on such saving throws. A similar circumstance bonus of +4 is applied to his Bluff skill.

If the PCs mention that Y'Londa (an elven cleric of Trithereon) told them Dramoc is the cult leader, he will roll his eyes and ask the PCs if you can really trust an elf?

"Why, she's not even human, so why would a decent, law abiding citizen believe an elf?"

He will say this whether or not there is an elf among the PCs, though after he will give any elf that is among the PCs a sideways glance and mumble "no offense."

If the party believes Dramoc's story, have them run into him that coming night in a tavern. Dramoc will be drinking too much, and will be in the company of an extremely beautiful woman. Dramoc can't keep his hands off of her, and she is quite willing to let the man have his way with her (for a price). The PCs will probably figure that they were duped by Dramoc, but if they are gullible enough, he will try to explain he is missing his wife too much.

At some point, the party will escort Dramoc to the headquarters of the City Watch. Dramoc will not go easily, denying any wrong doing, and calling as much attention to himself as possible. Play out an escape attempt, but botch it so the PCs catch him. Proceed to The Dungeon, below.

Dramoc, male human Exp 2/Ftr3; CR 5; Medium-size Humanoid; HD 5d10+15; hp 43; Init +1 (Dex); Spd 30 ft.; AC 11 (Touch 11, Flat-footed 10); Atk +6 melee (1d3+2 subdual, bare hands), or +6 melee (1d4+2/19-20, dagger) or +5 ranged (1d4+2/19-20, dagger); AL NE; Fort +6, Ref +2, Will +6; Str 14, Dex 13, Con 17, Wis 11, Int 10, Chr 14.

Skills and Feats: Appraise +8 Bluff +11; Craft (Weaponsmith) +8; Innuendo +8; Sense Motive +8;

Blind-Fight, Cleave; Dodge, Iron Will, Mobility, Power Attack.

Equipment: Clothing, dagger.

Wayman's District:

Before you are a grouping of middle class and upper class homes and apartments. Several professional offices, such as scribes and lawyers, are located in this portion of Radigast City.

The City Watch makes its headquarters here. A cluster large, gray stone buildings adorned with the yellow and blue flags of the city, houses the many offices and detention centers that make up 'the Dungeon.'

A stone wall rings the Dungeon. Set into the wall is a single gated entrance. Just outside of the gate are the gallows used to hang those guilty of serious crimes.

Nevrik (male human, Ftr4) is a member of the City Watch that will meet the PCs. Nevrik is a human male, tall and strong, and wears the typical yellow and blue checkerboard patterned shirt over a chain mail shirt. His leggings are blue, and his cloak is yellow—thus easily noticed during city watch patrols.

Nevrik carries a shield of yellow and blue checkerboard with the crest of Radigast City painted in the middle. He has a long sword sheathed in its scabbard on his left side. He wears high, hard leather black boots. His helm is steel, with tight-fitting cheek guards that come down to his chin.

If the PCs have either Dramoc or the killer from the theater with them, Nevrik will file a report and arrest the criminal. He will ask the PCs to wait for his return.

Nevrik will return at dusk. He will be a little winded, and there will be spots of blood on his uniform. He has interrogated the criminal, and informs the party that the man is to be hanged tomorrow for his crimes.

In the mean time, Nevrik was able to beat a confession out of the criminal. The assistant caretaker of the Noble Cemetery, Smady is his name, is also a part of the Kyuss uprising. Since the PCs have proven to be a capable group of adventurers, Nevrik will offer a reward for the PCs to bring in Smady—dead or alive. He would prefer alive...

If asked about payment, Nevrik will inform them that he will see to it that each PC will receive a "heavy bag of gold." That would equate to 200 gp each.

Proceed to Encounter 2: The Nobles' Cemetery.

The Hill:

Many houses are built on a low rise. These houses belong to the many nobles and politicians that work in the Administrators' Circle of Radigast City.

