

BIS1-05

A DEADLY BLOOM

A Two-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1.0

Round 1

by Steven Conforti

A new variety of mushroom has sprung up along the banks of the Realstream. Nearby residents are growing ill and dying. The mushrooms will soon reach the township of Beruak. Can you find a way to stop the spread of this deadly bloom? A two-round Living Greyhawk Bissel regional scenario for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three 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:

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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 PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six 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 an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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

ADVENTURE SUMMARY AND BACKGROUND

Evard the necromancer, forever the bane of the people of Bissel, is in need of certain special reagents to use in one of his foul experiments. One of these reagents is a paste made from the concentrated spores of a rare variety of fungus, the Lunatic's Hood. This mushroom is native to the Dim Forest, but is extremely hard to find and does not occur in the numbers Evard needs for his work. Evard sent some of his minions to the Dim Forest to find a few naturally occurring mushrooms of this variety. Their task was to use the few mushrooms they could find to grow a large volume for use in his research.

His minions succeeded in finding some mushrooms, and, via magical means, grew sufficient mushrooms to begin work on concentrating the spores into a paste. They have been very careful handling the mushrooms since the spores of the mushroom, in high doses, are poisonous.

They have also been careful to hide their work camp in the forest. They have not been careful enough, however, with monitoring the growth of the mushrooms. The magic used to grow the mushrooms increased the range of their spores, and the location chosen for the experiment was close enough to the banks of the Realstream to allow the mushrooms to get a foothold in the rich soil of the river's banks.

The mushrooms have spread rapidly upstream along the nutrient rich riverbanks and into the March of Bissel. The mushrooms have not done as well downstream due to competition with other fungal species, so they are not a threat downstream at this time. Upstream, the mushrooms have bloomed beyond belief (but only along the banks of the river) and have reached across almost the full length of the Barony of Wintrigvale. They will soon reach the town of Beruak, on the northern border of Wintrigvale. The barony was caught completely unprepared for this natural disaster. People along the river began to grow ill almost immediately, and a number of people died before anyone determined the cause of the illness. The area around the river has been evacuated, and the baron has sent one of his men to the town of Beruak to consult with the Lady Mayor there. All attempts to rid themselves of the fungus have failed as no one can get near the banks for long enough to permanently remove the fungus due to the poisonous spores.

In this round, the PCs are visiting a famous alchemist in the town of Beruak, hoping to purchase some items. They are in the shop when representatives of the Lady Mayor of Beruak and the Baron of Wintrigvale appear. They seek the advice of the alchemist who they gave a spore sample earlier. He informs them that the toxins are only effective on intelligent races; animals are immune to the poison. He suggests they borrow Baron Talek Erisvalt's prized pigs, the ones used to hunt for truffles along the Dim Forest. They should be immune to the toxic mushrooms and will happily eat large numbers of them. This should keep the mushroom population under control while a plan of action is developed. The PCs are hired to travel to the Barony of Skogend, borrow the pigs from the baron there, and return with them posthaste. The PCs must deal with an ambush on the way, convincing Talek's men to grant them an audience, and attacks on the way back with the pigs. If successful, the pigs get the mushroom population quickly under control.

In the next round, the PCs are hired to deal with the source of this fungal bloom.

INTRODUCTION

The town of Beruak lies along the Realstream and the Barrier Peaks in western Bissel. Like the town of Ebbemant, upstream from Beruak, Beruak was founded jointly by mountain dwarf miners from the Barrier Peaks and humans interested in trading for the raw materials from the mountains.

The population is just under one thousand and is sixty-eight percent human and one quarter mountain dwarf. The human population is strongly Suloise and Baklunish, an

unusual mixture of bloodlines for most regions of the Flanaess, but not for Bissel. Geshtai is the most commonly worshipped deity in the town, not surprising given Beruak's economic dependence on the Realstream.

You have just gotten into town, coming by way of the Ward Way from the town of Dountham. Tales of adventure in the Barrier Peaks and the Dim Forest drew you to southwestern Bissel. Tales of some imminent disaster in the area led you to investigate Beruak. No one seems to be able to provide you with any details on the danger that is coming to Beruak, but many individuals are talking about death coming up the Realstream. This would mean trouble for the Barony of Wintrigvale that lies along the Realstream, south of Beruak.

One of the other reasons for your visit to Beruak is Verdeek the Alchemist. Known throughout Bissel for his wondrous products, Verdeek's shop is a place that all adventurers visit when in this part of Bissel. Since you haven't found any specific adventures to go on yet, you've decided to visit Verdeek now.

ENCOUNTER 1: VERDEEK'S SHOP

You arrive at a quaint little shop in a busy section of town. A sign over the door reads "Concoctions, Combustibles, and Wondrous Compounds – Verdeek, proprietor". You enter the shop. A smiling gnome approaches the counter. He wears fine, intricately stitched and adorned clothing under a messy, multi-colored stained apron.

The gnome is Verdeek the Alchemist. He is friendly and highly intelligent. He loves solving complex alchemical problems. He will ask the PCs what he can do for them. No matter what the PCs request, Verdeek is completely sold out of goods at the moment and has no time for new projects. He has been busy with a special project that he recently finished. He hopes to have more goods for sale in about a week.

