

PER5-06

# Beneath the Citadel

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Perrenland Regional Adventure

Version 1.0

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Events in the ruins at Kir-Rüss included some damage to the citadel. In the rubble, a hitherto unknown passage was found, leading to a sunken city below. The archaeologists want to check it out, and perhaps it holds the key to the defeat of Perrenland's enemies, but first it must be made safe. Are you up for the task? Set around Harvester - Patchwall 595 CY. For characters levels 3–13 (APLs 4–12)

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [paris@hn.ozemail.com.au](mailto:paris@hn.ozemail.com.au); for LIVING GREYHAWK campaign questions, email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought

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	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

This adventure follows on from Bandits!, Highway Robbery, and Battles in the Yatils – where the force behind the legions of undead and lycanthropes was finally revealed. By now, most of Perrenland is aware that not only is Iuz knocking on the Eastern borders of the land, but his mother (Iggwilv) is rebuilding her empire in the Mounds of Dawn. The search of the ruins of Kir-Rüss has now become a desperate quest to find some ancient weapon that can tip the balance in favour of the forces arrayed against Iuz and Iggwilv. Whether or not such a weapon actually exists remains to be seen.

Kir-Rüss is a lone outpost within Nederboden at the moment, although not everyone is aware of that – yet. Iggwilv's forces have taken much of the canton and are heading for the ruined city, where there will be much bloodshed before the final outcome is known. But that is for another adventure. For now, the 3<sup>rd</sup> Auszug forces, or what's left of them, are holding the ruins.

## Adventure Summary

This adventure takes place entirely within the ruins of Kir-Rüss. It is set some time after the events of *PER4-04 Battles in the Yatils*.

The **Introduction** has the PCs being briefed about a hole that was discovered in the floor of the citadel when

the fiendish dragon, Ko'ram-mander, was destroyed by the Witch Queen. The hole has been excavated, revealing a lower level of the citadel, which has not been disturbed for millennia. At least, not by surface dwellers. The idea is the PCs go into the ruins and make them safe for the archaeologists. Discretion and caution are required, as damage to anything that might be in the ruins is unacceptable (translation – *fireballs* and the like are not a good thing for this adventure).

In **Encounter One**, the PCs descend into the darkness and find a number of prison cells. One of them has an elongated humanoid (Ur-Flan) skeleton in it, still chained to the wall. The skeleton is not undead, but the shade of the poor creature is. The creature can be fought, or spoken to (if anyone speaks Ur-Flan). All it wants is for its bones to be given a proper burial and it can then go to its rest. This is not supposed to be a combat, so there is no reward for beating on the ghost.

**Encounter Two** has the PCs finding a locked and sealed gate that permits entrance into the rest of the ruins. It can be smashed down, but doing so would be noisy (unless the PCs think to cast *silence*), and the vibrations will alert some of the denizens who live nearby in any case. The best way to deal with this door is to solve the puzzle and unlock it.

**Encounter Three** has the PCs stumbling upon a sub-surface raiding party, or perhaps being ambushed by it (if they messed up in Encounter 2). The raiders are on their way to the surface via the tunnel at the top of the dam (see *PER1-08 Promises to Keep* if you have access to it), and have taken a detour to see what's in these ruins.

**Encounter Four** is an opportunity for the PCs to find some old rooms under the citadel, and see what's in them. There are three small temples, and a library, which have useful information (but no superweapon) in them. The library is inhabited by an undead librarian who must be destroyed.

In **Encounter Five**, the PC's traipsing around has attracted the attention of a denizen of the underworld. This encounter's main purpose is to keep the PCs on their toes in terms of not destroying anything that might be important.

**Encounter Six** is a chance for the PCs to show they can think things through. A small band of svirfneblin and a small band of duergar are having a pitched battle. The PCs can intervene if they wish – on either side of the battle – or they can simply wait and see what happens. The trick here is that the duergar do not detect as evil but the svirfneblin do. That's a set-up, and the reason for the battle – the duergar have taken *potions of undetectable alignment* and the svirfneblin all have cursed weapons

that radiate evil. The svirfneblin got these weapons from what they thought were non-evil deep dwarves and now can't get rid of them. Depending on what the PCs do, they may gain a potential ally and/or some useful information. Or, they may get stabbed in the back when they're not looking.

**Encounter Seven** has the PCs finding a vault, which is locked and trapped. The vault is all but empty, but will serve as an excellent stronghold for the archaeologists, saving them a lot of time getting to and from the surface. If the svirfneblin are with the PCs they can point out the vault is trapped, but they can't assist with disarming it.

In the **Conclusion**, the PCs are rewarded depending on their success, and the archaeologists prepare to move into the vault. Anyone want to sign on as a guard/explorer?

## Preparation for Play

**Important DM's Note Regarding Divination Magic In Perrenland During This Adventure:** At some stage, the PCs may decide to cast some form of divination magic. The Nation Mocked series will be introducing the following effect into Perrenland regional adventures. The following divination spells will no longer function correctly in a Perrenland regional adventure. They can still be cast but the follow effects occur instead:

*Speak with dead:* The corpse lets out a deep groan and says the following “your doom is at hand mortal” and then implodes and turns to dust.

*Divination:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per minute).

*Sending:* Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it delivers a *sonic burst* spell instead of a message.

*Commune with nature:* Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *doom* spell cast at 9<sup>th</sup> level and an overwhelming feeling that the land is being blighted.

*Dream:* The PC suffers the effects of *nightmare* at their caster level.

*Commune:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of

temporary wisdom loss (recovered at the rate of 1 point per minute).

*Scrying and scrying, greater:* The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakaa. Instead of seeing what they thought they would see they instead see the following.

***Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognise it as a summoning spell. What do you do?***

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

**APL 2:** *Summon monster II* (Fiendish monstrous spider, Medium).

**APL 4:** *Summon monster IV* (Howler).

**APL 6:** *Summon monster VI* (Fiendish monstrous spider, Huge).

**APL 8:** *Summon monster VII* (Fiendish Girallon).

**APL 10:** *Summon monster VIII* (Vrock)

**APL 12:** *Summon monster IX* (Hezrou)

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 2 rounds.

*Contact other plane:* Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and 1d4 points of temporary wisdom loss (recovered at the rate of 1 point per turn).

*Whispering wind:* The spell causes a loud farting sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

## **Other Preparations To Make**

Find out what curses, blessings, regional favours and regional enemies, etc. each PC has. The only one that will matter as a direct result of playing this adventure is the "Notice of the Old Hag" from Battles in the Yatils – but we don't want the players to know that so get everything.

Next, have each player give you their bonus to Listen, Move Silently, Hide, and Spot skills and about 10 d20 rolls. You should use these in Encounters 3 to 6 as needed.

Roll some Move Silently and Listen checks for the monsters in Encounter 3. If this encounter ends up an Ambush you won't use these rolls.

Note that the map has a number of open-ended tunnels leading off it. While these are intended for use in future adventures, they are not part of this one. Any time one or more PCs ventures into these tunnels, read the following to them:

***As you follow the tunnel deeper underground, you hear a low thumping sound coming from ahead. The further you go, the louder it gets. It sounds like drums, LOTS of drums! What do you do?***

What they had better do is go back. If they don't return to the ruins, warn them one more time the noise is getting louder and they can hear a lot of voices raised in a war cry. If they still refuse to retreat, they round a corner in the passageway and catch a glimpse of a horde of duergar and a few driders in an enormous cavern. If the errant PCs do not immediately retreat, at least one of the horde spots them and the PC gets attacked and overwhelmed by a force of 500 duergar and 12 driders who swarm out of secret side passages and surround the PCs. There are another 500 duergar available as reinforcements. Don't bother rolling this – these PCs are permanently dead.

Lastly, find out what languages each PC speaks. The important ones for this adventure are Undercommon and Ur-Flan. Ancient Flan is an acceptable substitute for Ur-Flan.

