**Quizhou**

Nearly all cities and towns are underground, lighted by a giant mush-tree on the ceiling, except DIchesk, Parta, Altables.

**Races:** drow, NO DB and dwarves are heavily disliked

**Method of ruling:** Religious matriarchy

**Religion:**

Fort cities: Letamium, Mieras, Angyang

Astral Temple cities: Druisk, Dichesk

Exile cities: Nobian, Parta, Altables

**Exile cities NPCs, plot hooks etc.:**

**DO NOT USE DICE ROLLS FOR INVESTIGATION, PLAYERS MUST TELL YOU WHAT THEY SEARCH**

Houshi Czou info: disappeared for 2 months from the moment the quest is given to party. Was seen in forest by Miagda the huntress last time. Spoke to Baahmut and told him about some strange deer in the woods, he told him that deer had thinned out skin and his eye were alike to fly’s one. Is respected hunter in Nobian for defending the city against wolves, for this he was connected to water pipes.

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House of czou: small one in Pearl Forge street, near 2 abandoned houses. His closest neighbors are Nagda (chemist) and Miagda (huntress) with her husband Anril (carpenter). His house is divided in 4 rooms: kitchen, cabinet, bathroom.

Kitchen: 3 chairs a table, fireplace with cauldron on it, few plates and cutlery (столовые приборы) are put in cupboard as well as 3 cups, one of which is a bit broken. In underground part few bodies of deers can be found, few frozen potatoes and 2 pieces of bread.

Bathroom: toilet, bath are cleaned up, but a little bit dusty. Locker on the wall containing toothpowder, 2 bottles with oil, few herbs for disinfection. There is broken ampoule under the bath.

Cabinet: desk with few silver coins, some pieces of paper with description of usual animals of the woods; locker with dagger, 2 bottles of ink, some clean paper, DC 15 perception will reveal the hidden part behind the cracked door containing a silver ring, a forest map and 2 ampoules with some green fluid (can be given to herbalist Yangmin to identify this as paralitic) this part has a hidden part too(DC 16 perception) containing a few letters with info about strange things on the mountain side of the coast (strange infested animals, magic anomalies and infested ground), info about locals and db symbolled packet with mockery (saying that it is very rude to read letters that does not belong to you) and hidden(DC 18 perseption) letters that says that there is no danger to db in this part of Quizhou ; bed with pillow(with dagger under it) and winter blanket on it, on the back side of the bed scratched “Beware the waters on the mo..”; chair with a shirt on it.

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All NPCs are drow unless its mentioned otherwise

Winter nearly whole year, but the sea never freezes even so there is always some ice on it.

All exile cities are populated with drow infested by insects called “Loinen”. This insect usually infests drow and spreads quickly, so if someone is found to be infested, they will be sent to one of exile cities and their house and all their clothes, food etc. are burned. Infestation of other races are nearly nonexistent. Specific surgery must be done to infest humanoid, if it is a db, tiefling, undead, demonic or aasimar it is impossible, because their blood is toxic for the Loinen.

Insects are quite unique in a way that host can channel some cantrips and even 1 level spells, these costs host a lot of energy and sometimes even life. Host of the insect after spending with it 2-3 month will slowly turn more defensive about his infestation, and after 5-6 months host will not be able to live without insects in his body.

These insects were created by Lirgass – aboleth beneath the sea of ice surrounding the peninsula, to support their servants and control them easier. But that was in the ancient times and no one even remembers these legends, except few old men on the peninsula.

Buildings and places:

Tavern (Happy wing, jolly tail or dreamy snail):

Owned by Varek Hyönteinen – tiefling in his middle ages, always smiling to newcomers, helping them to begin new life in this city.

Usual visitors: Drahna – shy lady, previously aristocrat now a hunter on small animals, good at orienting in nearby forest, lives in city for a year now.

Baahmut – wide but short farmer, quite old but yet strong enough, knows Houshi Czou, where he lives and spoken to him 2 weeks before his disappearance and Ebenstein his brother farmer

Yangmin quite old woman, her face covered with mask, doctor, herbalist, knows Houshi and Yingman young man, pupil of Yangmin, surgeon

Lighba miserable quiet lady who came in exile city recently because of her infestation

Beach:

Derek, an old man, potter, usually works at mornings and then sits on the beach, feeling, that something is calling him.

Docks:

Fishermen “guild” is located here.

Blacksmith

Sells all common items.

Fountain of youth quest: smiths tells about fountain somewhere in the woods, if PCs bring him

Town square

Farms

15 farmers in total

2 guys in tavern are the only ones who were friends with Czou, if party meets them at their houses, farmers will tell about incident on the hunt few month ago, when Czou were wounded and refused to go to hospital.

Hunter’s hive

Leader: Ludwig the stinger, 2m strong man, half of his face is covered with holes, the strongest member of hunter’s hive. Tries his best to sustain city with meat from the forest.

Other members: 5-6 normal hunters and 2-3 super infested but with covered with asks faces

The forest:

If PCs take guide from hunter’s hive, hunter will try to lead them to valley. If hunter is infested from hunter’s hive and PCs will come to mountain side hunter will attack them before they enter the mountain side area, after attacking he will try to lure them further from altar. He has 1 smoke bomb and 2-3 prepared places with prepared traps, as well as long sword and short bow with 2 daggers.

Valley:

Some hunt, I guess, will take place, try to make PCs use their skill checks, stealth for a sneak attack on a pray (bear for example), investigation to find it’s tracks etc.

Mountain side:

There is an Aboleth’s altar, as well as 1 fanatic (50 silver each, 2 daggers) and 2 infested psychos (have some fresh meat, old thick blody bandages).

Hospital: names of patients are never told, unless the patient himself will do it

Doctor Abra 7th level warlock, 2nd level priest (all newcomers and psychos) – main doctor in hospital, old woman with half of her face being a hive, quite strong and strict (affected by Lirgass)

Nurse Inda (patients 1, 2) – high elf (non-infested), jolly young lady who was taking care of strange patient

Nurse Abigail (patients 7,8) – she is in depression, she thinks she is the reason why strange patient left, she will try to hide from PCs on the attic (чердак), where strange patient lived.

Patients:

Strange patient – missing, man who was always covered in bandages, rarely ate anything, never spoke to anyone, whenever he was in the same room with other patients, their illness progressed faster, and some of them even died.

Patient #1 – shy lady with broken leg. Huntress, who fell from a tree on a hunt. Will not tell her name and will cover her face with a mask to hide her dishonor to save her place at hunter’s hive

Patient #2 – old man with his body being an open hive, can’t speak, he is on the death door, will die if any harm or stress is done to him.

Patient #7 – middle-aged man with crippling cough, were a good friend of Czou Houshi, hunter (but he is not in hunters hive), were hunting with CH usually. He saw infested animals, but he will not tell anything about him, because he fears that he will be killed by hospital personal.

Patient #8 – old woman with insectoid arms and 1 eye, silent (if PCs are stuck use her to give them a clue about mountain side of the coast)

Patient #3,4 ,5 ,6 – completely insane contained in special rooms, reinforced with iron doors, (4 is Czou Houshi). If PC enters one of the rooms 3,5,6 they will be attacked by the psycho in the room