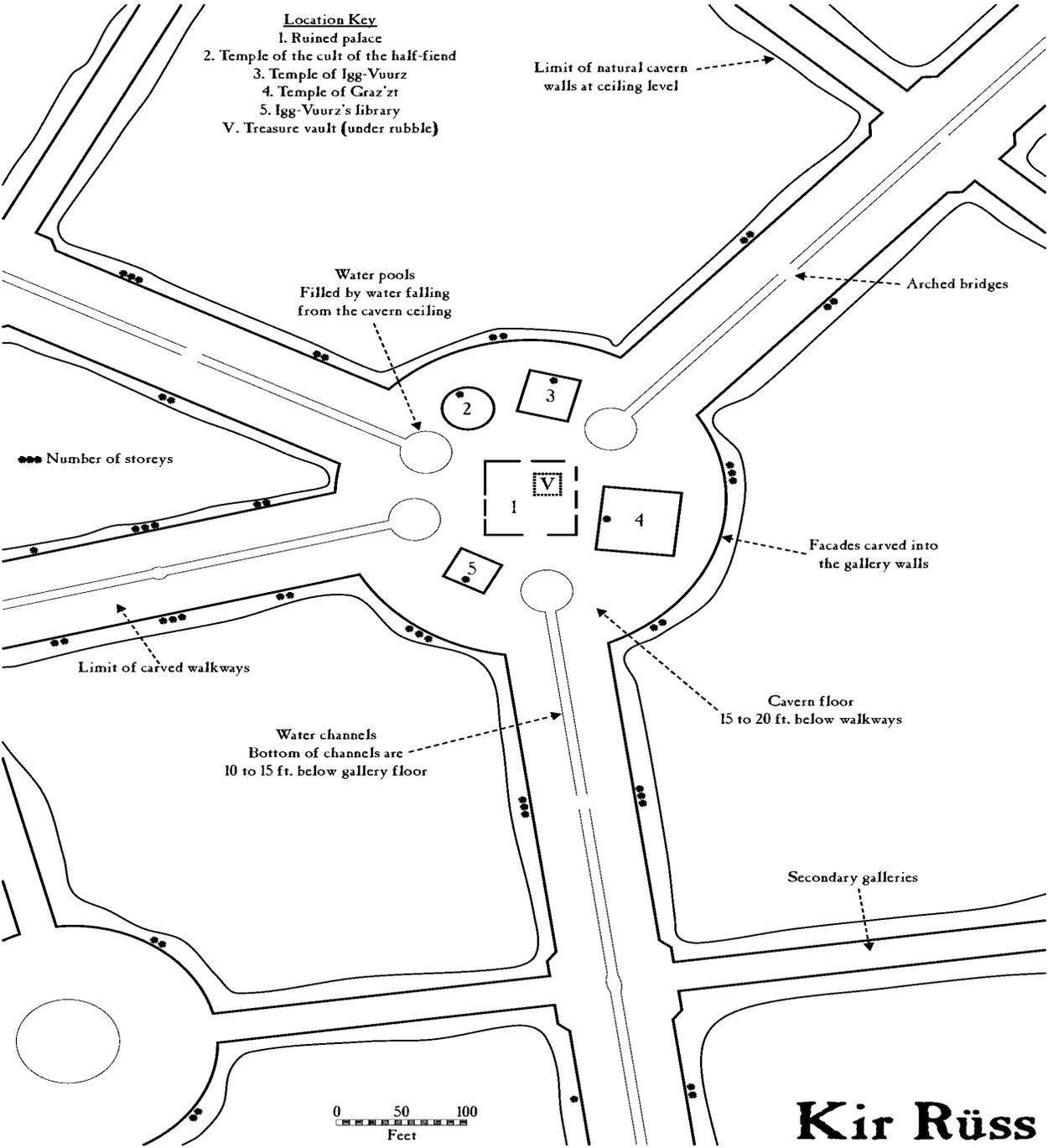


Appendix or Judge Aid

DMs Map of Kir-Rüss



Player Handout #1

A collection of symbols none of you understand, on tiles.

-	ж	€	€	€	€	Δ	Δ	Φ	☀
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☀	≈	≈	M	ƒ	ƒ	ƒ	ƒ	ħ	Б
---	---	---	---	---	---	---	---	---	---

б	≡	≡	≡	ℓ	Ω				
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Player Handout #2

