

ENTERING GRAYSHOME



As the players first walk into the farming village of Grayshome, they are greeted by a picturesque scene straight out of a pastoral painting. Rolling hills covered in lush greenery surround the village, with golden fields of wheat and corn stretching out as far as the eye can see. A gentle breeze carries the scent of fresh earth and growing crops, mingling with the distant sound of clucking chickens and the occasional lowing of cattle.



"Ahead, nestled in the heart of the valley, lies Grayshome itself—a cluster of quaint cottages and rustic barns arranged around a central village square. The buildings, constructed from sturdy timber and field stone, exude a timeless charm, their weathered facades adorned with colorful flower boxes and hanging lanterns. Smoke rises lazily from chimneys, casting a soft haze over the village in the early morning light.

Villagers bustle about their daily tasks, tending to crops, caring for livestock, and chatting amiably with neighbors. Children play in the dirt streets, their laughter echoing off the wooden buildings, while dogs nap in the shade of ancient apple trees. The atmosphere is one of quiet contentment and simple pleasures, where the rhythms of nature and the seasons govern daily life. You can sense the timeless spirit of community and kinship that pervades the village.

Near the village square a bubbling stone fountain provides a gathering place for villagers to draw water and exchange news and gossip. Beyond the fountain you can hear the faint sounds of hammering and of someone shouting out orders or directions of some kind."

MARY'S TOADIES



If players agree to clear out the infected toads in the slough, they will encounter them less than an hour's walk from Mary's hut along the muddy banks of the slough.

As you venture into the murky slough, you find yourselves surrounded by muddy banks enveloped in dense vegetation. The water is choked with cattails and lily pads, while algae covers the surface, giving it a sickly green hue. The air is thick with the sounds of croaking frogs, but as the you approach, the cacophony abruptly ceases, replaced by an eerie silence.

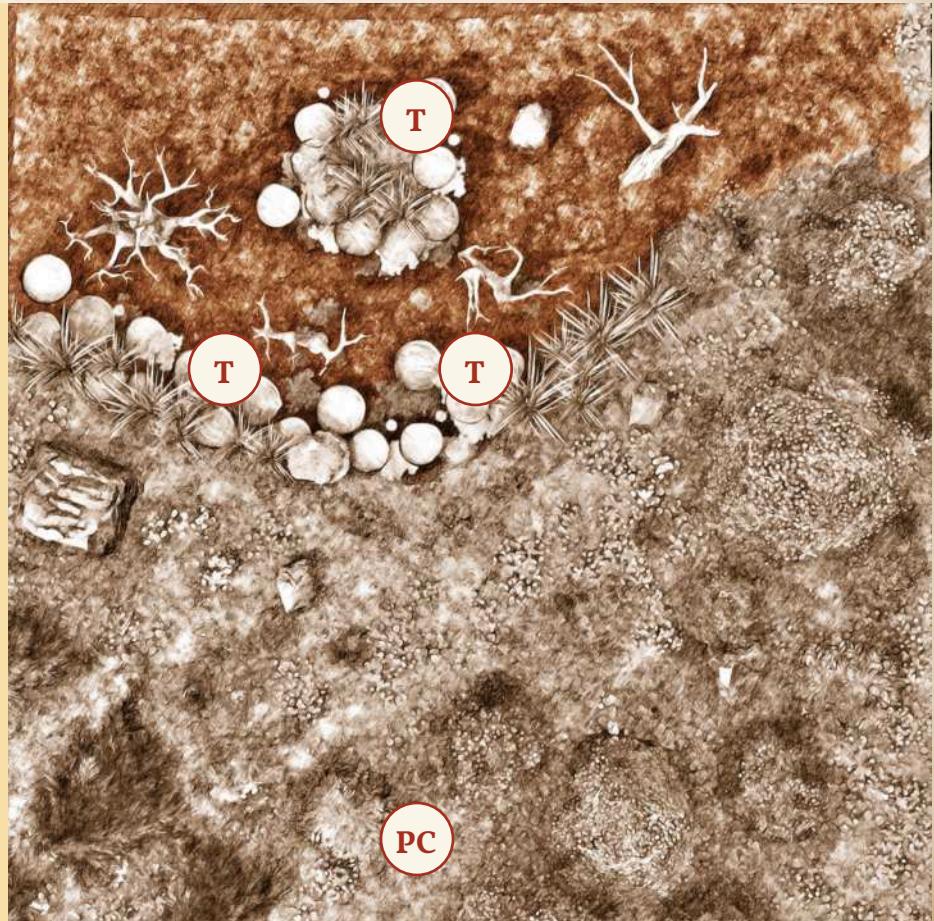
Suddenly, from the depths of the slough, emerge giant infected toads, their bloated bodies covered in pustules and lesions. With malevolent eyes fixed on the intruders, the toads emit guttural croaks that echo through the stagnant water. **Roll for initiative!**

BATTLE MAP: SLOUGH

Three giant toads (T) are hidden in the waters edge of the slough (They may be detected with a Perception Skill Check DC 12). Two are near the muddy bank within 40' of the players (PC) and one is near the small island of lily pads approximately 40' north from the first two toads.