## **Introduction**

***You have been called to a briefing by Erik Hüssen, the Auszug commander at Kir-Rüss. After a bitter fight the remnants of the 3<sup>rd</sup> Auszugen based at the city are licking their wounds. Rumour also has it the archaeologists have discovered a hole in the floor of the citadel and they want some qualified spelunkers to investigate it before they decide whether to seal it up or open it further. For some strange reason most of the officers of the 3<sup>rd</sup> have found other missions to keep their troops busy. It's not long before the commander enters the tent.***

***"Right then. As you may have heard, there's a hole in the floor of the citadel. A DEEP hole. The archaeologists want to know what's down there and I don't have any troops to spare. We're still rebuilding our forces after the battle with the forces of evil here and just about everywhere else around our beloved Perrenland. So, here's the deal. I want you to go into the hole and explore it. If you find anything of historical importance you must take whatever steps***

*are necessary not to damage the find. One of the reasons the Auszug is interested in these, and other, Ur-Flan ruins is the hope that a way or a weapon may be found to defeat the Old One, and perhaps his mother too. We would be most displeased if some pyromaniacal spellslinger were to damage or destroy anything that might help in the modern war against evil. There is no direct pay for this task, and anything you find must be turned over to the archaeologists. You may keep anything you take from any hostile forces you encounter, and I expect you will receive a suitable reward from the diggers if you bring back anything important."*

The Commander answers any questions the PCs may have, but essentially they either accept the mission or the game is over. Since they've already been told what the mission is, and how they are to be compensated, about the only question they should be asking is "when do we leave?" The answer to that is as soon as they are ready – which can be as late as the next day if there are preparations to be made (eg. Light sources, *spellstaff*, *heroes feast*). Any other questions you may answer as you see fit, keeping in mind the nature and necessity of the mission.

The team of 6 archaeologists are all members of the Treasure Hunters Guild, and former associates of Madam Besnaray, the missing head of the Perrenland Heritage Recovery Society. They do not wear any symbols of Olidammara, and the Auszug members do not know of their association with the society.

If approached by someone successfully identifying themselves as a member of the guild, they will happily discuss their hopes for the site and the possibility of finding some tool in the war against Iggwilv. They are excited about the site! They do not know what has happened to Madam Besnaray, but will speculate about scenarios ranging from kidnap to assassination, some holding suspicions about the motives of the Treasure Seekers.

**Important Note:** Make sure to find out what light source(s) the PCs have. There is no natural light once the group descends into the hole.

## Encounter One: A Former Inhabitant Is Still Here...

*The hole in the floor isn't all that big, and some of the more broad shouldered among you have to squirm a bit to fit. But, after a wriggle and a shake, and a descent of some 200 feet, you drop through a hidden*

*trap door and find yourselves in a dark passageway, obviously not a natural one. Your light shows old, cracked tiles of a straight corridor that goes about 100 feet before it ends at an imposing double door. Between you and the door, the corridor is lined on both sides with barred rooms, almost like a prison.*

For PCs who ask, the shaft under the hole is exactly 10ft in diameter and perfectly smooth, Spellcraft DC 20 to determine it was perhaps made by a lot of disintegrate spells. Knowledge (Dungeoneering), Stonecunning, Profession (Miner) or any other skill which might reasonably be used can make a DC 20 check to tell the shaft was made a VERY long time ago.

The hole in the floor itself, revealing the secret shaft below, was made when Iggwilv destroyed Ko'ram-mander at the conclusion to Battles in the Yatils. It has very rough edges and is only three feet in diameter, meaning some PCs may need to squeeze through it. Once into the shaft, there's more room.

Allow the PCs to sort out marching order and the like, and make any preparations they want before they begin their exploration. There are 20 cells in all, ten to a side. Only one cell is "occupied". When the PCs are ready to continue, read on.

*The first few cells, for this is indeed a prison, are empty. Each cell is a ten-by-ten room, with three solid walls and the front wall made of metal bars. Despite the obvious age of the place, the bars seem intact and quite strong. They have stood the test of time remarkably well, though any furnishings that may have been here have long since crumbled to dust. The fourth cell on the left hand side is not empty. Chained to the wall at the back is a skeleton of a well build man. As you look into this cell, the air around you grows cold and a translucent figure dressed in the garb of a tradesman coalesces in front of you. It begins to speak.*

At this point, the PCs may wish to react to the ghost and they should be allowed to do so. If they want to fight/turn it, use the template on p 117 of the Monster Manual. There is no xp or treasure for this encounter, it's not meant to be a fight. If the PCs are willing to listen, the figure speaks to them in the Ur-Flan tongue. Anyone who has the Translating Spirit from *PER5-01 I Dream of Janni* can understand this speech, as can anyone who speaks Ur-Flan, or who casts *comprehend languages* or *tongues*. Other PCs can neither understand nor respond to the ghost.

What it says is:

***I am Ogg Van-Vuurz, artisan to the Ner-Graf. Who might you be?***

Give the PCs a chance to respond, then continue

***For many years I created works of art for the Ner-Graf always of the finest metal and always with the most intricate of filigree patterns in it. But once the Ner-Graf's daughter reached womanhood and wanted works of her own the demands on my craft became so much that I could not keep up. I was thrown into the cells to contemplate my shortcomings, but before I could be brought before their highnesses for judgement some kind of battle broke out and when it was over there was nothing but silence. I starved to death, waiting for a rescue or even a judgement that never came. I don't suppose you could get me out of here and arrange a proper burial for me, could you?***

It's likely the PCs have questions for Ogg. Here are some likely ones, and their answers:

*Who was/is the Ner-Graf?* Igg-Vuurz

*Who was/is the Ner-Graf's Daughter?* Igg-Wilv

*What is this place?* The private dungeon of the rulers of Kir-Rüss

*Who were/are the rulers of Kir-Rüss?* The ner-graf and her ally.

*Who is her ally?* A creature from the lower planes – his name to us is Dem-Graz't.

*How long have you been here?* I don't know. What year is it now? (If the PCs respond CY 595 or similar, Ogg won't understand the answer, so he still doesn't know how long he's been here, unless someone can put the date into Ur-Flan terms. In that case, he's been here about 2800 years but PCs need to work that out by converting the Aerdi calendar to the Flan calendar years). I was in here for a few years before the battle happened though.

*What was the battle?* I don't know. I was locked in here. It may have been an uprising, or perhaps the Ner-Graf's enemies attacked the city.

*What's on the other side of those double doors?* The undercity of Kir-Rüss. But you won't be able to get through – the doors are keyed to a phrase known only to the guards, I think the phrase it is something like Igg-Vuurz is something, something, something.

*What is the undercity?* That part of the city where the inhabitants of the other planes lived. And where the dungeons are (the ghost smiles wistfully when he says this).

*Has anyone gone through the doors recently?* Nobody had gone through in a very long time.

*Isn't Kir-Rüss above us?* That is the city where the people lived. The ruler and her demonic allies lived down here.

*What will you give us if we help you?* I am a poor artisan and have nothing to pay you with. All I have is my knowledge of the city. I will give you some information if you agree to help me.

*What knowledge?* I know where the temples are, and where the city vault is. I could give you directions to them. (Note: Apart from the vault, this isn't really useful information since the temples are quite obvious once the PCs get into the city proper). PCs who make a Knowledge (architecture) role DC20 in conjunction his description of the waterways can draw the conclusion they seem to be both a defensive arrangement and a supply solution. Ogg Van-Vuurz if asked will say that the waterways help prevent the infiltration of the undercity by the Hus.

*Who are the Hüs?* The Hüs are a clan of blood lords (vampires) who seek to overthrow the heresy of the Ner-Graf.

*What heresy?* The forsaking of Ner (Nerull) for the worship of fiends.

*What about the upper city?* I can't tell you much about that – I was seldom allowed up there. I know there is a dam.

*Who are the temples dedicated to?* One is to the Ner-Graf, one is to her consort, the last is to the cult of the half-fiend.

*What is the cult of the half fiend?* The most wicked of wicked religions. Nothing is too base or debauched for them. They believe that the diabolical union between the old blood of the Ur-Flan and a Prince of Fiends will create a new power in the Flanaess. They are poor deluded fools, but very dangerous ones, the Ner-Graf and her daughter were the cult's high priestesses.

*What, you mean Iuz the Old One?* Who is that? Ogg will be depressed and dejected if told about Iuz.

*Any other question.* I don't know

Ogg can give directions to the temples once the PCs promise to get him a proper burial (these directions add up to you marking the players map in Encounter 3 when you hand it out). BUT, they had better not forget him on the way out (and you should NOT remind them). They can take his bones back upstairs right now if they want – once they get him out of the cell. Getting him out is a

simple DC 20 Open Locks check, or the bars can be hacked through (Hardness 10, 40 hp). Hacking through the bars makes a LOT of noise, which affects Encounter 3 unless the PCs have some way of keeping it quiet.

