**Leader:** Zu Rill the lich beholder

**Main quest:**

At Quizhou in emperor palace party meets drow with brown hair and brown eyes whose lips don’t match its speech. He will tell PCs about the meeting point with Zu Rill. Recommending them to get horses and prepare for long journey.

At their way to the meeting point party will meet jolly traveler Johana Indi (sent by Zu Rill), who will tell them about shrines and temples of Shaonan, containing gold jewelry and ancient artifacts, but those temples are defending themselves creating obstacles out of thin air which will most probably stop potential thief. He will mark 2-3 temples on the map. One of those temples will be near the road to the meeting point.

Temple is embedded in mountain and is surrounded by orc village and is dedicated to the orc god Gruumsh (See the map of the temple in the dungeons folder). Locals are speaking orc, but the elder one and his pupil also know old giant and common. Locals will not allow non-orcs to step in the temple, but any orc can go to the temple to try to pass templar challenges to become the shaman of Gruumsh.

If party robs the temple on their way out, they’ll find out than the village was cut down by Fu Fengs Iron Guards. If party decides to chase them they’ll have to do 3 Investigation checks (12, 13, 14) to find Fu Feng, after each successful check they will find 1) Rune of destruction (DC 15 to spot and DC 15 arcana to disarm or suffer 3d10 dmg for 3 people) 2) 1 table (giant mimic (+2 to AC, +1d8 to every dmg type)) with some 20 gold, 2 platina, 3 goblets and 1 ring of feeble mind(if identify spell is used to understand the bad sides of the ring, DC15 arcana or DC17 Wis is required) on it. 3) Fu Feng and 2 weaker iron guards.

At the meeting point party will be asked to go to special meeting room. If party didn’t catch Fu Feng, they will be accused of acts against Shaonan, which is punished by death. If party has some proofs of Fu Fengs guilt and the proof of his death the peace agreement will be reached.