☞ **Verdeek:** Male gnome Exp10; Alchemy +21.

If the PCs ask about Verdeek's special project, their conversation will be interrupted by the arrival of Baron Vadir Wintrig of Wintrigvale, Lady Mayor Kynna Gezlari of Beruak, and their entourages.

☞ **Baron Vadir Wintrig:** Male human (BS) Ari3/Ftr5.

☞ **Lady Mayor Kynna Gezlari:** Female human (BS) Ari5.

Two individuals, both obviously dignitaries of some sort, enter the shop followed by an entourage of guards and servants. Verdeek asks you to excuse him for the moment; he must speak to the visitors immediately. With that, he takes his leave of you.

"My lord baron and lady mayor, I'm glad you've returned. I have important news," says the gnome. "I've completed my analysis of the mushrooms that have suddenly appeared along the Realstream. As we feared, they are extremely toxic, via inhalation or physical contact. The recent outbreak of illness and death along the river was definitely caused by these mushrooms.

The toxin eats away at the mind of any intelligent creature that is exposed to it."

The baron asks, "How can we be rid of these mushrooms? I've never seen them before and none of my staff has any idea how to destroy them without getting ourselves poisoned."

"I have an idea," claims Verdeek. "The toxins have no effect on animals and non-intelligent creatures. I suggest you ask Baron Erisvalt if he will lend you his prized pigs. It will cut into his truffle harvesting operations, but the pigs can consume large volumes of the mushrooms without being effected by the toxins. We can get the mushrooms under control while we work on a permanent solution."

"Brilliant idea!" agrees the mayor. "But we need to find someone willing to retrieve the pigs for us."

At that moment, the three of them turn towards you.

The PCs are asked if they are willing to retrieve the pigs. The baron and lady mayor tell the PCs that they will be forever in the PCs debt if they undertake the mission. They will also offer the PCs up to 75 gp total to undertake the mission. The PCs are given two different sets of directions to Woods' Edge, the capital of the Barony of Skogend and Baron Erisvalt's home; both sets of directions are valid. If the PCs think to ask for a letter of introduction or something similar, the baron and lady mayor will write one for them (Player Handout #1). Otherwise, the PCs will have a lot of explaining to do when they reach Skogend.

ENCOUNTER 2: TWO CHOICES

The PCs have two sets of directions to follow.

The quickest method of travel is to travel down the Realstream by a boat provided by the baron, and then travel down an often-dangerous road along the Dim Forest. The boat ride takes one day, and the trip along the edge of the forest takes another day.

The second set of directions takes the PCs overland the entire way, frequently along the major roads of this portion of Bissel. This journey takes three days total.

If the PCs travel along the Realstream, they are exposed to the spores of the Lunatic's Hood mushrooms, and must make a Fort check every hour while near the river. In general, every time the PCs make physical contact with a Lunatic's Hood mushroom or spend an hour of time near them (along the Realstream), they must make a Fort check.

Lunatic's Hood Spores: Poison (Inhaled DC 18 or Contact DC 15); Initial Damage 1d4 Wis; Secondary Damage 1d4 Int; spores lose potency as poison within 1 hour of release from mushroom, ability score damage is temporary.

No matter which set of directions the PCs take, they will encounter an ambush during their trek (see the next

encounter). It takes place a little more than halfway through the journey, along the road.

ENCOUNTER 3: AMBUSHEd!

An ambush has been set up along the road at a location where the road is bordered on both sides by woods. PCs who make a successful Spot check (DC 20) notice the ambush from far enough away to avoid being surprised. They can warn their compatriots and force the ambushers to attack before they wanted to. If no one makes their Spot check, the PCs can make a Listen check (DC 15). PCs who make a successful Listen check are not surprised by the ambush, but have no time to warn the rest of the party.

APL 2 (EL 2):

👉 **Goblins** (8): CR ¼, hp 4 each; see *Monster Manual* page 107.

APL 4 (EL 5):

👉 **Bugbears** (3): CR 2, hp 16 each; see *Monster Manual* page 27.

APL 6 (EL 7):

👉 **Bugbears** (10): CR 5, hp 16 each; see *Monster Manual* page 27.

Treasure: 58 gp in miscellaneous coins.

ENCOUNTER 4: TO FETCH A PIG

The rest of the trip is uneventful and the PCs soon arrive in Woods' Edge, the capital of Skogend.

You've reached your destination, the village of Woods' Edge, the capital of the Barony of Skogend. It is a small community of woodsmen, sylvan elves, and the baron's household. You have heard rumors that the constant threat of attack from the Dim Forest forces the citizens of this area to remain extremely vigilant, but also endears them to enjoying themselves when they can. In particular, the baron, Talek Erisvalt, has a reputation as both a fierce guardian of his people and as a wild carouser.

The two most likely locations for the PCs to head are either the baron's estate or the local tavern, The Hog's Head.

The baron's estate: The baron lives on a small estate along the edge of the village. It is large by local standards, but unimpressive by noble standards. Baron Erisvalt is uninterested in the trappings of his station; his concern is with the safety of his people and the welfare of all Bisselites.

Two members of the baron's household guard the entrance to the estate. Several more guards are on duty within the house. The PCs will not be allowed to gain access unless they present a letter of introduction (if they received one) or convince the guards of their urgent need.

