

Denzel's Kurgan

**A One-Round D&D LIVING GREYHAWK[®]
A Perrenland Regional Adventure set in 591 CY**

by Matt Brebner

Tragedy has struck the normally sleepy southern town of Schellingvale in Yattenheid. In the past week a band of orc renegades has entered the area, and last night raided the dwelling of a local wizard, slaying him and his three guards. Now his trusty servant, who escaped, is seeking a band of brave adventurers who can return to Denzel's Kurgan and remove the murderers and illegal squatters. This is a one round Living Greyhawk Regional Perrenland adventure for APL 2, 4 or 6

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This is an RPGA® Network <scenario/mini-scenario> for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and cits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for a game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap

or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario.

1. No vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheets, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms so that you are not influenced by their comments on your abilities. It is a good idea to have the players vote while you are determining treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from the convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round up.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE AND UPKEEP IN PERRENLAND

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they

wish to maintain. The lifestyles, and the effects that each has on play are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends everyday, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire – for example, a PC with poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not. DMs are encouraged to role-play these reactions whenever possible.

<u>Lifestyle</u>	<u>Cost</u>	<u>Skill Modifier</u>
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+2
Luxury	500 gp	+4

PCs who decide to “live off the land” must follow the guidelines set down in the latest version of the Living Greyhawk Campaign Sourcebook.

Adventure Summary and Background

Tragedy has struck the normally sleepy north-western town of Schellingvale in the canton of Yattenheid. Over the past week a band of orc renegades have entered the area and last night raided the dwelling of a local wizard, Denzel, slaying him and his three guards.

Only his elderly retainer, Lucas, escaped the attack and has staggered into town to tell of his master's death. The local militia have ridden out at dawn to track down the marauders at their base camp while Lucas recuperates upstairs in Schellingvale's rustic tavern, the Bleeding Boar.

Yep, the butler did it. Lucas Haleheart, the faithful family retainer of 18 years' service, is in league with the renegades who killed Denzel. Lucas served Denzel's father for 17 years, overseeing the modification of the kurgan and running his household for him while the elderly wizard conducted his research. Upon the wizard's sudden death a year ago, his son Denzel appeared and claimed all his possessions as his inheritance.

He picked up his father's research where he left off, hoping to unlock the secret to discovering diamond deposits through the use of resonating crystals. Lucas, however, was left in the cold. He had been promised a generous payment for his years of service as part of his master's will, but the absent-minded wizard died without ever putting this into writing, so that his only son was able to claim everything in his estate.

Denzel has since made vague promises to Lucas about "seeing that he is taken care of", but Lucas has developed a deep obsession with claiming what is rightfully his.

While not inherently evil by nature (his alignment is still LN... just), Lucas had already started cooking his new master's accounts in order to siphon off funds to his own purse.

His deceit may have gone no further until five days ago, when he was returning to the kurgan with supplies from town and was set upon by the marauding band of orcs, led by one named Kraag. In a desperate bargain for his life, Lucas offered the stolen money (120 gp) and information about the kurgan to Kraag, who agreed to a grim pact: in return for killing Denzel and pillaging the kurgan of everything of value, Kraag agreed to spare Lucas' life and to plant a forged will on Denzel's body, one which grants Lucas the inheritance he believes is

owed to him. Lucas provided the means to enter the kurgan safely by making a wax cast of the key to the outer doors the next day and passing this on to Kraag, along with the promised gold. Together with the key and warning of a pit-trap located at the kurgan's entrance, Kraag was able to attack with the element of total surprise.

Lucas must now play the part of the grieving servant until he can get someone to recover the fake will for him, allowing him to claim all his master's property and possessions.

Lucas is also trying to cheat Kraag, however. His master showed that he suspected Lucas of stealing funds when he suddenly took possession of the monthly accounts kept by Lucas, then placed magical locks on both his private chamber and strongroom. It was only a matter of days before Lucas could expect to be exposed, so the pact with Kraag has offered him a timely means of Denzel's removal.

