

The Lair of Putzuputzu

By Gabriel Pickard & Alex Morgan

Introduction: The local landholder, Lord Mulligan, will contact the party with a proposition. Asking around before meeting him will reveal that while the lord was known to be wanton and cruel in his youth, he has become a well-loved philanthropist in his old age. Lord Mulligan will confess to the party that he long ago made a deal with a demon: Mulligan's soul in exchange for power and wealth. However, Lord Mulligan has calmed with age, and now longs for a second chance. Should the party accept, he will use his link to the demon to send the adventurers on their quest to: The Realm of Putzuputzu!

1 The Threshold: The party will appear on a scoured, rocky promontory surrounded by a howling morass that is unsettling to look upon. A crude path leads downwards from the peak. Further down they can see what appears to be a gate, before which a hulking figure paces. The features are difficult to make out at this distance.

2 The Nest: Making their way down the path, the party can hear a thin, high moaning from among the boulders. They will find a strange creature: a small, luminous sphere wrapped in fine silver chains. The creature is one of the captive souls of the realm, and will tell the adventurers that they have arrived in The Realm of Putzuputzu. The little soul, thirsting for vengeance against its captor, will inform the adventurers how they might gain advantage against the guardians of this realm. It will explain that the high demonic lords of the realm can seal their power against intruders from mortal lands. These seals are in places of power and appear as glowing discs lying flat upon the ground. The aura of these seals prevents creatures or materials not of this realm from approaching. However, if a soul from this realm is knocked into the seal, it can pass and damage the power of the guardians. Failing to do so will require fighting a guardian at full strength. The souls themselves, being the spiritual stuff of evil, will melt any flesh that comes within half a foot of them, and thus must be knocked into the seals using an unliving object. These souls reside within "nests" that contain their evil energy, and will release a flesh-destroying burst after being out of the nest for more than a handful of moments.

3 The Recordkeeper: Continuing forward, the party will encounter a gate marking the entrance into the heart of the realm. The gate is a towering barrier of wrought of iron over the path leading into the howling gulfs below. From further within the realm, the agonized shrieks of tormented souls can be heard. The gate itself is slightly ajar, and the first seal can be glimpsed on the far side. The Gatekeeper is a hulking demon armed with nearly a dozen warhammers and mallets of varying size. He also has on him a set of tiny scrolls with short lists of names on them. Careful examination will reveal that one of the scrolls has the names of the adventurers on it. If the adventurers record the number of souls destroyed in the process of breaking each seal, they will receive a bonus in the final encounter.

4 The River of Blood: Beyond the gate, the adventurers will come upon a river of sludgy black blood. The adventurers will be harassed by demonic mosquitos while they try to strike the seal, which is located on the far side of the river. The guardian of the river is a huge demonic frog. It spits geyzers of blood that it guzzles from the river as an attack. Drinking the blood regenerates damage to the demon, but it cannot attack while drinking. The source of its power is a golden orb under its tongue that can be seen when the guardian spits blood. The blood in the river is not fresh, and will only regenerate wounds if drunk in gallons. The golden orb grants healing if fueled by human blood.

5 The Riddle Cliffs: Continuing down the trail, the land ahead seems to drop away. The next seal is at the base of a precipitous cliff. There is a small tunnel leading out of the bottom of the cliff facing the seal. Three tunnel entrances can be seen at the cliff top, but it is impossible to tell which leads to the exit tunnel. The guardian is the Beast of the Burrows, a great shaggy beast protected by servitor demons that disguise themselves among the tall grass using magic cloaks. These druidic cloaks can be looted and grant natural camouflage.

6 The Standing Stones: Making their way down from the cliffs, the party approaches a barren area littered with rocks. A set of standing stones interposes between the soul nest and the seal, but the shot can be made by knocking the soul off the stones. The guardian here is the Collector of Souls, a towering but spindly creature who attempts to snare enemies using a mancatcher. The warhammer of a previous adventurer can be found here. The hammer has a warm, holy aura.

Seal Location	Souls in nest	Distance to Seal
3 Behind Gate	2	Short
4 Over River	3	Long
5 Cliff Base	3	Medium
6 Beyond Stones	2	Medium
7 Behind Mill	3	Medium
8 The Pit	1	Long

7 The Soulmill: Winding through the stones, a dark, creaking structure rises ahead. Between the soul nest and the seal is a windmill that grinds souls into a fine powder to be consumed by Putzuputzu. The great black windmill is powered by the furnace-hot winds blowing up from the surrounding hellpits. The rotating blades of the mill will present a challenge to knocking a soul through the windmill into the seal. The guardian and miller is the Bearer of Burdens, a demonic donkey that wields a grindstone on a chain as a weapon. Consuming the soul powder will heal all wounds.

8 Putzuputzu: He sleeps within the Last Depths, an unfathomably deep pit in the reality of this plane, and will awaken when either a soul or anything magical is thrown into the well. If the party has written the number of tries taken to strike each seal on the Gatekeeper's scroll, they will receive a bonus against Putzuputzu. He is armed with an enormous mallet that can be used to direct the soul orbs. After defeating him, the adventurers will find on him Putzuputzu's Soul Ledger. Possession of the Soul Ledger will grant ownership of the damned souls in the realm. The decisions regarding the moral responsibility of possessing such an item are left to the players.