**Development:** The hinges on the doors are very corroded, and unless the PCs apply oil before they push them open they make a very loud noise as they open. This will give their opponents in Encounter 3 plenty of time to set an ambush unless the area was somehow silenced.

If the PCs agree to help Ogg, and they either take him out now, or remember to take him later, they gain a favour on the AR as well as the information in **Player Handout 4** once the bones are buried. If they agree to help him and then fail to do so, they gain a curse instead. If they refuse to help in the first place, or cannot understand him at all, they gain neither the favour nor the curse, and do not get the information in **Player Handout 4**.

## Encounter Two: The Doors to Fame and Fortune?

*The doors before you are solid, they look heavy, and there is definitely no locking mechanism visible. There is a double rail on the left-hand door and a box of tiles over to the right. It looks like the tiles would fit between the rails.*

This is a puzzle the PCs must solve in order to get the doors open. Ogg cannot help them. The tiles are in Ancient Flan and can make the words “Igg-Vuurz is the eternal ruler.” Give the PCs **Player Handout 1**. Just as in Encounter 1, if anyone can read/speak Ur-Flan (same alphabet as Ancient Flan), or has magical means of translating, they can be given the translation handout as well – **Player Handout 2**. If nobody has Ur-Flan, this is going to be tough. The “-“ tile should be a clue that a name is part of the solution. Many Ur-Flan names (cities and people) have a “-“ in them.

Don't allow the players more than 20 minutes of real time to solve this puzzle, or you won't have time to finish the game. If the puzzle can't be solved, the game is **not** over. The doors can be broken through with some old fashioned muscle, or resourceful parties may have other ways around them (an earth elemental could dig the PCs a tunnel for example).

**OR**, if the PCs think of it, they can return to the surface and enlist the aid of an archaeologist. While the archaeologist won't come down the hole with them, if they take a copy of the symbols to the surface, they can

get the translation handout (**Player Handout 2**). You should not suggest this course of action – make the players think of it themselves.

**Further Note:** A Shadow Dancer could potentially Shadow Jump through the door, or an arcane caster could use a *dimension door* spell (or more than one) to get the party through to the other side. The other side of the door has an identical double railing and identical box of tiles. This may be important on the way out.

**Ancient Doors:** 6 in. thick; hardness 12; hp 60; AC 5; Break DC 35.

**Development:** If the PCs end up breaking the door down or bypassing it in some fashion, there are two possible consequences. First off, they don't get the xp for solving the puzzle unless they actually solve it. Secondly, any method that makes significant noise alerts the monsters in Encounter 3 who have time to set an ambush for the PCs, which makes the combat harder.

If the PCs used magic to get past the door they may have to solve the puzzle to get out, unless they have more magic to bypass it again. Keep that in mind as the adventure draws to a close and they are potentially being pursued.

## Encounter Three: The Natives are Restless

This encounter can go in several directions depending on the PCs' previous actions. If they have directions from Ogg they may wish to go straight to a temple, or to the vault. If they don't have directions from Ogg they need to explore on their own, though the obvious way to go is towards the temples anyway. If they made a lot of noise in Encounters 1 and/or 2, the monsters in this encounter are waiting for them as shown on the DM's map. If they didn't make any noise, the monsters are at the non-ambush location on the DM's map.

PCs who make a Knowledge (architecture) role DC20 in conjunction to the water ways would draw the conclusion they seem to be defensive

In any event, the players should now get **Player Handout 3** (players map of the city) and if Ogg gave them directions in Encounter 1 you should mark each of the temples as well as the city vault.

There is a lot the PCs can do here, and they won't have time to explore the whole undercity this time out. The temples are the obvious places to go – being the largest buildings in the city, and all the other significant buildings for this adventure are close by the temples. If



the party looks like getting lost, have them spot something ducking into one of the temples. Hopefully, they follow it and get back on track.

*The under-city of Kir-Rüss lies before you, abandoned by the original inhabitants centuries ago. Yours may well be the first feet to step here in a very long time. There are several buildings nearby, and the pathway ahead of you disappears into the darkness. There are side passages at regular intervals but the main passageway goes straight. What do you want to do?*

**Development:** PCs who make a DC 20 Survival check for tracking can see that although the city has been abandoned in the past there are signs of recent humanoid activity.

If the PCs make a DC 30, they notice signs of arachnid activity – complete with remnants of recent webs.

Once the PCs are ready to proceed, use a pre-rolled Spot check vs the monsters Hide check at the appropriate point on the map to see who can act in the surprise round if there's an ambush. The monsters have had time to take 20 on their Hide checks, and depending on the APL one or more may have Concealment as well.

If there is no ambush, have each side use pre-rolled Move Silently vs Listen checks (both ways) to see who gets to act in the surprise round.

There are too many possibilities to script here – you should make up something appropriate based on the tactics of the monsters if there is surprise, or use the read aloud text below if the parties literally stumble across each other.

*It seems you are not alone down here after all. As you approach the next cross passage, from around the corner comes [insert appropriate monster description]. They seem as surprised to see you as you are to see them, but they waste no time preparing for combat.*

Combat time.

#### **Creatures:**

Read the description(s) below as appropriate to the APL once the PCs see what they are facing.

**Derro:** Small, stocky dwarflike creatures in studded leather armour titter and mumble to themselves. Their skin is a pale blue-white colour and their bulbous white eyes have no irises or pupils. Their hair is coarse and white and they have long moustaches drooping below their chins.

**Driders:** This strange being has the head and torso of a dark elf and the legs and lower body of a giant spider.

#### **APL 4 (EL 6)**

**Derro (3):** hp 15, 16, 18; see *Monster Manual*/page 49.

#### **APL 6 (EL 7)**

**Driders sorcerer:** hp 47; see *Monster Manual*/page 89.

#### **APL 8 (EL 8)**

**Derro (2):** hp 14, 18; see *Monster Manual* page 49. Each Derro has a Tanglefoot Bag

**Driders sorcerer:** hp 46; see *Monster Manual* page 89. The Drider has a Tanglefoot Bag

#### **APL 10 and 12 (EL 9)**

**Driders sorcerers (2):** hp 44, 46; see *Monster Manual* page 89.

**Tactics:** At all APLs where derro are present, if they get surprise they have smeared a full case of bolts (5) with Medium Monstrous Spider venom and they use these first. If the derro do not get surprise, the venom forms part of the treasure for this encounter.

Once combat starts in earnest, each derro uses his innate ability to cast *darkness* around the PCs (or the largest group of PCs if the party spreads out) if there are any PCs not in darkness. At APL 8, they will use their tanglefoot bags first (they have one each, and the drider has one too but is not co-ordinating with the Derro so may not get to use it)

If a PC casts a spell of high enough level that *darkness* won't overcome it (eg. *daylight*), EACH derro will try their *darkness* ability one further time before they individually realise it won't work any more (they aren't co-operative enough to tell each other what they are doing). The derro will use their *sound burst* ability to maximum effect if they can see a group of PCs, taking readied actions against spellcasters. They will only use their *daze* ability on single PCs they can see without obvious holy symbols and especially if they have spiked chains, if any are visible. The derro are sufficiently alert to the *daze* effect that the remaining Derro will attempt to flank and then sneak attack any PC who is dazed. The derro will not engage in melee combat, other than to flank dazed opponents, unless they have no option.

At APLs where one or more driders are present, they will use magic as a first choice, starting with an area *dispel magic* centred on the party to affect as many PCs as possible. This will be followed up with a *suggestion* against any obvious fighter-type (armour, no holy symbol) that they should leave this place and go home.

They then start with their offensive spells, taking turns to ready actions against PC spellcasters and using mostly *lightning bolts* and *magic missiles* until they run out. Once these spells have been used up, the drider(s) will use their ranged weapons in preference to engaging in melee if possible.

IF THE DRIDERS GET TO SURPRISE THE PCs.

In this case, the driders will have had at least a couple of rounds to prepare and will each have cast *silent image* on the wall about 20 feet away from their location, and at least 10 feet off the ground. They will also go *invisible* and once the PCs have attacked the images and (presumably) worked out they are not real, the invisible drider will move into its image and start casting spells. This should sow some confusion and gain them a round or two, even though the *invisibility* will go down once they use an offensive spell.