Lucas is counting on his master's magical wards to thwart any attempt by the renegades to enter the rooms where Denzel's real wealth lies. Sending the local militia south to find the so-called "orc base camp" will only buy Kraag a day or so at the kurgan, but Lucas wants the will discovered as soon as possible, and is prepared to pay the PC party to do this for him.

Kraag the Orc, for his part, has no intention of leaving the kurgan until he has pillaged it from top to bottom. He has encountered the magic mouth riddles on the doors to rooms 6 and 7 and he has set his 3rd level shaman, Usha, to work on solving them, so far without success.

Kraag is a thug with pretensions of grandeur: originally a member of the Spearhand clan, he split away from the tribe two years earlier with a group of a dozen other malcontents, including Usha. Since then his renegade band has preyed upon any humanoid party weaker than itself. Kraag believes he can forge superior fighters from his motley crew - he has already got them to replace their unwieldy greataxes with more versatile weapons and is teaching them the use of shields in close combat. He is gathering information on all the orcish tribes of the region, looking to forge an alliance that will benefit him most.

Usha, however, is the power behind Kraag's petty throne and is about as friendly as a rattlesnake on acid. As the brains of the outfit, she has overcome her lowly female status through a mixture of cunning, ferocity and the ability to inspire fear in her role as a devotee of Gruumsh. She has used her spells inflict minor wounds,

cause fear and burning hands to assist the group in combat, but also to resist the unwelcome attentions of her comrades in arms, who now keep a wary distance. She has wormed her way into Kraag's favor by doctoring his armor with mending spells when needed and by referring to him as "a favored champion of Gruumsh."

It was she who came up with the idea for veiled helms to help their guards cope with sunlight. Unknown to all, she keeps a small black rat (whose orcish name means 'Slinker') as a familiar to watch her back whenever she is vulnerable; the rat rests in a "sacred" pouch she carries on her at all times.

Usha speaks passable Common, and it was she who persuaded Kraag to spare Lucas' life when they first ambushed him. She thinks to use Lucas as a spy in Schellingvale, in preparation for the time Kraag is ready to begin plundering human targets.

Introduction

After visiting relatives on a property outside Schellingvale in Yattenheid, you find yourselves once again resting at the local Schellingvale tavern known as The Bleeding Boar. It is breakfast time, and you are all ready to set off south to Nederboden and further adventures. Desmond, the normally cheerful tavern owner, rattles your overcooked bacon and eggs in front of each of you and looks like he definitely has something on his mind ...

At this point, let the PCs ask Desmond what's on his mind. With a shrug and a worried look, Desmond will pull up a chair and tell the PCs what has happened to the local wizard, called Denzel. Desmond only knows the bare facts :

- Orc raiders attacked Denzel's kurgan last night.
- They come from a base camp further south and rumor has it that they have returned there to plot further raids.
- He knows little of Denzel the Wizard other than that he was continuing his father's research ("Mad on crystals, they were") and that he was reluctant to discuss his work ("He kept a closed mouth and a closed purse, if you go by Lucas' word of 'im.'").
- He also informs the PCs that the Hettmann of Schellingvale has placed a bounty of 10gp on each of the renegades, dead or alive.

- As a result, a group of bounty hunters have set off south this morning to look for the Orc base camp.
- The only person who survived the attack on the kurgan was Lucas, Denzel's butler. Lucas is upstairs recovering from wounds he took whilst defending the kurgan with Denzel.

AFTER A BRIEF DISCUSSION, READ TO PLAYERS ...

The taverner barely finishes sharing his news with you when the door at the top of the stairs creaks open, and the hunched form of Lucas appears. He shuffles slowly down the staircase, leaning heavily on the banister for support. A thick bandage around his brow restrains his lank gray hair. Desmond helps settle him at a table near the fireplace and brings him a mug of stewed tea, strengthened with a shot of brandy. "What do I owe you for the lodgings and breakfast?" the old man asks before touching his brew. He is obviously still shaken by the night's events, but there is a hint of stringy toughness about him.