A collection of Ur Flan symbols on tiles

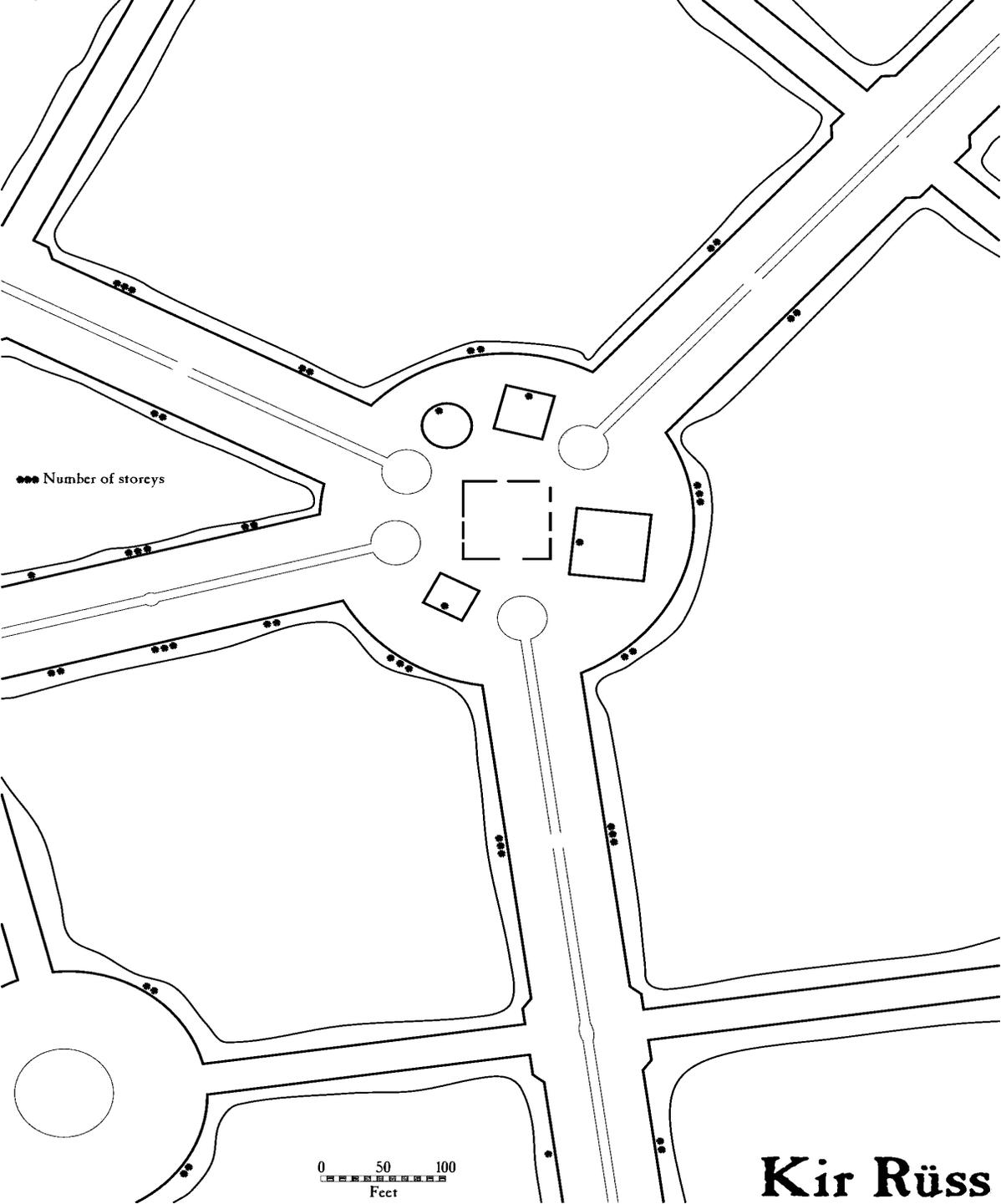
-	A	E	E	E	E	G	G	H	I
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I	L	L	N	R	R	R	R	S	T
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T	U	U	U	V	Z				
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Player Handout #3

Players Map of the Lower Level of Kir-Rüss



Kir Rüss

Player Handout #4

(Only to be given to PCs who laid Ogg Van-Vuurz to rest)

Kir-Rüss was the purpose built capital of Iggwilv's mother Igg-Vuurz. Igg-Vuurz was the first of the Ur-Flan necromancer Witch Queens/kings to break with the traditional worship of Nerull as she started interacting with abyssal creatures, the primary one being Graz'zt. Her ambition and break with traditions led to war between her followers and the other Nerull city-states of the Quaglands (a struggle that was reflected between luz and the Horned Society later on). Igg-Vuurz ended up conquering quite a few neighbouring city-states within the Quaglands and forming a little empire of Demon worshippers. This was partly accomplished by promising her daughter to Graz'zt. In the end, "Ner-Graf" Oomkar Hüs, ruler of the city of Jor-Rüss (modern Riberlund) and the last Nerull worshipping Heirarch in the Quaglands, formed a last ditch alliance with the nature style cults of the Quaglands to destroy Igg-Vuurz. This was only partially successful.

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Player Handout #5