One particular residence stands out amongst the others. It is even more grand and elaborate than the rest. You would believe that to be the home of Duke Ehyeh the Third, of Tenh. The Duke was exiled from his own court, and now rules the Tenh refugees living in the Foreign Quarter.

The nobles will not interact with the PCs. The only other people the PCs see are City Watch walking their patrols, and servants of the nobles—such as gardeners.

If a PC persists on 'bothering' a noble house, the City Watch will remove them from the property. If the offending PC continues to be a nuisance, the City Watch will take them to 'the Dungeon' for a day in jail.

Just outside of the gates are the gallows. If the PCs have taken Dramoc or the assassin from the theater to 'the Dungeon,' this is where the guilty will be hung the next morning.

City Watch Patrol (EL 8)

Commander, human male, Ftr4: CR 4; Medium-size humanoid; HD 4d10+8; hp 20; Init +1; AC 17 (Touch 11, Flat-footed 16); Atk +7 melee (1d8+4/19-20, longsword) or +6 melee (1d4+2/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); AL LG; Fort +6, Ref +2, Will +1; Str 14, Dex 13, Con 15, Wis 11, Int 9, Chr 10.

Skills and Feats: 10; Jump +6, Ride +7, Swim +6; Dodge, Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: chain shirts, large wooden shield, longsword, dagger, light crossbow, 10 bolts, guard's uniform.

Watchmen, mix male and female human, Ftr 2 (5): CR 5; Medium-size Humanoid; HD 2d10+4; hp 10 each; Init +1; AC 17 (Touch 11, Flat-footed 16); Atk +5 melee (1d8+2/19-20, longsword) or +4 melee (1d4+2/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); AL LG; Fort +5, Ref +1, Will +0; Str 14, Dex 13, Con 15, Wis 11, Int 9, Chr 10.

Skills and Feats: 10; Jump +5, Ride +5, Swim +5; Dodge, Iron Will, Power Attack, Weapon Focus (longsword).

Equipment: chain shirts, large wooden shield, longsword, dagger, light crossbow, 10 bolts, guard's uniform.

The City Watch will blow whistles to call reinforcements if needed. In this section of town 1d3 more patrols will respond to the call in 3d6 rounds.

Administrators' Circle:

Located in the middle of Radigast City, is the political heart of the County of Urnst. This area is called the Administrators' Circle, and is walled

off to the public. A score of green-clad Urnst Militia guards its gates.

Inside the walled circle are several buildings. City Hall, embassies to favored nations, the Museum of Arts, as well as the Palace of Countess Belissica are located here.

In the very center of the Administrators' Circle is Countess Belissica's magical tower. It stands almost 100 feet tall, and is topped in blue and green glass. The Countess' tower is easily seen from anywhere in Radigast City. As such, it serves as an easy way to navigate.

If the PCs try to gain entry into the Administrators' Circle, the Urnst Militia will block their entry. PCs have to possess an invitation to one of the buildings inside, and they don't have one for this adventure.

PCs can only guess what lies beyond, as most of the citizens of Radigast City have not been allowed beyond these gates.

Slum Quarter:

Gambling houses and brothels are too numerous in this area of town. The Slum Quarter is also known as "Darkden," due to the lack of street lamps. The City Watch gives this area a wide berth, especially after dark.

Although no one can say exactly where either is located, it is a well-known fact that the Birds of Prey (the dominant thief's guild) and the Assassin's Guild have their headquarters here.

It is here that the new temple of St. Cuthbert will be built. Unfortunately, a few accidents have befallen the men digging the foundation, and progress is slow.

Life in these parts gets going as the sun goes down. Drinking, gaming, and wenching continue through sun up. DMs are free to role-play any activities the players' desire.

A quiet human man will make note of the party, and keep his eye on them. He will not give his name, but he is a member of the Birds of Prey. If the PCs pay him 50 gp, he will tell them of a refugee known to the guild. This refugee lives in the Foreign Quarter, and has some unique religious practice that involves the undead.

This informant will not come right out and name the man. Rather he will tell the PCs that they should consider buying a great crossbow. Such items are found in the Bluesky Market in Southtown.

