**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:** Empire. Emperor is supported by 3 pillars in his country: religion Kang Qui, army Fu Feng and aristocracy Jin Zexian, if all 3 representatives vote for another person, he will be new Emperor.

**Religion:**  Cult of Lolths goddess of darkness, drow and spiders (dead)

Fort cities: Letamium, Mieras, Angyang

Astral Temple cities: Druisk, Dichesk

Exile cities: Nobian, Parta, Altables

**Key figures:**

Fu Feng – general of military forces of the Drow. Chosen of Selvetarm the god of war and destruction. Expert at upgrading humanoids with Alloturgy. Alloturgist himself. Can control metals and see future with electrum deep enough to understand the outcome of the fight.

AC: 18

HP: 50

3d8 + 6 melee

Take any potion

Add bns actions and villain actions here, when he will really fight the party

Villain actions:

1. I see everything: take 5 electrum coins to see future up to the end of the fight, will flee if he ;understands that he will not win and if he still can win

Iron in hand: summons 2 iron guards in 30 ft near him

1. Reposition: all allies can reposition themselves without provoking opportunity attack or attack.
2. Last breath: Reanimate in metal – basically clone of wizard

**Titles**

Madam – Furen

Mister – Xiānshēng

**Befriending Quizhou questline:**

Alfrani will suggest party to support cult of Astral, which is trying to become new religion of the country, the only problem is emperors permission, which is impossible with current emperor. Killing emperor will lead only to his son rule, so they decided to choose one of their people. To do so, they must convince all 3 representatives to choose new emperor.

1. The easiest one is representative of aristocracy, he can be visited at any time in the capital of Quizhou at any time, party must give him scroll with message of Astral cult.
   1. After receiving the request, he will say “Nonsense, I’d rather become some opium junky than support these freaks. Next time just go on Mong Kok street 3 and ask him to bring you some blue pillows, at 8 pm local barman will even give them some good drinks, this will be much more appreciated than theses farce”
   2. On this address he will appear at 8pm and will ask party to assassinate Furen Tang Ling, who will be on Masquerade 1 day later at Tsunen Wan 21 giving masquerade. She is eager to overthrow Jin Zexian, so he must get rid of her. He does not care how she leaves so.
   3. To infiltrate her mansion invitation is required, and Jin Zexian doesn’t have one. Invitation is sent to 20 closest people, any person can bring up to 5 curious creatures with him, the goal of the masquerade is to guess who Tang Ling is.
   4. See mansion map in maps>dungeons>masquerade
2. General Xiānshēng Fu Feng. To convince Fu Feng to choose new emperor party must sign the contract that he will remain general when the new emperor arises and help his nephew escape inquisitors prison, Thai Xiang is sentenced to death for her crimes against the church (see the map in dungeons folder)
   1. He will send a group to arrest party to lure them to his place, show his power over them and make a deal with them: 1) He will remain main general of Quizhou 2) PCs will rescue his nephew from cells under cathedral.  
      In return he will not arrest PCs and will support them with advises and some “disappearing guards in the right place and time”
   2. To infiltrate the cathedral party should come up with their own plan (general’s man will assist them in their decisions)
3. Pope Kang Qui. Has **turn back time watch** Kang knows about PCs arrival in city and will send his inquisitors 1 week after party arrives at the city. PCs must infiltrate main cathedral’s underground levels to eliminate Kang Qui, in the prison cells of the same building there is Fu’s nephew as well as inquisitors
4. Upon assassination of Kang Qui party will be arrested (or at least attempted) with 4 soldiers and 2 iron guards (one for Hadar chosen) with 4 range guards. If party is defeated Fu Feng will try to execute them at center square
   1. Chase (use quizhou map). Chase will have 3 skill tests for each PC. Players who are chased by iron guard cannot escape (unless something crazy like wish, portal, dimension door etc.) Use rules below.

