



kumari ni qhats
k u m a r i
n i q h a t s

a one page adventure
for a party of four players of levels 3-6

Credits

AUTHOR

Georgia L. Moody

GAME MECHANICS EDITOR AND DESIGNERS

J.C. Stearns and Sean “the Heavy Metal GM” Clark

DEVELOPERS

Josh Heath and Quinn C. Moerike

FORMATTING, DESIGN, AND LAYOUT

Nick Riley

COVER ART

Stanislav Istratov

<https://500px.com/flexdreams>

HIGH LEVEL GAMES EDITORIAL TEAM

Sean “The Heavy Metal GM” Clark, Georgia L. Moody, David Horwitz, Josh Heath, and Quinn C. Moerike

EDITOR-IN-CHIEF

Quinn C. Moerike

© High Level Games

All rights reserved, including but not limited to the right to reproduce this book or portions thereof in any form whatsoever. For more information, contact the publisher at highlevelgames.ca.

High Level Games and its Upper Management and Board of Directors take no responsibility for dark forces unleashed from a cosmic miasma of non-euclidian geometry that leaves the user of any High Level Games product bereft of their sanity. Not that that would happen. You know, just sayin’.



High Level Games



Kumari Nights

Setting

In the kingdom of Kumari, death stalks in the daylight. When pressed about the kingdom, passersby will only say that the nocturnal ways of Kumari aren't the only things that are backward. Silent figures perform all manner of manual labors- figures that are recognizable as mummified humans, referred to as the Fallen. Living humans emerge when the heat breaks at dusk and go about their lives. The party will hear living guards discussing their Queen's frustration with the city-state across the bay. Conversation with a guard will lead to news that the Queen is looking for outsiders to do what Kumari's people cannot.

Key Elements

The Queen will grant an audience to the party with minimal bureaucratic interference. She is young, moderately attractive, and receives the party attended by her consorts. Without ceremony, she will tell them that she will provide transportation and a handsome reward (currency + a gem that will allow a corpse to speak for a brief time) to any group who can return her cousin's head (the king of the aforementioned city state) in a sack. Magic users can detect that the young queen is a powerful necromancer and necromantic energy swirls around the palace.

Her male consort provides information detailing his brother's madness, especially his lack of trust but also his inclination to listen to outsiders over natives. The Queen's female consort will note that the moon is in a (favorable/non-favorable) phase and suggest that the travelers leave with the midnight tide. For non-favorable, increase all stealth difficulties performed outdoors.

The trip across the bay is performed in a ship that is made of bones from various beasts and crewed by a ship of animated skeletons. It crosses the bay and grounds itself just to the south of the rival city, Khaziik. Guards in Khaziik welcome bribes, and they will lead the party to a hidden entrance in the wall that opens into the garden of the palace, twin to the one across the bay. The madness of the king is evident, as severed human heads adorn the borders of the garden beds.

The Palace of Nadere

Entry into the palace is easy, as the mad king (Nadere) has ordered all doors within the palace itself removed, presumably to prevent ambushes. What few servants the party encounters will be either helpful or not a hindrance, as it is evident that they are all terrified - with one exception. The herald that announces the party into the royal presence is calm and poised, and in far better physical condition than one would expect for a house servant. He will announce the party and bow out, making brief eye contact with the spokesman of the group.

Nadere is surrounded by living guards on Herculean lines, chosen for muscle rather than brains, as he attempts (and fails)

to lounge on his throne. Guards are stock low level (lvl 2-4) NPCs, wearing light "mortal" armor - the downside of hot climates. All of them are idiotically loyal to the King. Even when given the chance to leave, they raise swords and attack. When the guards are dispatched, a "Fallen" will re-enter the room, which causes the king to start screaming that the king-consort from Kumari (his brother) has come to take his throne. If the party turns to look, they will see an obviously alive "mummy" with an ornate golden mask approaching the king as he shrieks and falls back against his throne, completely unhinged. After the king is killed and his head retrieved, the "mummy" removes his mask to reveal the herald, and asks the party to give him a ride back to Kumari, promising them the full reward in exchange for a chance to tell his story to the Queen, in hopes that she will recognize his claim to the throne of Khaziik.

NADERE, THE MAD KING OF KHAZIIK

CR 7

XP 3,200

CE Medium Humanoid

Init +7; Perception +1

Aura Lawful

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 Mage Armor, +3 Dex)

hp 33 (6d6+12)

Fort +4, Ref +5, Will +6

OFFENSE

Speed 30 ft.

Melee viperous kris +7 (1d4+1+1d6 acid 19-20/x2)

Special Attacks dazing touch

Spells Prepared (CL 6th)

3rd - *dispel magic*, *hold person* (DC18), *stinking cloud* (DC 17), *suggestion* (DC 18)

2nd - *glitterdust* (DC 16), *hideous laughter* (DC 17) x2, *protection from arrows*, *touch of idiocy* (DC 17)

1st - *cause fear* (DC 15), *charm person* (DC 16), *disguise self*, *grease* (DC 15), *mage armor*

0 - *daze* (DC 15), *detect magic*, *read magic*, *prestidigitation*

STATISTICS

Str 10, Dex 16, Con 14, Int 19, Wis 12, Cha 14

Base Atk +3; CMB +3; CMD 16

Feats Improved Initiative, Combat Casting, Spell Focus (Enchantment), Weapon Finesse, Scribe Scroll, Brew Potion

Skills Bluff +8, Diplomacy +8, Intimidate +8, Spellcraft +10

Languages Common, Elven, Infernal

SPECIAL ABILITIES

Dazing Touch (Sp) Seven times per day, the King can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more than 6 Hit Dice are unaffected.

VIPEROUS KRIS

Aura moderate evocation; CL 8th

Slot none; Price 8302 gp; Weight 1 lb.

Description This +1 kris adds +1d6 acid damage to a successful melee attack.

Requirements Craft Magic Arms and Armor, *acid splash*; Cost 4151 gp

TOMB STONE

Aura moderate necromancy; CL 5th

Slot none; Price 18,000 gp; Weight -

Description This crimson pearl can be used to cast *speak with dead* 3/day.

Requirements Craft Wondrous Item, *speak with dead*; Cost 9000 gp



humari nights a one page adventure

Legal Information

Permission to copy, modify and distribute the files collectively known as **5thsrdr.org** is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

All of the rest of 5thsrdr.org is Open Game Content as described in Section 1(d) of the License.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

END OF LICENSE