Artisan's Block:

Near the Lakeside Gate, is another wealthier section of Radigast City. Many artists and play writes live here. There are many parks and trees located in this part of the city.

The Ollendi Playhouse is a huge open-air theater located in the Artisan's Block. A crier announces the performances of several new

bards will take place soon, and that several good seats are still available. One of the new bards is named Melinda Weathertoe, of Dosseldorf.

With the docks on the Nyr Dyv beyond the Lakeside Gate, many colorful fish markets offer fresh catches throughout the day. The walls of Radigast City obstruct the view of all but the highest masts of the many ships tethered at this port.

If the PCs played in either part one, or two, of 'The Mysteries of Crystal Springs,' they will remember Melinda Weathertoe as the halfling daughter of Dosseldorf's general store owner.

Upon entering the Ollendi Playhouse, PCs will see Melinda's father, Ronco, sitting with Nimar. Nimar is the Mayor of Dosseldorf, and is a sorcerer the PCs helped in 'The Mysteries of Crystal Springs' series.

Ronco and Nimar will notice the PCs, and motion for them to come over and sit with them. Nimar will greet the PCs, and express how nice it is to see them again. Ronco will be the proud father, and tell the PCs how happy he is that Melinda is getting a chance to perform her poems in Radigast City!

Before Melinda comes out on stage, a young man comes to the center of the stage. He begins to introduce Melinda as a new talented halfling bard from the far away town of Dosseldorf. And that recent heroic of adventurers saved the Mayor of Dosseldorf, when his speech stops. His eyes will glaze over, and he begins to the following poem in an old, creepy voice (Give the PCs Player's Handout #1 if they want to see the poem):

"Exposing Kyuss, A Tale of True Heroics"

Did you hear the scratching sounds –
Beneath the wooden floor?
Twas only rats a nesting,
Nesting rats, and nothing more...

And did you see a skeleton –
Emerge from secret door?
Twas just a single skeleton,
Just that, and nothing more...

Then did you not descend dried moat –
A secret to explore?
Twas just an ancient dusty room,
Just that, and nothing more...

And did you fall into a pit –
A trap laid in the floor?
Twas just a minor obstacle,
Just that, and nothing more...

And did you find an ancient blade –
So fine you could adore?
Twas magic wrought and powerful,
When bonded, so much more...

And did you fight an undead hoard –
Their numbers more and more?
Twas a deadly battle,
Just a fight, and nothing more...

And did you not defeat a man?
A cleric to be sure!
Twas just an evil cleric,
Of Kyuss, and nothing more...

And did you take his journal –
And a book laid on the floor?
Twas an evil book of power,
A black book, yet something more...

And did the dead begin to rise –
Not to be ignored?
Twas a legion of the damned,
That numbered twice two score...

Then did you face a creature—grim –
With green worms it had in store?
Twas a Son of Kyuss,
Spawn of Hell, to be sure...

Then did Dennen have you quest –
For gem 'Tear of Pelor'?
Twas a journey long and cold,
A long trek, to be sure...

And did the Nyr Dyv magically –
Recede from eastern shore?
Twas only for a moment,
That allowed us to explore...

And was the tomb protected –
Sealed by magic door?
Twas a draining riddle,
That we guessed, and guessed some more...

So did you find the magic gem –
You went a looking for?
Twas found atop a pillow,
Hidden by a secret door...

And did the lake come crashing in –
Its waters then did pour?
Twas a bit of luck gone bad,
Just bad luck, and nothing more...

Then did an evil agent –
Try to rob you, cold and sore?
Twas a servant of Kyuss,
With some zombies, now no more...

And did you give to Dennen –
The gem you were looking for?
Twas a selfless mission,
The wizard's thanks was our reward...

At this point, a human male in the audience yells: "ENOUGH!" He lets loose three *magic missile* spells (one right after another), and kills the bard. The killer will try to escape, but the PCs should

catch him without too much trouble. The killer has used up his sorcerer spells for the day, and only possesses his clothes and a gold ring of unique design.