Surprise or not, if melee is forced upon them, they will attempt to focus on one PC at a time (both will target the same PC if there are two driders) until that PC is eliminated from the combat (poison or loss of hit points – they don't care how) and then focus on the next PC. The drider's *darkness* ability is a last resort to be used for the concealment miss chance if they need to flee. The drider(s) attempt to flee if they get down to 25% or less of their hit points AND they can flee with some chance of success.

At APL 10 and 12 the two driders attempt to stay far enough apart to not get caught in the usual area effect spells such as *fireball*, but a *sunburst* or other large area effect spell will still get them. They're not expecting anything that powerful.

#### Treasure:

APL 4: Loot – 75 gp, Coin – 50 gp, Magic – *Medium Monstrous Spider Venom* (15) (12 gp each per dose), *potion of cure light wounds* (4 gp each), *potion of hide from undead* (4 gp each), *arcane scroll of Silence* (16 gp each).

APL 6: Loot – 3 gp, Coin – 210 gp.

APL 8: Loot – 53 gp, Coin – 183 gp, Magic – *Tanglefoot bag* (3) (4 gp each per bag), *vial of antitoxin* (3) (4 gp each per vial), *Masterwork +4 Mighty Composite Longbow* (73 gp each), *arcane scroll of remove fear* (4 gp each).

APL 10 and 12: Loot – 6 gp, Coin – 200 gp, Magic – *potion of blur* (25 gp each), *divine scroll of eagles splendor* (12 gp each), *wand of bulls strength* (375 gp each).

## Encounter Four: The Librarian is IN

This encounter includes descriptions of the temples and the library – the only buildings of note left standing. Only the library has an encounter in it though there is unguarded treasure in Graz'zt's temple.

### 4a. The Temple of Igg-Vuurz

*This building is 40 feet to a side, and is obviously a temple to an important god of the Ur-Flan, or at least to some of them. The inside of the building has two rows of stone pews facing an altar on a slightly raised dais at the front. Behind the altar is a statue of an elongated human female, presumably the goddess to whom this temple is dedicated. The ceiling is 15 feet high. There is some writing carved on the rim of the altar*

If the PCs can read Ancient Flan (NOT Ur-Flan in this case), the writing says "Igg-Vuurz is the eternal ruler". This is one clue that the temple might not be to a goddess after all. There is nothing of interest to the PCs in the temple. Searching the altar yields nothing.

### 4b. The Temple of Graz'zt

*This is the largest building you have seen thus far, fully 60 feet to a side, and it has clearly been subjected to some attempted violence in the past. Chunks of the walls have fallen and there are marks where they came from that indicate powerful magic was used to dislodge the stone. It is not obvious why the attackers did not finish the job.*

*Inside, the ceiling is almost 30 feet high and there are rows of pews towards the front, and posts and rails reminiscent of bird perches towards the rear of the temple. There is a sacrificial altar at the front but the usual hole for the blood to drain through is not there. Nor are there any old stains indicating any sacrifices were ever made here. The only thing that suggests this may have been a place of evil is the statue sneering at you from behind the altar. It is of a large, dark-skinned handsome, man, with pointed ears and fangs. The most notable things about the statue are it has six fingers on each hand and six toes on each foot.*

There is nowhere for the blood to drain in this temple because it wasn't necessary. Graz'zt and his favoured faithful of the day lapped up the warm blood to the last drop before it ever had time to collect or leave a stain. A Knowledge (Religion) or Knowledge (Planes) check of DC 25 reveals that an altar with no drain hole would have

been used by evil outsiders who drank the blood of their victims directly and didn't need to collect it in a vessel first.

Use your discretion as to how graphic you get with this. Demons are not nice creatures and a feeling of horror should be imparted (but not as bad as the Cult of the Half-fiend) but there are the sensibilities of modern society to be taken into account too.

The only thing of interest in this building is an ancient tome, written in Abyssal. It is hidden in a secret compartment as marked on the DM's map. It is Graz'zt's extra planar guidebook, and gains the PCs some reward if it is handed over to the archaeologists.

#### **Treasure:**

All APLs : Loot – 100 gp.

#### **4c. The Temple of the Cult of the half fiend**

*This 40 foot diameter building was obviously a temple of some kind. The ceiling is thirty feet up but it is not domed, which is a little strange to say the least. There is a circular marble altar in the centre of the floor, with holes where chains might fit, and channels which can only have been intended to collect the blood from sacrifices. The channels run to one corner where a chalice would once have been placed to collect the blood. There are dark stains in this corner, as well as on the floor beneath it.*

*Instead of the normal rows of benches you expect to find in a temple, there are only a few benches near the altar. The rest of the temple has an array of posts with bars running between them, almost like perches in an enormous aviary.*

*Looking around the walls, it's quickly apparent that they are indeed perches. There are faded frescoes on the walls depicting human-looking creatures but with fangs, claws and wings. The creatures are performing all manner of violent acts on terrified creatures, some human the occasional dwarf, but by far the majority of the victims are elves. No doubt the half fiends in these pictures used the perches to watch their victims' final agonies on the altar. There is some writing on the altar.*

Depending on your, and your players', sensibilities you can be a bit more graphic in your description of what is happening to the elves. The impression should be one of absolute horror, but don't give any younger players nightmares.

If the PCs think to search the altar, there is a secret compartment in the corner opposite the chalice but there is nothing in it.

The writing on the altar is in Player Handout #5. In Ur-Flan it says "Hüs". There is no indication of what that means, or whether Hüs was the victim, the sacrificer, or perhaps the builder of the altar. Those who have played *PER5-03 Fear of the Heart* may have an inkling of what it means.

#### **4d. The library of Igg-Vuurz**

*This dusty old building, a bit more than 30 feet to a side, may once have been a library, if the shelves are anything to go by. Whatever tomes they may once have held have long since crumbled to dust, or been taken elsewhere. There is a desk at the far end of the building.*

Wait until the PCs move to investigate the desk and are at least 30 feet from the door (or if some of them stay back wait until the first one reaches the desk) before you continue

*The desk has only dust, and a silver inkwell on it. Other than that, the only things left here are you, and a creature moves out of the shadows.*

At APL 12+

*The creature looks at you and raises a finger to its lips and says Shhhhhh and goes over the desk.* See the Lich's Reaction section below.

At APL 4, the Shadow is basically a mindless killing machine. It attacks the nearest PC and not try to do anything clever. At APLs 6 to 10, the undead librarian uses the walls and floor to its advantage, emerging to attack, then attacking and "stepping" into the floor or walls on the next round. The Dread Wraith at APL 10 uses its Spring Attack to maximum effect. For APL 12, see the tactics section below.

#### **Creatures:**

Shadow: This creature seems to be nothing but a patch of mobile gloom, more or less humanoid in shape.

Wraith: This creature is a sinister, spectral figure robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Spectre: This entity looks like an elongated human but with a diaphanous and faintly luminous body

Dread Wraith: This creature is a sinister, spectral figure robed in darkness. It has no visible features or appendages, except for the glowing red pinpoints of its eyes.

Lich's Reaction: The Lich is obsessed with silence, he gives the PCs one chance to stay silent. He has taken a

readied action to react if they are not. He has a listen check of +12, he will attack the first PC to make any sound he can hear whilst they are within the library, he will not follow them outside. Thus it is possible for PCs to make contested move silently checks out of harm's way. The first PC to make a sound will cause the Lich to bellow a word in Ur-Flan "quiet" as the trigger word for either a *shout* spell if the PCs are in range or a *disintegrate* spell against the PC who made the noise. After that he will attempt to destroy all the PCs.

The lich avoids engaging heavily armoured PCs in melee if it can, unless it has slain the rest of the party or that PC has been fatigued. It knows it cannot be killed here, as its phylactery is held by its mistress.

#### APL 4 (EL 3)

**Shadow:** hp 19; see *Monster Manual*/page 221.

#### APL 6 (EL 5)

**Wraith:** hp 31; see *Monster Manual*/page 258.

#### APL 8 (EL 7)

**Spectre:** hp 45; see *Monster Manual*/page 232.

#### APL 10 (EL 11)

**Dread Wraith:** hp 105; see *Monster Manual*/page 258.

#### APL 12 (EL 13)

**Ul Van-Vuurz (Lich):** hp 75; see *Monster Manual* page 167.

#### Treasure:

APL 2-10: Nil

APL 12: Loot – 28 gp, Coin – 1250 gp, Magic – *Bracers of armor +4* (1333 gp each), *cloak of resistance +1* (83 gp each), *potion of gaseous form* (62 gp each), *ring of protection +1* (167 gp each), *scroll of summon monster IV* (8<sup>th</sup> level) (67 gp each), *wand of magic missile* (9<sup>th</sup> level) (562 gp each).