The toads will attack on their turns if able, or may approach stealthily for a surprise attack.

The GM may choose to keep the third toad from attacking if the party is struggling with the two toads on the bank of the slough.



BOTTOM'S UP!



The players are invited to participate in a drinking contest at the local tavern, The Henhouse. They will compete against other patrons to prove their drinking prowess and gather information about the village. The PCs will compete with two NPCs: Caleb Gray (+4 Constitution bonus and +2 Performance) and Lizzie Gray (+2 Constitution bonus and +5 Performance). Contest progress may be tracked using the provided Insert: *Drinking Contest*.

If players have an Influence Score of 5 or more by the end of the drinking contest, Mayor Ike will inform them of what he has remembered of that "Dexter Ward fella".

THE CONTEST

Each round players will take a shot of Corn Squeezin's and then attempt some type of skill check to entertain the crowd. The skill can be **Performance** (a joke/song/limerick), a feat of **Athletics** or **Acrobatics**, or any other skill deemed appropriate for entertaining those present (*obvious magic use will result in a disqualification and result in the party gaining -1 Influence Points*).

A player receives one contest point for each successful skill check they complete. They do not lose points for failed skill checks – though hilarity may ensue.

CONTEST SEQUENCE

- 1** Contestant takes a shot of Corn Squeezins and makes a **Fortitude** save vs the DC of that round:
On a failed fortitude save, gain 1 level of sickness & roll on the Strong Alcohol Table, applying any effects.
- 2** Player attempts a skill check of their choice and describes the result successful or not.
Player is awarded one contest point if their skill check was successful.
- 3** Proceed to next round.





INFECTED GIANT TOAD

CR 1 (200 XP)

N/LARGE / BEAST

AC 11

HP 39 (6D10+6)

SPEED 20 FT, SWIM 40 FT

SENSES DARKVISION 30 FT, PASSIVE PERCEPTION 10

STR	13 / +1	INT	5 / -3
DEX	15 / +2	WIS	7 / -2
CON	10 / 0	CHA	6 / -2

TRAITS

AMPHIBIOUS. THE TOAD CAN BREATHE AIR AND WATER.

STANDING LEAP. LONG JUMP UP TO 20 FT AND HIGH JUMP UP TO 10 FT, WITH OR WITHOUT A RUNNING START.

POISONOUS WARTS. ANY CREATURE PERFORMING AN UNARMED STRIKE OR OTHERWISE TOUCHING THE TOAD IS EXPOSED TO GIANT TOAD POISON

GIANT TOAD POISON. CONSTITUTION SAVE VS DC 14 (MAX DURATION 6 ROUNDS);

STAGE 1: STUPEFIED 1 (1 ROUND)

STAGE 2: STUPEFIED 1 & CONFUSED (1 ROUND)

ADDITIONALLY, A CREATURE REDUCED TO 0 HIT POINTS BY A TOAD IS STABLE BUT POISONED WITH PHAGE FEVER UNTIL CURED.

ACTIONS

MELEE

BITE. +4 TO HIT, REACH 5 FT., ONE TARGET; HIT 7 (1D10 + 2) PIERCING PLUS 5 (1D10) POISON DAMAGE. THE TARGET IS GRAPPLED AND RESTRAINED UNTIL A SUCCESSFUL ESCAPE VS DC 13, AND THE TOAD CAN'T BITE ANOTHER TARGET.

SWALLOW. THE TOAD MAKES ONE BITE ATTACK AGAINST A MEDIUM OR SMALLER TARGET IT IS GRAPPLING. IF THE ATTACK HITS, THE TARGET IS SWALLOWED. THE SWALLOWED TARGET IS BLINDED AND RESTRAINED, AND IT TAKES 10 (3D6) BLUDGEONING DAMAGE.