Breaking in is not too challenging, but the PCs will likely be caught inside and arrested before they can find the baron. If the PCs insist on sneaking in, they must make Hide checks (DC 24) to avoid being caught before reaching the baron. Any person caught sneaking in will be locked up for a week (this costs the PC 1 TU) and fined 25 gp. If they reach the baron this way, he will be negatively disposed towards them (initially) because of their actions.

If for some reason, the PCs do not have the baron's writ of privilege, they may attempt to convince the guards on duty to allow them entry (with sufficient evidence and explanation). It is up to the judge's discretion on whether it is convincing enough, but, in general, the guards are hard to convince.

Once the baron has heard the details of the happenings in Wintrigvale, he will immediately offer his assistance. He will have a series of wagons prepared, filled with his prized swine. The baron will provide some servants to drive the wagons, but the PCs will need to provide protection for the wagons and especially the swine. Before the PCs leave, the local cleric will offer to fully heal any currently wounded PCs.

If the PCs can't find a way to see the baron at his estate, they still can succeed at their mission by running into him at the tavern.

The Hog's Head: This tavern is quite busy for such a small community. A number of patrons are involved in a wager about balancing a tall stack of coppers on one's palm while drinking large quantities of ale. The contestant is actually the baron, and he is about to win the bet. Afterwards, he buys a round of drinks for everyone in the tavern with his winnings.

The PCs may talk to the patrons if they wish; they are mostly woodsmen and farmers with a few sylvan elves as well. The baron will be happy to chat with the PCs if they speak with him, but no one in the tavern will alert the PCs to his identity. If the PCs bring up the topic of the disaster in Wintrigvale, he will reveal his identity and offer assistance as above.

👉 **Baron Talek Erisvalt:** Male human (OS) Ftr2/Rgr5.

ENCOUNTER 5: THE OTHER WHITE MEAT

The wagons make good progress at first. But the smell of the pigs attracts a hungry troll(s) from a nearby wooded area. He will attack until slain or until he manages to break open a wagon and steal two pigs. He focuses his

efforts on stealing the pigs, not on attacking the PCs. None of the baron's men are warriors; they will not fight in combat and will flee if the troll(s) attacks them.

So far the journey back has been uneventful. Thus you are convinced that something bad is about to happen. And, of course, you are correct. You hear horrendous noises coming from the nearby woods. A moment later, you see a troll (or ogre at APL 2) running out of the woods. He obviously thinks that you've brought him dinner.

The PCs are never surprised by the appearance of the troll/ogre; he makes plenty of noise as he approaches.

APL 2 (EL 2)

➤ **Ogre** (1): CR 2, hp 26; see *Monster Manual* page 144.

APL 4 (EL 5):

➤ **Troll** (1): hp 45; see *Monster Manual* page 180.

APL 6 (EL 7):

➤ **Trolls** (2): hp 45 each; see *Monster Manual* page 180.

ENCOUNTER 6: MORE HUNGRY BEASTS

The wagons are two thirds of the way back to Beruak when more trouble strikes. A pack of hungry displacer beasts (or a single beast) decide they are interested in bringing some pigs home for dinner. The pack can be driven off by a sufficient show of force. They are definitely focused on acquiring some dinner, not on killing the PCs.

You are more than two thirds of the way to Beruak. Suddenly, the wagon horses start making noise and jarring the wagons. The horses seem extremely uncomfortable. The reason for this soon becomes clear as a creature resembling a puma with six legs, two tentacles, and glowing green eyes bounds out of the tall grasses nearby and towards your wagons.

PCs making a spot check (DC 22) are not surprised by the displacer beast(s).

APL 2 (EL 4):

➤ **Displacer Beast** (1): hp 51; see *Monster Manual* page 59.

APL 4 (EL 6):

➤ **Displacer Beasts** (2): hp 51; see *Monster Manual* page 59.

APL 6 (EL 8):

➤ **Displacer Beasts** (4): hp 51; see *Monster Manual* page 59.

ENCOUNTER 7: BACK TO BERUAK

You've made it back to Beruak. It was a difficult journey, and you are glad you are done with your mission.

The PCs arrive in Beruak. If the majority of the pigs have been successfully delivered, the PCs are rewarded for their efforts (75 gp). Verdeek has had time, while the PCs were away, to manufacture some more goods for sale. The PCs may buy any item off of the following list; all goods needed to be certified, and all unpurchased goods must have their certs destroyed at the end of the scenario.

2 flasks of acid	10 gp each
2 flasks of alchemist fire	20 gp each
3 smokesticks	20 gp each
2 tanglefoot bags	50 gp each
2 thunderstones	30 gp each
4 tindertwigs	1 gp each
3 antitoxins	50 gp each

CONCLUSION

A squad of hearty dwarves working in shifts takes the pigs out to eat the mushrooms. The pigs prove to be an effective tool for controlling the mushroom plague. The PCs are asked (in round two) to help find the source of the plague and deal with it.

If the PCs lost any of the baron's pigs, he is very disappointed in them, and they will have problems if they have to do business with him in the future.

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 Three

Defeat the ambush 125 xp

Encounter Five

Defeat the troll(s) 125 xp

No pig is lost 25 xp

Encounter Six

Defeat the displacer beast(s)	125 xp
No pig is lost	25 xp

Total experience for objectives	425 xp
Discretionary roleplaying award	0-50 xp

Total possible experience 475 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 that 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 that it later finds unreasonable but which were allowed at the time.

