



kuumari
a i o h t s

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

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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 +7 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



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