INFECTED GIANT CENTIPEDE

CR 1/4 (50 XP)

N/MEDIUM / BEAST

AC 13 (NATURAL ARMOR)

HP 4 (1D6+1)

SPEED 30 FT, CLIMB 30 FT

SENSES BLindsight 30 FT, PASSIVE PERCEPTION 8

STR	5 / -3	INT	1 / -5
DEX	14 / +2	WIS	7 / -2
CON	12 / +1	CHA	3 / -4

ACTIONS

MELEE

BITE. +4 TO HIT, REACH 5 FT, ONE CREATURE; HIT 4 (1D4 + 2) PIERCING, CONSTITUTION SAVE VS DC 11 OR THE TARGET TAKES 10 (3D6) POISON DAMAGE. A CREATURE REDUCED TO 0 HIT POINTS BY A CENTIPEDE IS STABLE BUT POISONED WITH PHAGE FEVER UNTIL CURED.

CENTIPEDE TRAPS

COMMON GIANT CENTIPEDES WILL STILL DELIVER POISON DAMAGE AS INDICATED - THEY WILL NOT INDUCE PHAGE FEVER.

INFECTED CENTIPEDE SWARM

[AS PER INFECTED GIANT CENTIPEDE WITH ADDITIONAL NOTES BELOW]

CR 1/2 (100 XP)

N/LARGE / BEAST / SWARM

AC 12 (NATURAL ARMOR)

HP 22 (5D8)

SPEED 20 FT, CLIMB 20 FT

RESISTANCES BLUDGEONING, PIERCING, SLASHING

IMMUNITIES CHARMED, FRIGHTENED, GRAPPLED, PARALYZED, PETRIFIED, PRONE, RESTRAINED, STUNNED

WEAKNESSES AREA DAMAGE, SPLASH DAMAGE

SENSES BLindsight 10 FT, PASSIVE PERCEPTION 8

STR	3 / -4	INT	1 / -5
DEX	13 / +1	WIS	7 / -2
CON	10 / 0	CHA	1 / -5

ACTIONS

MELEE

BITE. +3 TO HIT, REACH 0 FT, ONE CREATURE; HIT 4 (1D4 + 2) PIERCING, CONSTITUTION SAVE VS DC 15 OR THE TARGET TAKES 10 (3D6) POISON DAMAGE. A CREATURE REDUCED TO 0 HIT POINTS BY A CENTIPEDE IS STABLE BUT POISONED WITH PHAGE FEVER UNTIL CURED.

TRAITS

SWARM THE SWARM CAN OCCUPY ANOTHER CREATURE'S SPACE AND VICE VERSA, AND THE SWARM CAN MOVE THROUGH ANY OPENING LARGE ENOUGH FOR A MEDIUM CREATURE.

APPENDIX E

PHAGE FEVER

Phage Fever is a sinister affliction that spreads through contact with the bodily fluids of *infected creatures*, typically transmitted through bites or scratches. Curing the fever during the first stage requires a **successful Medicine Check DC 18**, thereafter a curative potion will be required. This virulent disease progresses through several stages, each marked by increasingly severe *symptoms*:

Stage 1 (Day 1-6):

- **Initial Onset:** The afflicted individual begins to experience feverish symptoms, accompanied by fatigue and weakness.
- **Transmission:** Phage Fever is contracted through bites or scratches from infected creatures. The virus rapidly spreads through the victim's bloodstream.



Stage 2 (Day 7-13):

- **Worsening Symptoms:** By Day 7, the affected individual's condition deteriorates further. The victim will fall into a coma and their skin and hair begin to fall out, leaving them bald and with a sickly appearance.
- **Boils and Lesions:** Strange boils and lesions erupt on the victim's skin, oozing foul-smelling pus. These painful sores are a hallmark of Phage Fever's progression.



Stage 3 (Day 14):

- **Mutated Transformation:** On Day 14, the infected individual undergoes a horrific transformation. Their body mutates into a grotesque mockery of its former self, with twisted limbs and deformed features.
- **Aggressive Behavior:** The victim's mind becomes consumed by madness and pain. They become increasingly aggressive, lashing out at anything within reach.

Effects of Phage Fever:

- **Transmission:** Phage Fever is primarily spread through bites or scratches from infected creatures, such as animals or other afflicted individuals.
- **Feverish Symptoms:** The infected individual experiences fever, fatigue, and weakness, typically beginning on Day 1.
- **Skin and Hair Loss:** By Day 7, the victim's skin and hair begin to fall out, leaving them bald and vulnerable to infections.
- **Boils and Lesions:** Painful boils and lesions erupt on the victim's skin, causing discomfort and increasing the risk of secondary infections.
- **Mutated Transformation:** On Day 14, the infected individual undergoes a horrifying transformation, becoming a mutated creature with enhanced strength and aggression.
- **Death:** Without prompt medical intervention, Phage Fever is almost always fatal, leading to the eventual demise of the infected individual.