## Encounter Five: Trespassers will be Slain

For APL 4 to 10

*From what you've seen of the city so far, there can't be much else of note left to find. As you wend your way through the cavern, there is a rumbling and the earth in front of you bursts upwards revealing something that looks hungry.*

#### For APL 12

*From what you've seen of the city so far, there can't be much else of note left to find. As you wend your way through the caverns a sudden green beam of light flashes out of the darkness ahead and evaporates a large piece of stone next to the party member out front.*

The PCs activities have roused some local denizens of the depths, and the PCs are either on the menu, or a nuisance to be got rid of, depending on the APL. Single monsters simply attack the nearest PC. Pairs of monsters try to get flanking if they can. For tactics of the beholders at APL 12, see the tactics section below.

#### Creatures:

Describe the appropriate creatures for the APL directly from the *Monster Manual*.

APL 4: You see an armour plated, bullet shaped creature with a huge snapping maw and short, powerful legs.

APL 6: These bizarre creatures have a wide body made of a pebbly, stonelike material. They have a large, powerful mouth on the top of their heads and three long arms tipped with sharp talons are symmetrically positioned around the body. Between the arms are large, stone-lidded red eyes that see in all directions. At the base of each creature are three thick, short legs, each directly beneath a red-glowing eye.

APL 8: This bizarre creature has a wide body made of a pebbly, stonelike material. It has a large, powerful mouth on the top of its head and three long arms tipped with sharp talons are symmetrically positioned around the body. Between the arms are large, stone-lidded red eyes that see in all directions. At the base of the creature are three thick, short legs, each directly beneath a red-glowing eye.

APL 10: These bizarre creatures have wide bodies made of a pebbly, stonelike material. They each have a large, powerful mouth on the top of their heads and three long arms tipped with sharp talons are symmetrically positioned around the body. Between the arms are large, stone-lidded red eyes that see in all directions. At the base of each creature are three thick, short legs, each directly beneath a red-glowing eye.

APL 12 (remember, these guys can attack from 150 feet away – there is no guarantee the PCs ever get to see what's killing them): Floating before you are two bulbous bodies, each with a central, unblinking eye and a large maw filled with daggerlike teeth. Smaller eyes, attached

to wriggling stalks, sprout from the top of the orblike bodies.

#### APL 4 (EL 7)

**Bulette:** hp 90; see *Monster Manual* page 30.

#### APL 6 (EL 9)

**Average Xorn, Fiendish (2):** hp 45, 49; see *Appendix One*.

#### APL 8 (EL 10)

**Elder Xorn, Fiendish:** hp 130; see *Appendix Two*.

#### APL 10 (EL 12)

**Elder Xorn, Fiendish (2):** hp 130, 130; see *Appendix Two*.

#### APL 12 (EL 15)

**Beholder (2):** hp 90, 95; see *Monster Manual* page 25.

#### Tactics:

The Beholders start at 120ft, out of darkvision range and possibly out of low light vision range depending on what light source the PCs are using. The beholders can see the PCs quite easily if there is any kind of light source in the party, and target their eye rays to best effect. If they get the party down to half its members, or less, they close the range but go above the buildings closest to the remaining PCs so they can target multiple PCs in a single round. The beholders do not get into a position where area effect spells can get them both and do not close to melee while any PC is still fighting back. They pursue fleeing PCs only as far as the door to the cells.

#### Treasure:

APL 2-10: Nil

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – *potion of blur* (25 gp each), *lesser metamagic rod of maximise* (1166 gp each).

## Encounter Six: Choosing Sides

*Having dealt with the latest creatures that tried to make you into lunch, it's only a few short blocks before you hear the sounds of a fierce combat off to your right. What do you do?*

The PCs have “stumbled” across a battle between four Duergar and four Svirfneblin. However, this battle is anything but simple, since it has been arranged for the PCs' benefit by Iggitwilv. The Duergar are wearing obvious holy symbols of Pelor (they are real, but the Duergar aren't worshippers – it's part of their disguise). The

Duergar do NOT detect as evil, due to having drunk *potions of undetectable alignment*. To make things more complicated, the Svirfneblin DO detect as evil, due to the cursed short swords the Duergar traded to them. The Svirfneblin were duped by the Duergar because the dwarves disguised themselves as deep dwarves and there was no hint of evil about them. But nothing could be further from the truth.

These nasty dwarves are the latest dominated minions of Iggitwilv, the Witch Queen who has invaded the Yatils and is trying to take back what she sees as her empire. She set this encounter up in the hope the PCs (some of whom have her notice from *PER4-04 Battles in the Yatils*) would arrive and she wants them to be smart enough to check first, and then dumb enough to kill the gnomes. Iggitwilv then gloats over their foolishness because they have failed to start the chain of events that may gain the surface dwellers an important ally in battles yet to come.

The PCs have several choices here:

1. Do nothing. Walk away, or simply allow the battle to run its course. If they choose this option, the Duergar win, and the PCs won't be there to take any further part. Go to Encounter 7, and the PCs have no warning of the trap.
2. Assume the Duergar are evil and leap right into the combat to help the Svirfneblin. This path leads to the right result for the wrong reasons. Don't bother playing the combat out – the gnomes can easily win with the help of the PCs. They are grateful, but wary of the surface dwellers. If anyone can make a Diplomacy check (DC 15), the Svirfneblin accept that the PCs are not a threat and offer some assistance. This assistance comes in the form of directions to the vault, and a warning that there is a terrible magic on the door of the vault that slays all those who try to open it.

They can also explain that they have these cursed items and they'd like to be rid of them. If the PCs can deal with that, or take the gnomes to the surface to have it dealt with, there is an offer to negotiate a trade deal with the PCs or their principals. The gnomes are very much into trade and consider a trade agreement to be the same as a military alliance.

3. Watch for a bit, then do something. This is the considered option, but not terribly heroic. The PCs hear the gnomes calling the Duergar all kinds of nasty names (in Undercommon, so if nobody speaks it the sounds are just gibberish) and accusing them of dealing in cursed goods. The Duergar for their part are responding (also in Undercommon) that the gnomes are fools and got what they deserved, and they had no right to chase the

dwarves here because the dwarves have other folk to trade with (this might give some folk cause to ponder). PCs who can make sense of the words should get the idea that holy symbols or not, the Duergar are the bad guys here. If they do, pick up on option 2 outcomes.

4. Rely on the holy symbols and/or a *detect evil* spell (or similar) and wade right in on the side of the Duergar. This is what Iggwilv hopes they do, and if it happens don't bother with the combat. The Svirfneblin are no match for the Duergar if the PCs are lined up against them too. The Duergar will be most grateful for the "help" and begin decapitating the dead gnomes, in the best traditions of Perrenland. Only later might the PCs find out they have been duped. And they get no help with Encounter 7.

5. Subdue both sides and interrogate them. APL 4 tables probably won't take this option as it might be beyond them, but they are free to try it if they wish. At higher APLs, the PCs are not going to find eight CR 1 creatures much of a problem, so don't roll it out unless you have heaps of time and/or the players want to roll some dice. Interrogating the two sides should reveal the truth. Have the PCs roll Intimidate or Diplomacy checks, modified by up to +4 for good roleplaying. The Duergar are going to oppose these checks with Bluff rolls (circumstances have been included in their skill modifier below), the Svirfneblin tell the truth, so Sense Motive rolls might be appropriate. Feel free to run this as befits the mood of the players – it could go either way but in the end it should point to one of the earlier options, and you should go there to resolve this encounter.