Encounter Three

- 58 gp in miscellaneous coins.

Encounter Seven

- 75 gp reward.

PLAYER HANDOUT #1

Talek –

We are in grave need of your assistance. Wintrigvale is under assault by a plague of highly poisonous mushrooms. Beruak will soon follow. Our experts offer us only one hope; we need to borrow your pigs. They will be immune to the toxin and easily able to consume the vast majority of the mushrooms. We will return them once we discover a way to kill the mushrooms once and for all.

These adventurers are working for us and will provide a secure escort of the pigs from Skogend to Wintrigvale. I personally guarantee the safety of your pigs.

Please help us.

- Vadir & Kynna

BIS1-05

A DEADLY BLOOM

A Two-Round D&D LIVING GREYHAWK[®]

Bissel Regional Adventure

Version 1

Round 2

by Steven Conforti

A new variety of mushroom has sprung up along the banks of the Realstream. Nearby residents are growing ill and dying. The mushrooms will soon reach the township of Beruak. Can you find a way to stop the spread of this deadly bloom? A two-round Living Greyhawk Bissel regional scenario for characters levels 1-6.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three 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:

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

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

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

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players 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*.

DETERMINING AVERAGE PARTY LEVEL (APL)

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):

- 5) Determine the character level for each PC participating in the adventure.
 - 6) If PCs bring animals that have been trained for combat (most likely 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 following 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.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 7) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 8) 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 an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 4) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 5) 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 dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is 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.
- 6) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

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

ADVENTURE SUMMARY AND BACKGROUND

Evard the necromancer, forever the bane of the people of Bissel, is in need of certain special reagents to use in one of his foul experiments. One of these reagents is a paste made from the concentrated spores of a rare variety of fungus, the Lunatic's Hood. This mushroom is native to the Dim Forest, but is extremely hard to find and does not occur in the numbers Evard needs for his work. Evard sent some of his minions to the Dim Forest to find a few naturally occurring mushrooms of this variety. Their task was to use the few mushrooms they could find to grow a large volume for use in his research.

His minions succeeded in finding some mushrooms, and, via magical means, grew sufficient mushrooms to begin work on concentrating the spores into a paste. They have been very careful handling the mushrooms since the spores of the mushroom, in high doses, are poisonous.

They have also been careful to hide their work camp in the forest. They have not been careful enough, however, with monitoring the growth of the mushrooms. The magic used to grow the mushrooms increased the range of their spores, and the location chosen for the experiment was close enough to the banks of the Realstream to allow the mushrooms to get a foothold in the rich soil of the river's banks.

The mushrooms have spread rapidly upstream along the nutrient rich riverbanks and into the March of Bissel. The mushrooms have not done as well downstream due to competition with other fungal species, so they are not a threat downstream at this time. Upstream, the mushrooms have bloomed beyond belief (but only along the banks of the river) and have reached across almost the full length of the Barony of Wintrigvale. They will soon reach the town of Beruak, on the northern border of Wintrigvale. The barony was caught completely unprepared for this natural disaster. People along the river began to grow ill almost immediately, and a number of people died before anyone determined the cause of the illness. The area around the river has been evacuated, and the baron has sent one of his men to the town of Beruak to consult with the Lady Mayor there. All attempts to rid themselves of the fungus have failed as no one can get near the banks for long enough to permanently remove the fungus due to the poisonous spores.

In the previous round, the PCs borrowed Baron Erisvalt's prized pigs to keep the mushroom population under control. The pigs get the mushroom population quickly under control, but the solution is only a temporary one.

In this round, the PCs are hired to deal with the source of the fungal bloom. They must deal with following the trail of deadly mushrooms down the river, encounters in the dangerous Dim Forest, a trap set by Evard's minion, and the minions themselves. By defeating Evard's minions, the PCs destroy the source of magic for the deadly mushroom bloom. However, one of Evard's men gets away with the reagent Evard needed. The PCs know that Evard is active in Bissel again, but they don't know the details of his plans.

INTRODUCTION

It has been a few days since you completed the mission to borrow Baron Erisvalt's prized pigs. The pigs have done their duty, eating enough of the deadly mushrooms to remove their threat temporarily. However, someone will have to find the source of the mushrooms and deal with it; otherwise the deadly fungus will return.

ENCOUNTER ONE ANOTHER MISSION

You are sitting in the Maiden Moon tavern in Beruak. You are enjoying some downtime after your harrowing journey to and from Skogend with a large shipment of pigs; pigs who are not viewed as the heroes of the region. Everyone seems to appreciate the efforts of the pigs more than the effort to which you went to retrieve them. At least Baron Wintrig and Lady Mayor Gezlari appreciated your efforts.

And speaking of those two, here comes one of their representatives now.

Jaquiela is a deputy commissioner in the lady mayor's administration. She has been sent to ask the PCs for more help in return for a reward of up to 75 gp total.

🗡️ **Jaquiela:** Female human (B) Ari2/Exp1.

Jaquiela is a bit of a snob, and she believes this task is beneath her. However, she is well aware of the importance of this mission so she will not take no for an answer.

