



Citadel of the Severed Hand - by Rob S A

fallen dwarf citadel. Ground level is a solid barbican and tower. First level belongs to the Severed hand tribe of orcs, most are away at war.

If citadel observed, PCs see orc take waste buckets to fungus caves. Peryton hunts. When dark there is a faint glow from fungus caves.

1. **Tangled woods** - 5 half orcs with log ram wait in the woods; know the Severed hand tribe are away. Will raid citadel tonight. **Big Grin**: friendly, greedy and fat; the leader. Potential allies.

2. **Barbican and gate** - muddy slope leads to gates. Nailed to gate are many rotting hands. Keeping watch on battlements are 3 orcs; short bows; horn fixed to battlement.

3. **Peryton tower** - Peryton and young at top of tower. Ally of orcs who feed them. If combat at barbican Peryton will arrive in 3 rounds. Blackened, gutted tower filled with bones. Rusted shut trapdoor concealed by rocks; access to fungus caverns.

4. **Ancestors Hall** - Ruined grandeur. High vaulted ceilings. Defaced stone carvings tell of Kiel who tamed the Perytons. Covered in crude orc graffiti/scratchings. 4 orcs. Lever lowers a portcullis sealing off stairs. Stairs down if you want to expand adventure.

5. **Barracks** - tribal living area appears recently vacated. 6 orcs remain; planning shroom raid. 2 scratched and gouged

tables. Patched up chairs and stools. Sleeping furs, skins and rags. Access to fungus caves concealed beneath barrel.

6. **Boss room** - **Blud**: brooding and practical; orcs boss. He wears the *Staghelm*. The antlers pierce severed fingers that form a spindly crown. Helm is magic and protects against charm effects. Hates Qualla for taking his son. Will offer helm if PCs slay her and free son. Wears Kiel clan signet ring and valuable wolf pelt. Has berserk shrooms.
7. **Kitchens and larder** - Filth and squalor. Blood stains, smoke from fire pit, bug infested, rotting food scraps. 6 goblins cook blood stew in cauldron. Larder contains animal and humanoid parts, fungus. Body strung up; bowl to collect blood. Large beetles pinned to tables with knives, some still squirming and fluttering wings.
8. **Feasthall** - A distressed goat tied to a long table; wooden benches. Dais; ornately carved chair with stag motif.
9. **Fungus caverns** - Alternative entrance is narrow and cramped; bulky armour won't fit. Myconids investigate noise at entrance. Rampant fungus grows amongst mud. 6 myconids attend a riotous forest of fungus many glow faintly. Eating shrooms gets a roll on the shroom table. Coral/polyp fungus covers walls and roof, water flows along them forming muddy pools.
10. **Fungus sinkhole** - Fungal spire rises from fungal sinkhole, trapped in bog is **Flint** a small gnome **living rock statue** of stone and iron, moss and rust covered. Depressed. Reacts to spoken dwarf/gnomish. Ally if rescued.
11. **Grand Hall** - defaced carvings, stairs ascend to a oversized stag themed throne surrounded by piles of animal skulls. 6 myconids guards and **Qualla the demon**: entitled, regal torturer; a horned, goat legged waif. 20' arua instills sympathy as a charm effect. Her touch must be saved against or damage done to her is instead inflicted on touch target. Rather talk than fight. Teleports if in any danger. Wears *Grom's Gutplate*; sharp serrated shield strapped across belly. Wearer -2 con, +2 saves and AC. Expands to fit; never comfortable. Appetite increases. Qualla finds orcs horrid but rules them anyway. Flagstone conceals crawlspace to kitchen.
12. **Bedchamber** - door locked, two amputee slaves chained to wall, including Blud's son, they take Qualla's damage. Decayed four post bed. Chest; gems and dwarf crown. Secret compartment opened with Kiel clan signet ring contains clerical spell scrolls, Kiel clan documents and a sack of gold.

Myconid Appearance	What are they doing?	Shroom effects	More shroom effects
Bloated, spongy.	Laying in wait.	Telepathy	Delicious. Your full.
Tall, spindly	Farming.	Shrink	Mild poison.
Phosphorescent, slimy	Watching fungus grow.	One with universe. Commune.	Drowsy.
Red spotted cap	Resting.	Strong poison.	Berserk.