Those PCs that played "The Secret of Zodal's Temple," or "The Tear of Pelor" will recognize the ring as a device used to identify Kyuss worshippers.

The PCs should take the killer to 'the Dungeon,' per Dennen's original request. See Wayman's District in Encounter 1 for details of the City Watch.

Kyuss spell-spitter, male human Sor2; CR 2; Medium-size Humanoid; HD 2d4; hp 4; Init +2; Spd 30 ft; AC 12 (Touch 12; Flat-footed 10); Atk +1 melee (1d3 subdual, fist) or +1 melee (1d4/19-20, dagger); AL NE; Fort +0, Ref +0, Will +4; Str 10, Dex 15, Con 11, Wis 12, Int 13, Cha 15.

Skills and Feats: Concentration +6, Knowledge (arcana) +6, Scry +6, Spellcraft +6; Combat Casting, Dodge.

Equipment: Dagger, spell component pouch, explorer's outfit.

Spells Know: all cast for today.

Encounter 2: The Noble Cemetery

Traveling through the fog that is rolling in from the Nyr Dyv, you make your way to the Seers' District. Pass the temple of Boccob, and make your way down two city blocks, when you come to the fence of the noble cemetery. The gates are closed at night, and sharpened spikes top the fence to keep intruders out.

Characters will have to make a Climb Skill at DC 15 to avoid 1d4 damage from spikes. Additionally, any PC cut by the fence spikes will have their movement reduced in half until they are completely healed.

After climbing the fence, you stand in the noble cemetery. Stone statues of the buried decorate the graveyard, and hundreds of tombstones mark the graves of deceased nobles. There are also a few above surface stone crypts, with intricately worked stone to honor the dead.

Only the noble dead are allowed burial in the city's only cemetery. Many residents of means also travel back to their hometown for family burial. The majority of upper class non-noble dead are ceremonially burned in the temples. Middle-class dead are buried in crypts beneath the temples.

The grinding sound of stone scraping against stone comes from the darkness somewhere ahead of you. It ends with a loud THUMP!

"Gives us treasure to add to our piles, and we will let you live..." comes a voice in the darkness.

Once again, the sound of stone grinding against stone is heard, followed by a loud THUMP!

The noble cemetery has become home to some gargoyles. The gargoyles have their treasure atop one of the mausoleums. There are 220 gp, a *Quaal's feather token* (tree), *potion of jump*, *potion of cure light wounds*, in a partially concealed in the hollow of a broken stone statue (Search, DC 15).

Tier 1 (EL 6)

Gargoyles (2): hp 38, 35; See *Monster Manual*, p. 94.

Tier 2 (EL 6)

Gargoyles (2): hp 38, 35; See *Monster Manual*, p. 94.

Tier 2 (EL 8)

Gargoyles (4): hp 42, 40, 38, 35; See *Monster Manual*, p. 94.

Encounter 3: The Caretaker's House

Beyond the gargoyles, you continue the task at hand—to find the assistant caretaker of this graveyard. The caretaker's house becomes visible through the fog. The house is in the middle of the graveyard. The front door is ajar, and no light comes from the house.

The first floor of the house is mostly devoted to a large viewing room. A granite slab is at the head of the room, and numerous chairs are lined up to accommodate people wishing to attend final memorials.

A door leads from the viewing room to a private room, where several vestments of the most popular religions practiced in the County of Urnst are stored. There are no vestments of evil gods stored here.

The only other room on the first floor, is a modest preparation room for the deceased. A sink with a handled water pump is very clean. Above the sink is a cabinet with various jars of ointments, spools of thread, a ball of twine, and a pincushion with an assortment of needles of different sizes and thickness.

A set of stairs splits; one climbs to the upper level, where you believe Smady's personal chambers are. His bedroom is as meticulously clean and orderly as the preparation room downstairs. The other set of stairs descends to a cellar.