Our lady mayor asks another favor of you on behalf of herself, the Baron of Wintrigvale, and the citizens of this region. The pigs you brought back with you are only a temporary solution. We need a permanent one. My lady wishes you to seek the source of the mushrooms and deal with it.

She is willing to provide a suitable reward, and she always remembers those who assist her and her people. If you will take this quest, I can provide you with a chemical compound that can be used to kill a large volume of the mushrooms if you find a particular source of this infestation. She wants you to follow the mushrooms downstream until you find the source.

Will you take this mission?

If the PCs take the job, they receive a large flask of a powerful fungicide, courtesy of Verdeek the Alchemist. It can be used later in the scenario to destroy the enchanted source of the deadly bloom of mushrooms along the Realstream.

ENCOUNTER 2: DOWN THE RIVER

The PCs have two choices on how to follow the trail of mushrooms to its source. They can follow the mushrooms downstream directly, thereby exposing themselves to the toxins (although at a lower risk since their number has been reduced by the pigs). Or they can follow a parallel course to the river, checking frequently on the status of the mushrooms along the river (this does not endanger the PCs in terms of the toxins from the mushrooms).

It takes the PCs one day to reach the edge of the Dim Forest if they travel down the Realstream by boat provided by the mayor. It takes two days if the PCs walk

far enough away from the river to avoid the poisonous spores of the mushrooms.

If the PCs travel along the Realstream, they are exposed to the spores of the Lunatic's Hood mushrooms, and must make a Fort check every three hours while near the river. In general, every time the PCs make physical contact with a Lunatic's Hood mushroom or spend three hours of time near them (along the Realstream), they must make a Fort check.

Lunatic's Hood Spores: Poison (Inhaled DC 18 or Contact DC 15); Initial Damage 1d4 Wis; Secondary Damage 1d4 Int; spores lose potency as poison within 1 hour of release from mushroom, ability score damage is temporary.

Once the PCs reach the edge of the Realstream, they will have to follow the river directly or they will lose the trail. This exposes the PCs to the mushrooms, although they are in smaller numbers here in the forest (2 Fort checks per day). The PCs will travel one more day into the forest before the mushrooms become too thin in number to cause harm. However, this will make the trail harder to follow.

ENCOUNTER 3: FOLLOW THE FUNGI

The fungi trail is beginning to fade out. PCs with the Track feat may make a Wilderness Lore check (DC 25) to keep from losing the trail. The trail follows the river for 2 hours and then follows a small stream that branches off. After another hour, the PCs encounter a giant wasp(s).

You have been following the trail of mushrooms for hours. You are now following a small stream, no longer the mighty Realstream. Is that a buzzing noise ahead?

The giant wasp(s) is loud enough to prevent the PCs from being surprised.

APL 2 (EL 3):

🗡️ **Giant Wasp** (1): hp 32; see *Monster Manual* page 206.

APL 4 (EL 5):

🗡️ **Giant Wasps** (2): hp 32 each; see *Monster Manual* page 206.

APL 6 (EL 7):

🗡️ **Giant Wasps** (4): hp 32 each; see *Monster Manual* page 206.

ENCOUNTER 4: COME INTO MY PARLOR

The mushroom trail along the stream ends. PCs with the Track feat may make a Wilderness Lore check (DC 20) to keep from losing the trail. Success indicates the PCs have found a rarely used trail deeper into the forest that has, in fact, been recently used (by Evard's minions).

The trail unfortunately passes through the territory of an ettercap(s) and his monstrous spider minions. A number of web traps have been placed along the path. A Spot check (DC 20) is required to avoid stumbling into the webs. Failure indicates the PC is trapped as though by a successive web attack (see the *Monster Manual* description of the Ettercap for details) on this attack.

You suddenly realize that a huge spider web blocks the trail. And where there is a spider web, there are unfortunately spiders. Or, in this case, spiders and a spider-like humanoid.

This area is in shadows, so the Ettercap receives his bonus to Hide and Spot checks. The PCs will have to fight their way through this encounter.

APL 2 (EL 4):

➤ **Ettercap (1):** CR 4, hp 27; see *Monster Manual* page 88.

APL 4 (EL 6):

➤ **Ettercap (1):** CR 4, hp 27 each; see *Monster Manual* page 88.

➤ **Monstrous Spiders, Medium-Size (4):** CR 1, hp 11 each; see *Monster Manual* page 210.

APL 6 (EL 8):

➤ **Ettercap (1):** CR 4, hp 27 each; see *Monster Manual* page 88.

➤ **Monstrous Spiders, Medium-Size (4):** CR 1, hp 11 each; see *Monster Manual* page 210.

➤ **Monstrous Spiders, Large (4):** CR 2, hp 22 each; see *Monster Manual* page 210.

Treasure: There is some treasure available, what's left of the previous victims of this clever ambush. The PCs can find the following here: 50 gp in miscellaneous coins, five +1 arrows, and a *darkwood shield*.

ENCOUNTER 5: DEFENSES

The trail continues on for another two hours. At this point, the PCs encounter the defensive plans of Evard's minions. A pit trap spans the width of the trail and two large net traps lie to either side of the pit. PCs actively looking for traps along the trail may make a Search check

(DC 20) to discover a trap. Otherwise, if the lead PC(s) makes a Wilderness Lore check (DC 20), the PC senses something is unnatural about the trail at the point just before they step on the pit trap and may halt before actually triggering the trap.