#### Creatures:

**Duergar** (4): War 1. hp 9 ea (Bluff +2); see *Monster Manual* p 91.

**Svirfneblin** (4): War 1. hp 8 ea; see *Monster Manual* p 132.

**Development:** If the PCs have helped the svirfneblin and defeated Iggwilv's Duergar, they have drawn the attention of the Witch Queen to themselves. Read or paraphrase the following:

*The air in front of you shimmers for a moment, and the face of a beautiful woman appears. She speaks "So, you have found some new friends I see." Her face twists into a mask of rage as she continues. "It won't make any difference, puny fools! I have returned, I will take that which is mine and you will feel my wrath". There is a momentary chill in your bones, and the vision is gone.*

PCs who have the Notice of the Old Hag from *PER 4-04 Battles in the Yatils* get the Further Notice of Iggwilv on

the AR. Those who did not have the previous notice, gain the Notice of Iggwilv instead.

If the PCs have helped the Duergar on the other hand, read or paraphrase the following once the Duergar have left, or been slain if the PCs realised their error too late:

*The air around you shimmers for a moment and the face of a strikingly beautiful woman appears. She is smiling as she speaks. "Thank you for assisting my servants in their bid to make this city safe for my return. I shall remember you and reward you when I return triumphant to my mother's capital." She laughs as the vision fades and you can't help but wonder what you've done, and what your "reward" might be.*

PCs gain neither the Notice of Iggwilv nor the Further Notice of Iggwilv in this case.

## Encounter Seven: The Vault

Whether by luck while searching the ruins, or having been directed by Ogg or the Svirfneblin, the PCs have found Igg-Vuurz's vault. All that remains is to get inside. Paraphrase as necessary.

*The directions you received have led you to the door that supposedly guards Igg-Vuurz's vault. Getting it open should be no problem, right?*

The door is trapped, and locked. Being the storage place of Igg-Vuurz's most treasured possessions, it is well protected. But, if the PCs can get through it, there are no further obstacles to overcome.

**Stone and Metal Doors:** 6 in. thick; hardness 12; hp 100; AC 5; Break DC 32.

#### Trap:

##### APL 4:

**Cycling spell trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (1<sup>st</sup>, 3<sup>rd</sup>, etc. time *burning hands*, 1<sup>st</sup> – level wizard, 1d4 fire, DC 11 Reflex save half damage; 2<sup>nd</sup>, 4<sup>th</sup>, etc. time *inflict light wounds*, 1<sup>st</sup> – level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

##### APL 6:

**Cycling spell trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (1<sup>st</sup>, 3<sup>rd</sup>, etc. time *burning hands*, 5<sup>th</sup> – level wizard, 5d4 fire, DC 11 Reflex save half damage; 2<sup>nd</sup>, 4<sup>th</sup>, etc. time *ghoul touch*, 3<sup>rd</sup> – level wizard, 1d8+1, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

#### APL 8:

**Cycling spell trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (1<sup>st</sup>, 3<sup>rd</sup>, etc. time *fireball*, 8<sup>th</sup> – level wizard, 8d6 fire, DC 14 Reflex save half damage; 2<sup>nd</sup>, 4<sup>th</sup>, etc. time *phantasmal killer*, 7<sup>th</sup> – level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

#### APL 10:

**Cycling spell trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (1<sup>st</sup>, 3<sup>rd</sup>, etc. time *glyph of warding* [blast], 5<sup>th</sup> – level cleric, 2d8 acid, DC 14 Reflex save half damage; 2<sup>nd</sup>, 4<sup>th</sup>, etc. time *lightning bolt*, 5<sup>th</sup> – level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

#### APL 12:

**Cycling spell trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (1<sup>st</sup>, 3<sup>rd</sup>, etc. time *fireball*, 8<sup>th</sup> – level wizard, 8d6 fire, DC 14 Reflex save half damage; 2<sup>nd</sup>, 4<sup>th</sup>, etc. time *phantasmal killer*, 7<sup>th</sup> – level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

*With the trap out of the way, the doors have only a simple lock on them.*

The lock is a DC 20 Open Locks variety. Or, the PCs can smash their way in, but they do not get the favour of the archaeologists if they destroy the doors (Break is OK, as that can be easily fixed).

*The interior of the vault doesn't have a lot to get excited about. It is 20 feet to a side and could obviously hold a lot more goods and chattels than are here. There are a few ingots of some strange metal and a couple of weapons, nothing else.*

#### Treasure:

APL 4 and APL 6: Loot – 0 gp, Coin – 0 gp, Magic – +1 *adamantine heavy mace* (417 gp each), +1 *ghost touch short sword* (692 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – +1 *adamantine heavy mace* (417 gp each), +1 *disrupting heavy mace* (1526 gp each).

APL 10 and APL 12: Loot – 0 gp, Coin – 0 gp, Magic – +2 *adamantine heavy mace* (917 gp each), +1 *disrupting heavy mace* (1526 gp each).

All APLs. Access to a weapon made of star metal.

## Conclusion

There's not really much to say here. Either the PCs helped Ogg, or they didn't (and you should not remind them about the bones if they forget). Either they sowed the seeds for an alliance with the Svirkneblin, or they didn't. Either they found the vault (which the Archaeologists can use as a secure base) or they didn't.

If the PCs found the vault, and are existing members of the Treasure Hunters Guild, they receive access to a *vest of resistance +2* and a *helm of comprehend languages and read magic* as thanks for their service. Cross these items off of the "Items Found During the Adventure" if a PC is not an existing member of the Treasure Hunters Guild.

In any case, read or paraphrase the applicable bits from the following, keeping in mind that PCs who either fought or declined to help Ogg get neither his blessing nor his curse:

*You make your way back to the surface, having discovered at least some of the secrets of Kir-Rüss. No doubt you'll be called upon to venture into the depths again and seek more knowledge, and battle a few more nasties.*

*The bones of Ogg van-Vuurz are laid to rest, and a reedy voice in your head says "thank you – such deeds shall be repaid".*

*You promised to lay Ogg van-Vuurz to rest, but in your haste to leave you left him behind. A voice in your head screams "Vile creature. The curses of a thousand suns on you. Your wickedness will not go unpunished." Seems you have made another enemy.*

*The Svirkneblin who accompanied you back to base camp have been talking with Erik Hüssen for a long time. When they emerge, everyone is smiling – especially at you. Looks like you did something right.*

*The archaeologists are very pleased with your discovery of the vault. Not so much about what was in it, though they've promised to arrange for some of that odd metal to be made into a weapon of your choice, but the vault itself seems to have interested them as a safe place to base themselves while the ruins are explored further. If only all your missions could be satisfied with such a simple outcome.*

## The End

### Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

#### Encounter Two

Solving the puzzle

All APLs 60 xp

#### Encounter Three

APL4 180 xp

APL6 210 xp

APL8 240 xp

APL10 270 xp

APL 12 270 xp

#### Encounter Four

APL4 90 xp

APL6 150 xp

APL8 210 xp

APL10 330 xp

APL 12 390 xp

#### Encounter Five

APL4 210 xp

APL6 270 xp

APL8 300 xp

APL10 360 xp

APL 12 450 xp

#### Encounter Seven

APL4 60 xp

APL6 90 xp

APL8 150 xp

APL10 120 xp

APL 12 150 xp

#### Story Award

Sowing the seeds of an alliance:

APL4 75 xp

APL6 120 xp

APL8 165 xp

APL10 210 xp

APL 12 255 xp

#### Total possible experience:

APL4 675 xp

APL6 900 xp

APL8 1125 xp

APL10 1350 xp

APL 12 1575 xp

### Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.



Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewellery, and other valuables; M = Magic Items.

### Encounter Three:

APL 4: L: 75 gp; C: 50 gp; M: 204 gp – Medium Monstrous Spider Venom (15) (12 gp each per dose), Potion of *cure light wounds* (4 gp each), Potion of *hide from undead* (4 gp each), Arcane scroll of *silence* (16 gp each)

APL 6: L: 3 gp; C: 210 gp; M: 0 gp.

APL 8: L: 53 gp; C: 183 gp; M: 101 gp – Tanglefoot bag (3) (4 gp each per bag), vial of antitoxin (3) (4 gp each per vial), Masterwork +4 Mighty Composite Longbow (73 gp each), arcane scroll of *remove fear* (4 gp each)

APL 10 and APL 12: L: 6 gp; C: 200 gp; M: 412 gp – *potion of blur* (25 gp each), divine scroll of *eagles splendor* (12 gp each), wand of *bulls strength* (375 gp each).

### Encounter Four:

APLs 4, 6, 8 and 10: L: 100 gp; C: 0 gp; M: 0 gp.

