

CULTISTS OF HAVRA ZHOUL: WEB ENHANCEMENT

A companion document to *Cultists of Havra Zhoul* by Pierre van Rooden



Zhoul Keep and the Duum Wall – the wall that blocks the pass – were built under the watchful eye of Balvadesse Duum, a female dwarven architect.

This was centuries ago, but dwarves have long lives. Duum still lives, though she is now old and bent. She is a recognized authority on the dwarven crafts, respected both by dwarves and humans. She is occasionally called upon to mediate contracts for dwarven construction for humans, or for trade agreements between the two races.

Duum still remembers the plans of much that she has built, including the many secret passageways and rooms of Zhoul Keep. As such, Havra Zhoul considers her a liability. Though Duum is an honourable and traditional dwarf, who would not consider revealing the secrets of her constructions, Havra dares not risk it. She wants to eliminate any chance that the dwarf may reveal the secrets of Zhoul Keep. When Duum next comes to town to negotiate another important contract, Zhoul plans to do away with her.

This is one case where she cannot count on Vederian to silence the dwarf. Vederian respects Duum and, moreover, sees her as an important political tool to gain the dwarves' aid. Havra's suggestions to kill Duum instead cause him to place Order agents at strategic points to protect the dwarf. He may even hire adventurers to do so, even though he does not reveal the specific reason for his caution.

Hence, Havra decides to act on her own, and sends her devils to execute the dwarf.

This may lead to the odd situation where the Order is fighting its own devils – likely a combat they will not win unless the PCs aid them.

If the PCs save Duum, they may try to find out why the dwarf was a target. When confronted with the devils, Duum recalls the presence of these devils during Havra Zhoul's crusade, decades ago. She was never a part of that war, but recalls the keep she built for Havra Zhoul. If devils are spawning again, the secret rooms of the castle might be a good place to search for their lair. Yet, to convince the dwarf to part with her knowledge of these rooms is not easy. Duum may desire a small quest of the PCs, to prove their trustworthiness, before she is willing to share her secrets. The PCs better be quick – before Havra Zhoul launches a second attack, or Vederian realizes the danger the dwarf represents.

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