➤ **Pit Trap (20 ft. deep):** CR 1; no attack roll necessary (2d6); Reflex save avoids (DC 20); Search (DC 20); Disable Device (DC 20).

➤ **Large Net Traps (2):** CR 1; +5 melee (PCs in 10 ft square are grappled by net (Str 18) if they fail a Ref save (DC 14)); Search (DC 20); Disable Device (DC 25).

If any of the PCs fall into one of the traps or if all of the PCs pass the trapped area, a force of undead that had been in hiding attack from the woods.

APL 2 (EL 3):

➤ **Skeletons, Medium-size (3):** CR 1/3, hp 6 each; see *Monster Manual* page 165.

➤ **Zombies, Medium-size (2):** CR 1/2, hp 16 each; see *Monster Manual* page 191.

APL 4 (EL 5):

➤ **Skeletons, Medium-size (3):** CR 1/3, hp 6 each; see *Monster Manual* page 165.

➤ **Skeleton, Large (1):** CR 1, hp 13; see *Monster Manual* page 165.

➤ **Zombies, Medium-size (2):** CR 1/2, hp 16 each; see *Monster Manual* page 191.

➤ **Zombie, Large (1):** CR 1, hp 29; see *Monster Manual* page 191.

APL 6 (EL 7):

➤ **Skeletons, Medium-size (3):** CR 1/3, hp 6 each; see *Monster Manual* page 165.

➤ **Skeleton, Large (1):** CR 1, hp 13; see *Monster Manual* page 165.

➤ **Zombies, Medium-size (2):** CR 1/2, hp 16 each; see *Monster Manual* page 191.

➤ **Zombie, Large (1):** CR 1, hp 29; see *Monster Manual* page 191.

➤ **Ghouls (4):** CR 1, hp 13 each; see *Monster Manual* page 97.

If the PCs do not make a major effort to be quiet during the battle, Evard's forces will hear the sounds of combat

and prepare accordingly. They will come investigate if the PCs do not finish the undead guards quickly.

ENCOUNTER 6: EVARD'S MINIONS

The trail ends in a clearing where Evard's minions are working to clean up any evidence of their experiment. They finished brewing the spore paste a few hours ago, and someone has already left to deliver the paste to Evard. He had left via magical means so he cannot be tracked by the PCs.

The trail ends in a clearing. You see before you a number of shady looking characters in cloaks and robes. They seem to be cleaning up after some sort of alchemical or magical experiment.

If the PCs were quiet in the previous encounter, both sides have a chance for surprise. Otherwise, neither side can be surprised and the forces here will have prepared by casting some spells in advance of combat.

The force here will do whatever possible to kill the PCs (who are now witnesses to the experiment) and destroy any traces of the experiment. However, they will flee if outmatched or outgunned. If captured, they will never cooperate, knowing to do so means a slow death at the hands of Evard.

APL 2 (EL 5):

☛ **Skeletons, Medium-size** (3): CR 1/3, hp 6 each; see *Monster Manual* page 165.

☛ **Zombie, Medium-size** (1): CR 1/2, hp 16; see *Monster Manual* page 191.

☛ **Hettrada, female human (BO) Sor1**: CR 1; Medium-size humanoid (human); HD 1d4+5; hp 9; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +0 melee (1d6/x2, sickle) or +2 ranged (1d8/19-20/x2, lt. crossbow); AL NE; SV Fort +2, Ref +2, Will +2; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +6, Knowledge (Arcana) +4, Spellcraft +4; Combat Casting, Toughness.

Spells Known (5/4; base DC = 13 + spell level): o—daze, mage hand, ray of frost, resistance; 1st—mage armor, magic missile.

☛ **Benesek, male human (OS) Clr1 of Nerull**: CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init 0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 splint mail]; Atk +0 melee (1d6/x2, sickle) or +0 ranged (1d8/19-20/x2, lt. crossbow); SA rebuke undead; AL NE; SV Fort +4, Ref 0, Will +5; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +6, Knowledge (Arcana) +3, Knowledge (Religion) +3, Spellcraft +2; Combat Casting, Extra Turning.

Spells Prepared (3/2+1; base DC = 13 + spell level): o—guidance, resistance, virtue; 1st—cause fear*, doom, shield of faith.

*Domain spell. *Domains*: Death (death touch 1/day – a spell-like ability which is a death effect, as touch spell, roll 1d6 per cleric level, target dies if total at least equals target's current hp); Trickery (Bluff, Disguise, Hide are class skills).

☛ **Ammaarah, female human (BS) Clr1 of Nerull/Sorr**: CR 2; Medium-size humanoid (human); HD 1d8+1d4+4; hp 15; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +0 melee (1d6/x2, sickle) or +2 ranged (1d8/19-20/x2, lt. crossbow); SA rebuke undead; AL NE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +7, Hide +4, Knowledge (Arcana) +3, Knowledge (Religion) +2, Spellcraft +3; Combat Casting, Extra Turning.

Possessions: Cloak of resistance +1.

Sorcerer Spells Known (cast 5/4 per day; base DC = 12 + spell level): o—flare, light, ray of frost, resistance; 1st—mage armor, magic missile.