The dirt floor cellar is bare, except for a wooden door in the center of the wall opposite

the stairs. The stairs have been weakened by saw. A successful Search Skill (DC20) will reveal a little bit of sawdust. The first PC to move beyond the second step will collapse the stairs and suffer 1d6 damage from the fall.

From the moment a living being enters the cellar, a hoard of undead will rise from beneath the dirt floor and attack! This assault by the undead is in waves. Once the PCs defeat one wave, another pops up and enters the combat.

Tier 1 (Three waves of EL 2)

First Wave

Medium-size Skeletons (5): hp 8, 7 (x2) 6 (x2); See *Monster Manual*, p 165.

Second Wave

Medium-Size Zombies (3): hp 20, 16; See *Monster Manual*, p 191.

Third Wave

Large Zombies (2): hp 33, 29 See *Monster Manual*, p 192.

Tier 2 (Three waves of EL 4)

First Wave

Medium-size Skeletons (10): hp 8 (x2), 7 (x4), 6 (x2); See *Monster Manual*, p 165.

Second Wave

Medium-Size Zombies (6): hp 20, 18 (x3) 16 (x2); See *Monster Manual*, p 191.

Third Wave

Ghouls (4): hp 14, 13 (x2), 11; See *Monster Manual*, p 97.

Tier 3 (Three waves of EL 6)

First Wave

Medium-Size Zombies (10): hp 20 (x2), 18 (x4) 16 (x4); See *Monster Manual*, p 191.

Second Wave

Ghouls (6): hp 14 (x2), 13 (x3), 11; See *Monster Manual*, p 97.

Third Wave

Ghasts (3): hp 26 (x2), 24; See *Monster Manual*, p 97.

Encounter 4: Finding Smady (or what is left of him...)

Moving the bodies of the undead hoard you've defeated, you manage to pull open the wooden door. A passage down earthen steps extends some

dozen feet away from the door. The bottom is bathed in a red light.

The steps empty into an underground temple. Glowing coals in braziers bathe this place in an eerie red light. An altar has been erected, and placed upon that altar is the decapitated head of a human man. Writhing green worms infest his eye sockets, and gaping mouth.

Also placed on the altar are piles of this man's organs. His heart, stomach, lungs, and liver have been placed in specific locations marked in chalk designs. His intestines circle the altar, and his bleached bones are piled at the foot of the altar.

As soon as the altar is disrupted in any way (physically or magically), a green light will explode. PCs in the room will be knocked backward (no save), but will suffer no damage. As their heads clear, and they regain their feet, they will see Smady in his new form. In Tier 1 he returns as a ghost, In Tier 2 he is reassembled as a Son of Kyuss.

Tier 1 (EL 3)

Smady the Ghast: hp 30; See *Monster Manual*, page 97.

Tier 2 (EL 5)

Smady the Son of Kyuss: CR 5; Medium Undead (6 ft. tall); HD 4d12+3; hp 33; (+3 Toughness); Init -1 (Dex); Spd 30 ft.; AC 11 (Touch 9, Flat-footed 11); Atks +6 melee (1d6 +4, slam); SA Kyuss' Gift, create spawn; SD Fear aura, curative transformation, fast healing, turn resistance +2; AL CE; SV Fort +3, Ref -0, Will +4; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 7

Feat: Toughness

Special Attacks—Kyuss' Gift (Su): Supernatural disease—slam. Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution/1d4 temporary Wisdom. Unlike normal diseases, this disease continues until the victim reaches 0 Constitution (and dies) or receives a *cure disease spell* or similar magic (see "Disease" in Chapter 3: Running the Game in the *DUNGEON MASTER's Guide*). The disease causes a rotting of the flesh and dementia. A diseased victim gets only half the benefits of natural and magical healing (divide all healing by two).

Create Spawn (Su): Sons of Kyuss create more of their own kind with the green worms crawling through their bodies. Each round that a son is in melee combat, one of the worms leaps from its host to land on the son's opponent (make and attack roll using the son's slam attack value). The worm has AC 10 and 1 hit point. During this time, the worm can be killed by the touch of iron or by any sort of attack that a son could not regenerate. On the son's next turn, the worm burrows into the flesh of its target, making its way toward the brain and causing 1 hit point of damage per round until it reaches the brain 1d4+1 rounds later.