APL 12: L: 128 gp; C: 1250 gp; M: 2207 gp – Bracers of armor +4 (1333 gp each), cloak of resistance +1 (83 gp each), potion of *gaseous form* (62 gp each), ring of protection +1 (167 gp each), scroll of *summon monster IV* (8<sup>th</sup> level) (67 gp each), wand of *magic missile* (9<sup>th</sup> level) (562 gp each).

### Encounter Five:

APLs 4, 6, 8 and 10: nil

APL 12: L: 0 gp; C: 0 gp; M: 1191 gp – *potion of blur* (25 gp each), lesser metamagic rod of maximise (1166 gp each)

### Encounter Seven:

APL 4 and APL 6: L: 0 gp; C: 0 gp; M: 1109 gp – +1 adamantine heavy mace (417 gp each), +1 ghost touch short sword (692 gp each)

APL 8: L: 0 gp; C: 0 gp; M: 1943 gp – +1 adamantine heavy mace (417 gp each), +1 disrupting heavy mace (1526 gp each)

APL 10 and APL 12: L: 0 gp; C: 0 gp; M: 2443 gp – +2 adamantine heavy mace (917 gp each), +1 disrupting heavy mace (1526 gp each).

### Total Possible Treasure

APL 4: L: 175 gp; C: 50 gp; M: 1313 gp - Total: 650 (1538) gp

APL 6: L: 103 gp; C: 210 gp; M: 1109 gp - Total: 900 (1422) gp

APL 8: L: 153 gp; C: 183 gp; M: 2044 gp - Total: 1300 (2380) gp

APL 10: L: 106 gp; C: 200 gp; M: 2855 gp - Total: 2300 (3161) gp

APL 12: L: 134 gp; C: 1450 gp; M: 6253 gp - Total: 3300 (7837) gp

### Special

**Notice of Iggwilv** (for those who do not have the Notice of the Old Hag): You have come to the attention of the Witch Queen, Iggwilv. Until further notice, in any Perrenland regional adventure you may suffer her wrath. At the start of each adventure roll a d10. If the result is a 1 or 2, you take a –1 penalty on any and all d20 rolls for this adventure due to Iggwilv's malevolence. This does not affect the automatic success of a natural 20.

**Further Notice of Iggwilv** (given to those who have the Notice of the Old Hag): You have again come to the attention of the Witch Queen, Iggwilv. Until further notice, in any Perrenland regional adventure you may suffer her wrath. At the start of each adventure roll a d10. If the result is 1-4, you take a –1 penalty on any and all d20 rolls for this adventure due to Iggwilv's malevolence. This does not affect the automatic success of a natural 20.

**Favour of Ogg van-Vuurz:** For assisting in laying Ogg Van-Vuurz to rest, his spirit grants you a boon – once only. One time only, you may re-roll a single saving throw. You must make the determination to re-roll the saving throw before the DM announces the result. Cross off this favour when used.

**Curse of Ogg van-Vuurz:** For breaking your promise to assist in laying Ogg Van-Vuurz to rest, his spirit will haunt you for the next calendar year. You take a –1 penalty on all Will saves for the next 12 months. Expires \_\_\_\_\_.

**Favour of the Council:** For taking the first steps in forming a trading and military alliance with the Svirkneblin of the Yatil Mountains, the Council of Perrenland grants you their favour. You may have ONE armour, shield or weapon upgrade undertaken, or

purchase a single weapon, shield, or suit or armour made of special material, at 20% less than the standard cost. You must still have access to the upgrade or special material in order to use this favour. Cross off this favour when used.

**Favour of the Archaeologists:** For locating the vault, which the archaeologists can use as a base camp, they have arranged through their contacts for you to have a single light melee metal weapon or small shield or buckler made from the metal you found in the vault (star metal). You must still pay the cost of the item and it must be an item to which you have access. Cross off this favour when used.

APL 12 (all of APL 10 plus the following):

*Wand of magic missile (9th level)* (Adventure, DMG)

*Lesser metamagic rod of maximize* (Adventure, DMG)

## Items for the Adventure Record

### Item Access

Item access is by APL. Items at lower APLs are NOT available unless they are also listed at the APL played.

APL 4 and APL 6:

*+1 adamantine heavy mace* (Regional, DMG, 5,012 gp)

*+1 ghost touch short sword* (Regional, DMG, 8,310 gp)

*Helm of comprehend language and read magic* (Regional, DMG)

*Vest of resistance +2* (Regional, CA)

APL 8:

*+1 adamantine heavy mace* (Regional, DMG, 5,012 gp)

*+1 disrupting heavy mace* (Regional, DMG, 18,312 gp)

*Helm of comprehend language and read magic* (Regional, DMG)

*Vest of resistance +2* (Regional, CA)

APL 10:

*Wand of bull's strength* (Adventure, DMG)

*+1 disrupting heavy mace* (Regional, DMG, 18,312 gp)

*+2 adamantine heavy mace* (Regional, DMG, 11,012 gp)

*Helm of comprehend language and read magic* (Regional, DMG)

*Vest of resistance +2* (Regional, CA)

## Appendix One – APL 6

### Encounter Five

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**Average Xorn, fiendish:** CR 7; Medium Outsider (Extraplanar, Earth); HD 7d8+17; hp 45, 49; Init +0; Spd 20 ft., burrow 20 ft.; AC 24, touch 10, flat-footed 24; Base Atk/Grp: +7/+10; Atk +10 melee (4d6+3, bite); Full Atk +10 melee (4d6+3, bite) and +8 melee (1d4+1, 3 claws); Space/Reach: 5ft./5 ft.; SA Smite Good; SQ All-around vision, earth glide, damage reduction 5/bludgeoning and magic, darkvision 60ft., immunity to cold and fire, resistance to electricity 10, spell resistance 12, tremorsense 60 ft.; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +10, Intimidate +10, Knowledge (Dungeoneering) +10, Listen +10, Move Silently +10, Search +10, Spot +10, Survival +10 (+12 following tracks or underground); Cleave, Multiattack, Power Attack, Toughness.

**All-around vision (Ex):** A Xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A Xorn can't be flanked.

**Earth Glide (Ex):** A Xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A Move Earth spell cast on an area containing a burrowing Xorn flings the Xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

## Appendix Two – APL 8 and 10

### Encounter Five

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**Elder Xorn, fiendish:** CR 10; Large Outsider (Extraplanar, Earth); HD 15d8+63; hp 130, (130); Init +0; Spd 20 ft., burrow 20 ft.; AC 25, touch 9, flat-footed 25; Base Atk/Grp: +15/+22; Atk +21 melee (4d8+7, bite); Full Atk +21 melee (4d8+7, bite) and +19 melee (1d6+3, 3 claws); Space/Reach: 10ft./10 ft.; SA Smite Good; SQ All-around vision, earth glide, damage reduction 5/bludgeoning, damage reduction 10/magic, darkvision 60ft., immunity to cold and fire, resistance to electricity 10, spell resistance 20, tremorsense 60 ft.; AL NE; SV Fort +13, Ref +9, Will +9; Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10.

*Skills and Feats:* Hide +14, Intimidate +18, Knowledge (Dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18 (+20 following tracks or underground); Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness.