Spells Prepared (3/2+1; base DC = 12 + spell level): o—guidance, resistance, virtue; 1st—cause fear*, doom, shield of faith.

*Domain spell. *Domains*: Death (death touch 1/day – a spell-like ability which is a death effect, as touch spell, roll 1d6 per cleric level, target dies if total at least equals target's current hp); Trickery (Bluff, Disguise, Hide are class skills).

APL 4 (EL 7):

☛ **Skeletons, Large** (2): CR 1, hp 13 each; see *Monster Manual* page 165.

☛ **Zombies, Large** (2): CR 1, hp 29 each; see *Monster Manual* page 191.

☛ **Hettrada, female human (BO) Sor2**: CR 2; Medium-size humanoid (human); HD 2d4+7; hp 14; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +1 melee (1d6/x2, sickle) or +3 ranged (1d8/19-20/x2, lt. crossbow); AL NE; SV Fort +2, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +7, Knowledge (Arcana) +5, Spellcraft +5; Combat Casting, Toughness.

Spells Known (6/5; base DC = 13 + spell level): o—daze, detect poison, mage hand, ray of frost, resistance; 1st—mage armor, magic missile.

Benesek, male human (OS) Clr3 of Nerull: CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +4 (Improved Initiative); Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 full plate]; Atk +2 melee (1d6/x2, sickle) or +2 ranged (1d8/19-20/x2, lt. crossbow); SA rebuke

undead; AL NE; SV Fort +5, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Knowledge (Arcana) +3, Knowledge (Religion) +6, Spellcraft +3; Combat Casing, Extra Turning, Improved Initiative.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): o—*cure minor wounds, guidance, resistance, virtue*; 1st—*cause fear**, *doom, entropic shield, shield of faith*; 2nd—*desecrate, hold person, invisibility**.

*Domain spell. **Domains:** Death (death touch 1/day – a spell-like ability which is a death effect, as touch spell, roll 1d6 per cleric level, target dies if total at least equals target's current hp); Trickery (Bluff, Disguise, Hide are class skills).

➤ **Ammaarah, female human (BS) Clr3 of Nerull/Sorr:** CR 4; Medium-size humanoid (human); HD 3d8+1d4+8; hp 29; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (1d6/x2, sickle) or +4 ranged (1d8/19-20/x2, lt. crossbow); SA rebuke undead; AL NE; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 15.

Skills and Feats: Concentration +11, Hide +4, Knowledge (Arcana) +4, Knowledge (Religion) +4, Spellcraft +4; Combat Casing, Extra Turning, Skill Focus (Concentration).

Possessions: Cloak of resistance +1.

Sorcerer Spells Known (cast 5/4 per day; base DC = 12 + spell level): o—*flare, light, ray of frost, resistance*; 1st—*mage armor, magic missile*.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o—*cure minor wounds, guidance, resistance, virtue*; 1st—*cause fear**, *doom, entropic shield, shield of faith*; 2nd—*hold person, invisibility**, *sound burst*.

*Domain spell. **Domains:** Death (death touch 1/day – a spell-like ability which is a death effect, as touch spell, roll 1d6 per cleric level, target dies if total at least equals target's current hp); Trickery (Bluff, Disguise, Hide are class skills).

APL 6 (EL 9):

➤ **Skeletons, Large** (4): CR 1, hp 13 each; see *Monster Manual* page 165.

➤ **Zombies, Large** (4): CR 1, hp 29 each; see *Monster Manual* page 191.

➤ **Hettrada, female human (BO) Sor4:** CR 4; Medium-size humanoid (human); HD 4d4+11; hp 24; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +2 melee (1d6/x2, sickle) or +4 ranged (1d8/19-20/x2, lt. crossbow); AL NE; SV Fort +3, Ref +3, Will +4; Str 10, Dex 14, Con 14, Int 11, Wis 10, Cha 16.

Skills and Feats: Concentration +9, Knowledge (Arcana) +7, Spellcraft +7; Combat Casting, Improved Initiative, Toughness.

Spells Known (6/7/4; base DC = 13 + spell level): o—*daze, detect, magic, detect poison, mage hand, ray of frost,*

resistance; 1st—*chill touch, mage armor, magic missile*; 2nd—*Tasha's hideous laughter*.

➤ **Beneseck, male human (OS) Clr5 of Nerull:** CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38; Init +4 (Improved Initiative); Spd 20 ft.; AC 18 (touch 10, flat-footed 18) [+8 full plate]; Atk +2 melee (1d6/x2, sickle) or +2 ranged (1d8/19-20/x2, lt. crossbow); SA rebuke undead; AL NE; SV Fort +5, Ref +1, Will +6; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +10, Knowledge (Arcana) +4, Knowledge (Religion) +8, Spellcraft +4; Combat Casing, Extra Turning, Improved Initiative.

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level): o—*cure minor wounds* (x2), *guidance, resistance, virtue*; 1st—*cause fear**, *doom, entropic shield, shield of faith* (x2); 2nd—*desecrate, hold person* (x2), *invisibility**; 3rd—*animate dead**, *bestow curse, contagion*.

