The Ichor of Vercingetorix (for 5th-7th level characters)

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The sages say that ages ago a Demon Lord by the name of Vercingetorix waged war across the realm, bringing all of mankind to its knees before his devastating horde. As Vercingetorix celebrated his victory in the Abyss, the kings of earth offered him sacrifices and gifts of homage, but Yeenoghu, his little brother, saw a chance for glory, attacking him during his revelry. The power of Vercingetorix's essence was too powerful to be destroyed, but Yeenoghu was able to separate his immortal pieces. The pieces were then scattered by Yeenoghu's cultists. Nearly three ages later a rogue Cleric of Yeenoghu, Mefyu, stumbles upon an urn filled with Vercingetorix's ichor...

Situation: The local city has been swelling with refugees due to attacks in the farm country to the south. The local militia and clergy are now looking for a band of adventurers to determine what is causing the attacks and bring it to a stop.

-Rumors reveal that the marauders are humanoid with a host of undead. Many recall the howls, barks, yips, lifeless hisses, and the screams.

Random Encounters

(Wilderness, 1-2 on d10):

- 1- 2 Ogres
- 2- 2 Owlbears
- 3- 3 Werewolves
- 4- A Huge Monstrous Spider and 2 Medium Monstrous Spiders
- 5- A Wyvern
- 6- A Troll

(Dungeon, 1 on d10):

- 1- 6 Stirges
- 2- 3 Ghouls and a Ghast (from room 9)
- 3- 2 2nd lvl Ranger Gnolls with 2 Hyenorgs (stats as a Worg)(from rooms 11 and 5)
- 4- A Troll (out of room 3)

One Square = 10 ft

The dungeon was once an ancient sewer system that Yeenoghu's cultists added on to. The ancient sewer walls and floors (1-3, 7,9-10, 18) have all yellowed with ancient filth. The additions (8, 11-17) are all of granite that remains quite clean. Rooms 7 and 9 have filled to a depth of 4ft with stagnant rain water.

1	The entrance is easily noticed due to the heavy traffic from it to the pond 100	10	A broken ladder hangs from the ceiling, but looks like it
_	yards West of it. 6 Stirges wait here for the day to cool enough to hunt.		goes to the surface; an earthen plug blocks the hole above.
2	This old sewer collection area has long dried up; a search will discover a	11	Beds line the walls of what was once a barracks for the
	skeleton missing its skull. Casting detect magic on it will cause an illusionary		guild that protected the ichor. 2 2 nd level Gnoll Rangers
	skull to appear. "Take anyone of my bones and it will be as a wand of your		are 50% patrolling on watch (see 4)/ 25% asleep/ 25%
	<i>choice for one day.</i> " (3 rd level spells and below) The bone will then disintegrate.		awake and eating.
	After leaving this area the bars mend themselves back into position.		
3	A curtain made of mangy hides blocks view into this room. The room reeks of	12	This room is the same design as 11; this room is home to a
	body odor and rotting flesh. Two Trolls calls it home one is always patrolling		3 nd level Gnoll Cleric tending to a 4 th lvl Half-Fiend
	while the other tends to their pets in rooms 4 and 5.		Gnoll Barbarian, fresh from the metamorphosis.
4	The smell of mange is pungent in this earthen den of 4 Hyenas and 2 Hyenorgs	13	A Kitchen where 5 Human slaves are held under the
	(stats as a Worg).		watchful eyes of 3 3 rd Ivl Gnoll Rangers.
5	2 Hyenorgs are 50% patrolling with the watch (see 11)/25% asleep/25% awake	14	This dark room smells of sulfur and brimstone; it was once
	and waiting for a meal.		used for profane rituals, but now is home to a sly Babau.
6	Earthen walls line what appears to be a freshly dug chamber that smells of	15	The urn that contained the ichor sits on an alter. The urn
	mange and rotting meat. The growls and yips of 3 Hyenadons suggest you are		acts as a cursed iron flask sucking in whoever opens it.
	not welcome here.		Remove Curse cancels the curse for one day.
7	Dark fetid water gradually comes to a depth of 4ft in the main chamber. Two	16	This room is baroque in its decorations paying homage to
	skeletons lay on the bottom looting those yields 3 Cure Mod. Wounds Potions.		Yeenoghu, the images of slaughter and carnage gleam in
	50% chance that Ghouls and Ghasts from room 9 will investigate activities in 7.		the eyes of 3 Dretches as they scrub the floors.
8	This room has chair and tables scattered around with sleeping rolls along the	17	Mefyu's lavish abode. 4 th lvl Half-Fiend Gnoll Cleric the
	walls. A 3rd lvl Gnoll Barbarian and 2 3rd level Gnoll Rangers are gambling		ichor causes anyone slain by him to rise the next round as a
1	over a child tied up in the corner. The child is Mary Ellen daughter of		Ghoul (HD<3) or a Ghast (HD 3+), which he commands
	Constable Ellen from three towns over.		freely. Wields a dire flail +1 evil/+1 flaming.
9	3 Ghasts and 4 Ghouls lie hidden in the 4ft deep water waiting for a meal or	18	Similar to room 10 except that the ladder is intact while the
1	orders. Anyone other than the Babau in room 14 or Mefyu will be attacked.		hole to the surface is plugged with a foot of earth.
	They prefer to drag their prey down into the water before eating them.		