When inside a victim, the worm can be destroyed by *remove curse* or *remove disease* (or spells that duplicate these effects): *dispel evil* or *neutralize poison* delays its progress of 10d6 minutes. These spells affect multiple worms within the same victim. Worms cannot survive outside of a host for more than 1 round.

Once the worm reaches the victim's brain, it inflicts 1d2 points of temporary Intelligence damage per round until it is destroyed or the victim reaches 0 Intelligence, at which point the host dies and raises as a Son of Kyuss 1d6+4 rounds later. Small, Medium-size, and Large creatures become sons of Kyuss as described above; smaller creatures quickly putrefy, larger creatures become normal zombies. Spawns (and spawned zombies) are not under the control of their parent but usually follow after whatever son created them.

1d4 worms immediately attack any creature that touches a son with an unarmed strike or other natural weapon.

Special Qualities—Fear Aura (Su): Sons of Kyuss are shrouded in a zone of *fear*. Creatures who enter this area (or if the son brings the area to the creature) must succeed at a Will save (DC 16) or be affected as though by a *fear* spell cast by a 7th-level sorcerer. A creature that makes this save is immune to all *fear* auras from sons of Kyuss for 24 hours.

Curative Transformation (Ex): A *remove curse*, *remove disease*, or more powerful versions of these spells transforms a son of Kyuss into a normal zombie. Touching a son in this manner does not draw additional attacks from worms because the spell's power kills any that try.

Fast Healing (Ex): A son heals 5 points of damage each round. If reduced to 0 hit points in combat, a son collapses but continues to heal, rising 1d4 rounds later to fight again. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising in such a manner (these attacks may be applied while the creature remains fallen or be the cause of its fall).

Tier 2 (EL 7)

Smady the Son of Kyuss, advanced: CR 7; Medium Undead (6 ft. tall); HD 8d12+3; hp 59; (+3 Toughness); Init -1 (Dex); Spd 30 ft.; AC 11 (Touch 9, Flat-footed 11); Atks +8 melee (1d6 +4, slam); SA Kyuss' Gift, create spawn; SD Fear aura, curative transformation, fast healing, turn resistance +2; AL CE; SV Fort +7, Ref +1, Will +6; Str 18, Dex 9, Con -, Int 6, Wis 11, Cha 7

Feat: Toughness, Greater Fortitude.

Special Attacks—as above.

Special Qualities—as above.

Conclusion

Nevrik records the details of your battles at the Noble Cemetery. As promised, he distributes 200

newly minted gold coins to each of you. He has each of you sign (or mark) a ledger for the payment.

"There are more cult members hidden in our city," he says. "I'll inform my captain, of your information. We shall be ever vigilant to capturing the Kyuss cult members. We are grateful for your efforts. I would be proud to serve with any of you, if you would like to join the City Watch. We could use some tried and true people like you in our ranks."

At this point, Nevrik bids them farewell, and hand out the Influence Point: County of Urnst City Watch.

Note on the event summary sheet any player (and their character) that volunteer to join the City Watch. Inform them that the Mountain States Triad will contact them on their character's enlistment.

The PCs are free to spend the rest of the week at the Whistling Kitty, complements of Dennen of the Astralstaff. The old wizard will meet the PCs for breakfast to conclude the event.

During breakfast of your last day of free room and board at the Whistling Kitty, Dennen joins you.

"Good morning to you, and may I add, my congratulations on a task well done. You've dealt a blow to the cultists they will not soon forget! I would like to personally thank you for everything you have done, for me, and for Radigast City. Be assured that I have spoken with Countess Belissica about your doings, and she is most impressed."

At this point, Dennen bids them farewell. Hand out the Influence Point: County of Urnst College of Wizardry.