*Domain spell. **Domains:** Death (death touch 1/day – a spell-like ability which is a death effect, as touch spell, roll 1d6 per cleric level, target dies if total at least equals target's current hp); Trickery (Bluff, Disguise, Hide are class skills).

➤ **Ammaarah, female human (BS) Clr3 of Nerull/Sorr:** CR 6; Medium-size humanoid (human); HD 3d8+3d4+12; hp 36; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10) [+2 Dex]; Atk +3 melee (1d6/x2, sickle) or +5 ranged (1d8/19-20/x2, lt. crossbow); SA rebuke undead; AL NE; SV Fort +7, Ref +5, Will +9; Str 10, Dex 14, Con 14, Int 10, Wis 14, Cha 15.

Skills and Feats: Concentration +13, Hide +4, Knowledge (Arcana) +5, Knowledge (Religion) +5, Spellcraft +6; Combat Casing, Extra Turning, Improved Initiative, Skill Focus (Concentration).

Possessions: Cloak of resistance +1.

Spells Known (6/6; base DC = 12 + spell level): o—*flare, ghost sound, light, ray of frost, resistance*; 1st—*mage armor, magic missile, true strike*.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o—*cure minor wounds, guidance, resistance, virtue*; 1st—*cause fear**, *doom, entropic shield, shield of faith*; 2nd—*hold person, invisibility**, *sound burst*.

*Domain spell. **Domains:** Death (death touch 1/day – a spell-like ability which is a death effect, as touch spell, roll 1d6 per cleric level, target dies if total at least equals target's current hp); Trickery (Bluff, Disguise, Hide are class skills).

Tactics: Unless the PCs have been particularly quiet in the previous encounter, the forces of Evard are prepared for them. The NPCs will cast the following on themselves before the PCs arrive, assuming they have access to that spell at the tier in question and sufficient time from when they are aware of the PCs to their arrival. Hettrada will cast *mage armor* (+4 armor bonus to AC) on herself. Beneseck will cast *shield of faith* on himself and then on Hettrada (+2 deflection bonus to AC), *entropic shield* (20% miss chance for ranged attacks), *invisibility* on himself, and *desecrate* on himself. Ammaarah will cast *shield of faith*

on herself (+2 deflection bonus to AC), *entropic shield* (20% miss chance for ranged attacks), *mage armor* (+4 armor bonus to AC) on herself, and *invisibility* on herself.

Treasure: The minions have 50 gp in miscellaneous coins on them. One of the NPCs is wearing a *cloak of resistance* +1.

ENCOUNTER 7: THE EXPERIMENT

You've defeated the individuals who seem likely to be the source of the fungal bloom. But why, and how?

The PCs can find a number of pieces of evidence if they search carefully. A successful Search check (DC 12) uncovers the kettle that was being used to brew the spore paste. It contains enough residues in it for a taste or for alchemical analysis. If tasted, the victim discovers it is a serious poison (Ingested DC 25, Initial Damage – same effect as an *insanity* spell, Secondary Damage – none).

A successful Search check (DC 18) reveals a trail leading to the mushroom growing beds. The PCs can use the fungicide to kill the enchanted mushrooms, and end the crisis.

A successful Search check (DC 24) reveals a notebook, hidden beneath the roots of a tree. The cover bears the personal rune of Evard the Necromancer, identifiable with a Knowledge (Arcana) check (DC 15). The notebook provides directions on identifying Lunatic's Hood mushrooms, using *plant growth* spells and growing beds to grow more mushrooms, and how to brew the paste from the mushroom's spores.

CONCLUSION

The PCs return to Beruak and report to the lady mayor. If they were successful, they receive their reward (75 gp). They also each receive a permanent influence point with the Barony of Wintrigvale and the town of Beruak for their service to the citizens of those regions. If the paste residue is brought back for analysis, the alchemist recognizes it as a reagent for mind-affecting enchantments but can provide no further information. Verdeek can also identify Evard's rune if he is shown it.

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 Three

Defeat the wasp(s) 50 xp

Encounter Four

Defeat the ambush 100 xp

Encounter Five

Avoid or disarm the traps 25 xp

Defeat the undead 75 xp

Encounter Six

Defeat Evard's minions 125 xp

Encounter Seven

Destroy the mushroom beds 50 xp

Find the notebook 25 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 that 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 that it later finds unreasonable but which were allowed at the time.

Encounter Four

- 50 gp in miscellaneous coins.
- +1 *arrows* (Cost: 235 gp [47 each]; Item Size: T; Uses: 5 arrows, Tradable: Yes; Rarity: Common; Weight: .75 lb.): Five +1 *arrows*.
- *Darkwood shield* (Cost: 257 gp; Item Size: L; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 5 lbs.): A *darkwood shield*.

Encounter Six

- 50 gp in miscellaneous coins.
- *Cloak of resistance +1* (cost: 1,000 gp; Item Size: M; Uses: unlimited; Tradable: Yes; Rarity: Common; Weight: 1 lb.): A *cloak of resistance +1*.

Conclusion

- 75 gp reward.

Each player receives:

- Permanent Influence Point (Cost: None; Item Size: None, Uses: unlimited; Tradable: No; Rarity: Common; Weight: None): This is a permanent influence point with the Barony of Wintrigvale and the township of Beruak in Bissel which can be pooled or used individually (contact the Bissel Triad for details).

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.