<https://olddungeonmaster.com/2015/01/17/dd-5e-quick-reference-chase-rules/>

* 1. Escape of a few members (or not). If PC is not chased by iron guard and passed 2/3 skill checks, PC escapes and cult of Astral helps him getting to their underground base.
  2. Cooperation with cult of Astral. (Skip it if all PCs are captured). PCs with few cult members get to underground base through sewers. No creature living in sewers will try to harm them, but PCs will understand that these creatures are guarding the base.  
     Rend Phandelin(greyish hair, 1.8m height) (Basically King Bredly) (They’ve already met him in the first castle near the astral, but now he has only right eye) will tell PCs that Fu Feng will try executing their friends the next day and it is necessary to stop him during hi speech, so the city will see the power of the Astral, but luckily most of the guards are already at cults side, so there will be no problem getting to the executioner square near the main military citadel.

1. Execution
   1. PCs will get plan of execution square and can choose where to start the execution mission. Balconies, crowd near the square, one of guards near the executioner. Lots of iron guards near the executioner square.

Rend Phandelin phrases:

this country is yours and awaits your orders, descendants. But we have problems with orcs, my lords. We have one of their messengers awaiting - detta land är ditt och väntar på dina beställningar, ättlingar. Men vi har problem med orker, mina herrar. Vi har en av deras budbärare som väntar

**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: corridor, 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

All NPC’s affected by Lirgass are not consciously obeying him, his presence is passive and he can gather info from them at will, he can also turn them into psychos (if that’s no name NPC) and command to do anything.

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 – human 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, he will tell PCs that Czou spoke a lot with Yangmin and Abra about infested animals.

Yangmin quite old woman, her face covered with mask, doctor, herbalist, knows Houshi and Yangman 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.

6 fishermen, 1 affected by Lirgass

Will tell that fishing gets harder each day.

**Blacksmith**

Sells all common items.

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

**Town** **square**

**Farms**

16 farmers in total 2 of them are affected by Lirgass, so if PCs try to talk with a random new farmer, roll a dice to decide whether he is Lirgass agent

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 masks faces

**The** **forest**:

If PCs take guide (Li Hyu) 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.

Bear will be infested. When party returns there will be no one in the Hunters Hive. On the next day the bear’s body will be missing. One of masked hunters took it to his home. (a1), if party had guide on the hunt, he will take the corpse instead and then lead the party to local cemetery where ambush of 2 infested psychos await. Before dying hunter will tell arty to visit the forest.

**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). There is a ring in the center of an altar (2nd ring of Hadar) inside the circle of candles. If the ring is taken Aboleths will rise and speak with PCs, if there is a PC with 1st ring of Hadar he will not harm them but instead will try to bargain with party, he will try to make party leave this place without them finding the spy, if they agree he will ask them to sign the pact of the word making it impossible to break their deal.

**Seaside before mountains**

Some hunters traps here hunter will run here from the altar

**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

**A:**

1. House of the local artist, who will show his latest painting if visited. He will tell them about strange dreams he had for past months.
2. - 5) Old house with broken roof and washed up walls

6) House of the old fisherman, sitting on the beach

7) - 8) Houses of fishermen, who will tell about strange fish in the sea (some of it is mutated)

**B:**

1. Storage place for ships, ropes etc.
2. Watermill
3. Monastery of Lolth, there is one nun (монахиня) here, who will tell about blacksmiths problem
4. Barn with some wheat
5. – 11 farmers with their beasts

12) greenhouse of Yangmin

**C:**

1. Li Hyu’s house, where his diary can be found, telling about his visit of the altar and fear of Abra
2. Khan Min’s (graveyard keeper) house
3. Ruined house
4. Cemetery
5. Hunters hive – see Hunters Hive above
6. Ludwig’s house, Ludwig will be here at night
7. Lighba’s house
8. House, whose owner is patient #1, her true name is Zheng Ai, she has recently found infested deer, if party waits 2 days house will be searched by Lirgass’s cult
9. Masked hunters’ house, nothing here, only extreme level of infestation
10. Solo hunter’s house (Patient#7) some infested animals here, diary in secret part of the table (house like CH’s one) will tell party about his fear of hospital personnel
11. - 14) infested psycho’s houses (patients 3, 5, 6 and 2 near the altar). If players search these, give them a clue about mountain side of the forest