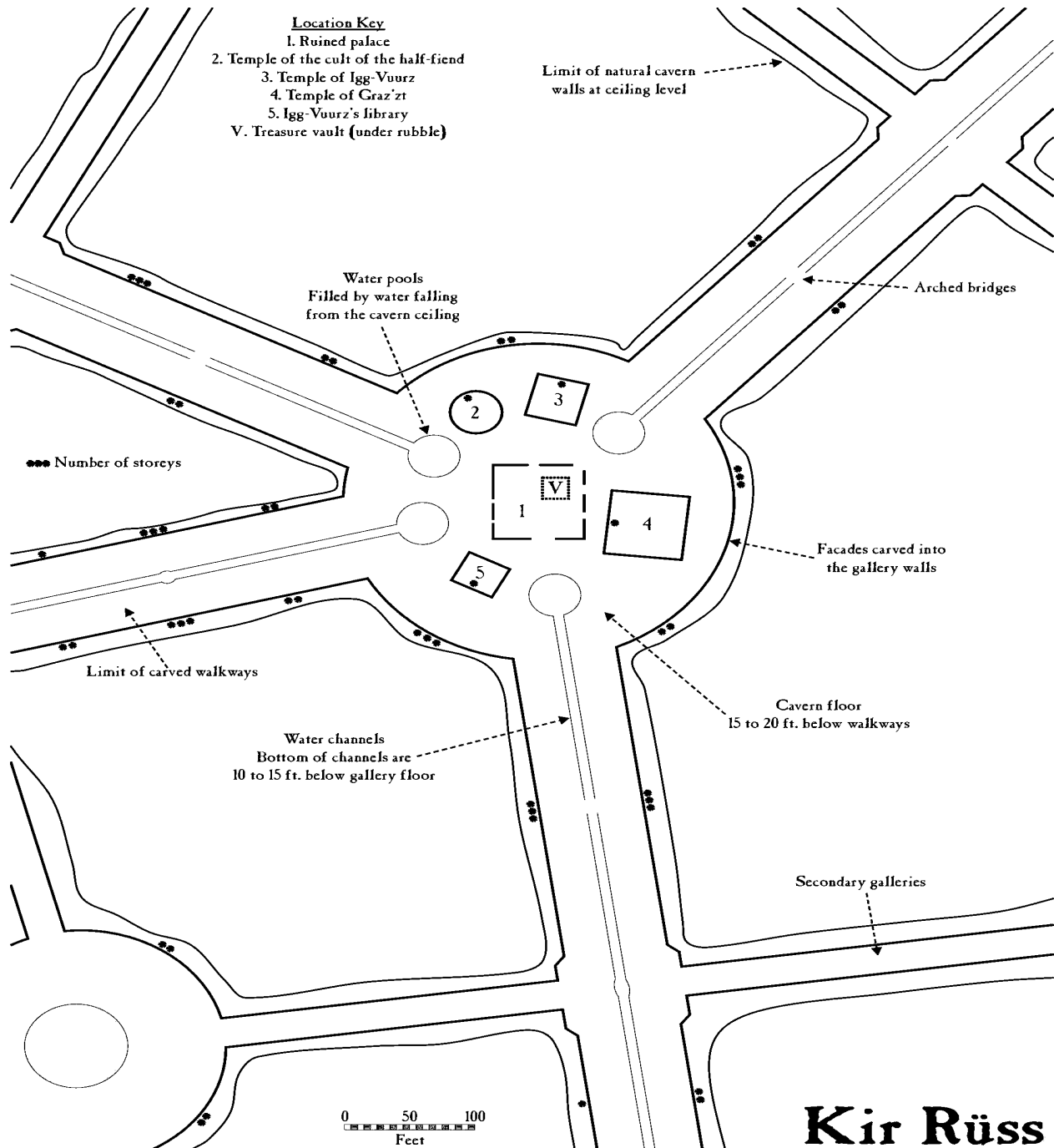
**All-around vision (Ex):** A Xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A Xorn can't be flanked.

**Earth Glide (Ex):** A Xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A Move Earth spell cast on an area containing a burrowing Xorn flings the Xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

**Smite Good (Su):** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

# Appendix or Judge Aid

DMs Map of Kir-Rüss



# Player Handout #1

A collection of symbols none of you understand, on tiles.

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# Player Handout #2

A collection of Ur Flan symbols on tiles

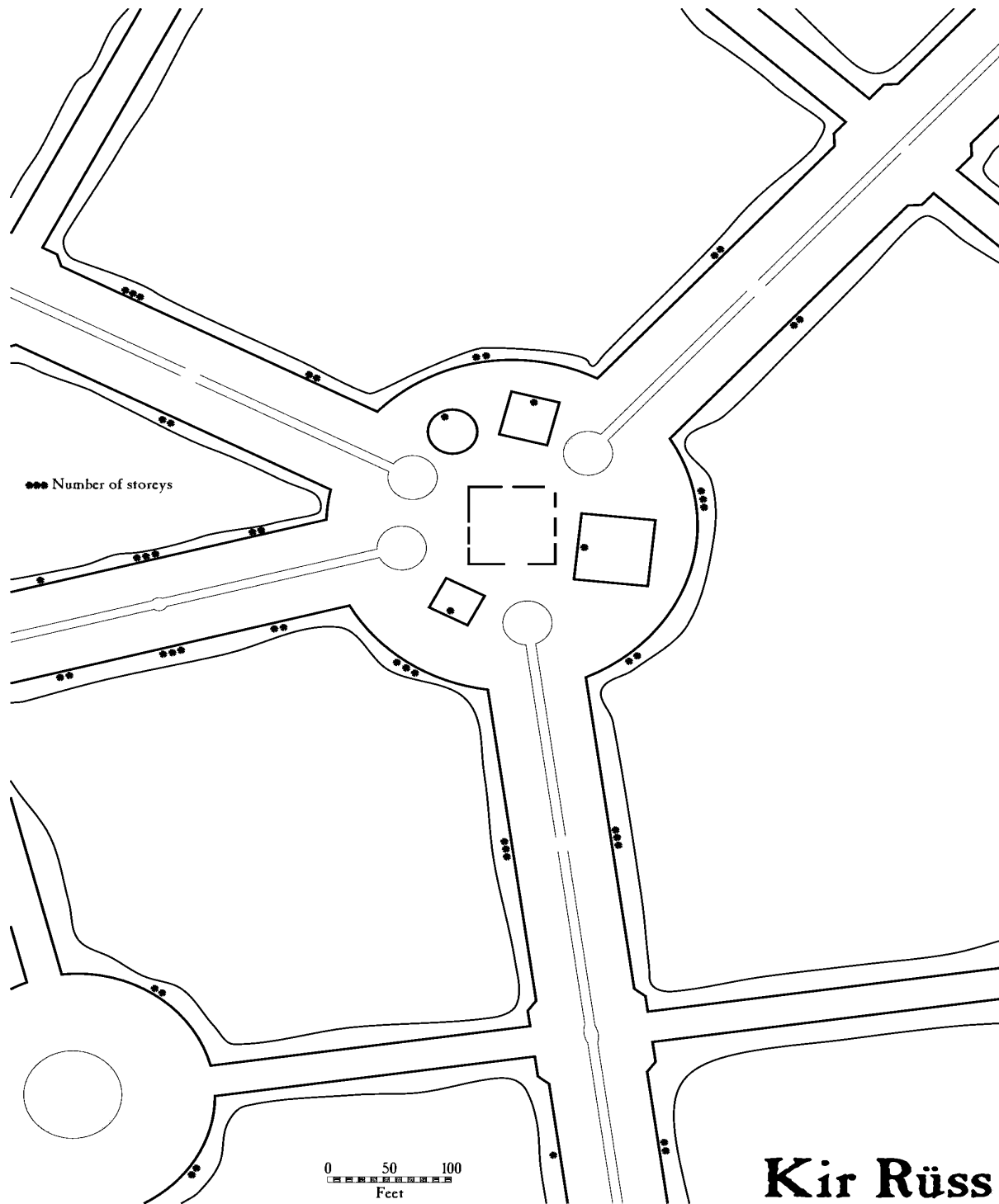
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## Player Handout #3

Players Map of the Lower Level of Kir-Rüss





## Player Handout #4

(Only to be given to PCs who laid Ogg Van-Vuurz to rest)

Kir-Rüss was the purpose built capital of Iggwilv's mother Igg-Vuurz. Igg-Vuurz was the first of the Ur-Flan necromancer Witch Queens/kings to break with the traditional worship of Nerull as she started interacting with abyssal creatures, the primary one being Graz'zt. Her ambition and break with traditions led to war between her followers and the other Nerull city-states of the Quaglands (a struggle that was reflected between Iuz and the Horned Society later on). Igg-Vuurz ended up conquering quite a few neighbouring city-states within the Quaglands and forming a little empire of Demon worshippers. This was partly accomplished by promising her daughter to Graz'zt. In the end, "Ner-Graf" Oomkar Hüs, ruler of the city of Jor-Rüss (modern Riberlund) and the last Nerull worshipping Heirarch in the Quaglands, formed a last ditch alliance with the nature style cults of the Quaglands to destroy Igg-Vuurz. This was only partially successful.

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## Player Handout #5



## Critical Event Summary

(only for cons run no later than Spring Revel Downunder 2005)

Did the PCs lay Ogg to rest?

Did the PCs bring the svirfneblin to the negotiating table?

Did the PCs find the book in Graz'zt's altar?

Please give this summary to the senior GM.

Senior GM, please send the summaries to the Perrenland plot co-ordinator (Patrick Williamson).