The End

Experience Point Summary

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

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

Encounter 2
Defeating the Gargoyles

150 xp

Encounter 3:
Defeating the Undead Hoard

100 xp

Encounter 4:
Defeating Smady

200 xp

Total experience for objectives 450 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 2

- *Quaal's feather token* (tree) (100 gp, tiny; 1; yes; common; *)

- *Potion of jump* (50 gp; tiny; 1; yes; common; *): 1st-level caster
- *Potion of cure light wounds*(50 gp; tiny; 1; yes; common; *) 1st-level caster.
- 220 gp

Conclusion

- 200 gp reward
- Influence point with the Radigast City Watch
- Influence point with the County of Urnst College of Wizardry

Also there are a few items in the adventure that the PC may be able to buy. Certs have been included for these items as well. They are:

- 3 Potions of Jump (50 gp; tiny; 1; yes; common; *): 1st-level caster
- 3 Potions of Swimming (150 gp; tiny; 1; yes; common; *):
- 1 Potion of Blur (300 gp; tiny; 1; yes; common; *): 3rd-level caster
- Up to 5 great crossbows (100 gp; large; n/a; common; 15 lb): Great crossbows are an exotic weapon and require the Exotic Weapon (great crossbow) feat to use correctly.
Great Crossbow: Damage 1d12; Critical 19-20/x2; Range 150 ft.; Weight 15 lb; Type piercing.

[etc]

Players' Handout #1: The Tavern Poem

"Exposing Kyuss, A Tale of True Heroics"

Did you hear the scratching sounds –
Beneath the wooden floor?
Twas only rats a nesting,
Nesting rats, and nothing more...

And did you see a skeleton –
Emerge from secret door?
Twas just a single skeleton,
Just that, and nothing more...

Then did you not descend dried moat –
A secret to explore?
Twas just an ancient dusty room,
Just that, and nothing more...

And did you fall into a pit –
A trap laid in the floor?
Twas just a minor obstacle,
Just that, and nothing more...

And did you find an ancient blade –
So fine you could adore?
Twas magic wrought and powerful,
When bonded, so much more...

And did you fight an undead hoard –
Their numbers more and more?
Twas a deadly battle,
Just a fight, and nothing more...

And did you not defeat a man?
A cleric to be sure!
Twas just an evil cleric,
Of Kyuss, and nothing more...

And did you take his journal –
And a book laid on the floor?
Twas an evil book of power,
A black book, yet something more...

And did the dead begin to rise –
Not to be ignored?
Twas a legion of the damned,
That numbered twice two score...

Then did you face a creature—grim –
With green worms it had in store?
Twas a Son of Kyuss,
Spawn of Hell, to be sure...

Then did Dennen have you quest –
For gem 'Tear of Pelor'?
Twas a journey long and cold,
A long trek, to be sure...

And did the Nyr Dyv magically –
Recede from eastern shore?
Twas only for a moment,

That allowed us to explore...

And was the tomb protected –
Sealed by magic door?
Twas a draining riddle,
That we guessed, and guessed some more...

So did you find the magic gem –
You went a looking for?
Twas found atop a pillow,
Hidden by a secret door...

And did the lake come crashing in –
Its waters then did pour?
Twas a bit of luck gone bad,
Just bad luck, and nothing more...

Then did an evil agent –
Try to rob you, cold and sore?
Twas a servant of Kyuss,
With some zombies, now no more...

And did you give to Dennen –
The gem you were looking for?
Twas a selfless mission,
The wizard's thanks was our reward

DM's Aid: Information the PCs can Gather

General Information:

The PCs can gather some of the following information at the following locations during the adventure: The Library (Seers' District), The Temple of Celestian (Seers' District), The Temple of Olidammara (Northtown), The Temple of Fharlanghn (Southtown), The Temple of Zilchus (Southtown)

- Sponsored to godhood by Nerull, Kyuss (kai-OOSS) was a Flan priest in the ancient Empire of Sulm, which now lies buried in the Bright Desert.
- Escaping from the Empire of Sulm shortly before its destruction, he fled to the Wormcrawl Fissure near the Rift Canyon and underwent apotheosis.
- He appears as a skeletally gaunt man with hands of bone and eye sockets filled with crawling worms.
- Kyuss manic and communicates only with his priests, Nerull, and undead beings.
- Kyuss carries a worm-riddled club that turns whatever it strikes into some form of undead.
- His symbol is a skull with worms in its eyes and jaws.
- Clerics of Kyuss raid graveyards to create undead just for the sake of doing so. They sometimes sell their creations to mages or other clerics but often let them run wild in the streets of cities.
- Powerful clerics attempt to create new kinds of undead, and most seek lichdom rather than face true death.
- Kyuss' clerics adventure to acquire more undead followers and money to create more undead, discover new or forgotten types of undead, and to discover forgotten holy sites of the patron (such as certain ruins in the Amedio Jungle, where Kyuss once traveled).
- The domains of Kyuss are Death, and Evil. His favored weapon is the club.
- Preferred undead creations are the Sons of Kyuss. These creatures can be brought to life through a Create Greater Undead spell. Material components for such a ritual include crushed emeralds seeped in the ichor of diseased purple worm larvae. Other material components require maggots from the corpse of a leper.
- Sons of Kyuss look very much like well-rotted zombies. Within 20 feet, you can see writhing green worms crawling in and out of their skull orifices.
- Sons of Kyuss usually never travel more than three together.
- Sons are intelligent, and pretend to have the restricted movement of a zombie until they are ready to attack. They also use their fear aura to scatter their victims, chasing them down singly until all have been caught.
- The attack from a Son of Kyuss can inflict a flesh rotting disease. This disease will kill a victim in a few days unless a *cure disease* spell or similar magic is used.
- A son has regenerating powers. Only fire, electricity, holy water, or the touch of holy or blessed weapons keeps it from rising again.
- The green worms spring from a Son of Kyuss to their victim. Worms can regenerate just like the Son, with one exception. The touch of iron kills a worm immediately.
- A worm will borrow into the victim, reaching the brain in a matter of moments. Such infection kills the victim, and they rise again to become a Son of Kyuss.
- Imbedded worms can be destroyed by a *remove curse* or *remove disease* spells. A *dispel evil* or *neutralize poison* spell will delay the progress of the worm to the victim's brain for several minutes.
- Casting a *remove curse* or *remove disease* spell will transform a Son of Kyuss into a normal zombie.

Temple of Celestian

The PCs may learn the following if they answer the Celestian cleric Denella's questions about Oerth's celestial neighbors:

- The Kyuss cult was brought into our fair lands with the influx of refugees.
- Those that brought this cult arrived from the Bandit Kingdoms in the guise of war torn escapees wishing a new life in the bountiful lands of our County.
- Many refugees have settled in the Foreign Quarter of Radigast City.
- The cult of Kyuss consists of a score of worshippers. Most of which are clerics of the undead god.
- The Kyuss uprising has unholy support from the worshippers of Iuz and Nerull.
- The leader of the cult of Kyuss is the son of a refugee.

Temple to Trithereon

Along with some of the general information, Y'Londa, the cleric of Trithereon can impart the following bit of information:

- A human man, named Dramoc, leads a few evil worshipers. His location is unknown, but it is believed that he runs a booth in the Bluesky Market in Southtown.

Temple of Xerbo

The Wave Singer can give the PCs the following bits of information:

- Master of the undead that once was a mortal. The evil powers granted him demi-god status.
- His symbol is a skull with worms in its eyes and jaws.
- Kyuss made some sort of undead... The Children of Kyuss, or some such thing.
- Since Kyuss is not a threat to the domain of Xerbo, the Wave Singer doesn't know much more. He does suggest the PCs seek information at the libraries, or even the Temple of Boccob. Both are located in the Seers' District.

Temple of Zilchus

Cordissa Langham has the following words of advice for PCs:

- The Birds of Prey can find anyone, anywhere in Radigast City. You just have to have the courage to deal with the thieves' guild, and have the coin to pay for the service.

Partial Map of Radigast City