"You get yourself mended and your affairs settled, old Lucas," replies Desmond. "Then we'll talk about what's owed."

"And how am I to do that?" responds Lucas. "The master's body lies unburied in the Kurgan... he's there with Locks and Jasper, and Willem too ... all of them dead!"

"Good men they were!," sighs Desmond, shaking his head. He raises an eyebrow at the group, but keeps his counsel as he busies himself behind the bar.

Lucas is clearly in need of the party's assistance and will share the following tale with them if asked to recount his woes :

"They came last night, some time near midnight. I was working late on some accounts for the master in the bunkroom. The doors to the foyer outside burst open and they rushed in. They had Jasper dead before he could reach

his sword. Locks and Willem were in their bunks, but they woke and grabbed their weapons and met them at the doorway.

"I was frightened - I hid under the nearest bunk. Our men killed one of them but it was over in a few moments, I think. I heard many voices - they were orcs and they were yelling to each other in their pig-tongue. Then I heard the master's voice in the far corridor. They all rushed to him and I knew... I knew that he was done for, too. I slipped out of the

room while they were finishing him and tried to escape."

The old man pauses, his head lowered almost to the table. After a few moments he regains his composure, but you detect a note of self-loathing in his voice as he continues:

"One of them was already picking over the corpse of his own man like a damned gore crow and he caught sight of me and swung at me with his club and clipped me above the ear. I managed to make it to the entrance with him right on my heels, but he must have fallen down the pit-trap in the entrance corridor. He landed in the river - may the Gods see that he drowned!

"Then I ran to the edge of the clearing outside and hid in the brush. My head felt like it was splitting open - I must have passed out for a while. When I came to I could hear them outside the kurgan, laughing and talking their sewer tongue to each other. They headed off, down the south road, I think. "I couldn't go back in there. I've heard what they do to the bodies of the dead - they butcher them, don't they?"

The old man hunches forward, shaking his head with a bitter mix of shame and horror.

THE MISSION

Lucas will be glad to accept any offer by the party to recover the body of the wizard (and guards, if possible) for a decent burial. If the party asks for payment, then Lucas will say that he will pay them 50gp from his measly 100gp savings (which are kept in a strong box back at the kurgan). Desmond will overhear the player's greed (taking from an old servant) and shake his head as they leave. Any PC making an INT check (DC10) will know that knowledge of the party's greed will spread through Yattenheid causing all in the party to make reaction checks at -1 in the future (DM's make a note of this on the Character Logs).

If provided with quill and parchment, Lucas will give the party directions and sketch a rough layout of the kurgan [see Player Handout] for them in an unsteady hand, informing them of how the pit-trap and lever work in the entrance corridor.

If they are curious about the kurgan's history, he can tell them that it was an empty mausoleum that was purchased from a minor lord and extended as an underground haven by Denzel's father. It lies on a tiny island close to the banks of the largest river in the

Schellingvale region, the Moonflurry. The original outer walls were fortified and an enclosed stone bridge was built to the riverbank to provide access, with heavy gates at both ends.

The kurgan lies less than half a day's journey on foot from the Bleeding Boar tavern (one hour by riding horse or pony).

EQUIPPING AND PREPARATION

PCs can now equip themselves with any of the Standard Equipment found in the PHB from “Krakka’s General Store” in downtown Schellingvale. Krakka is an ex-adventurer **Ftr3** was once deafened by a thunderstone trap. He is hard of hearing. His wife, Mrs Krakka, was once a wizard **Wiz2** who was permanently blinded by a smoke grenade (which cut short her wizardly career). Old Krakka and Mrs Krakka should give the PCs an interesting time role-playing the provisioning of the party.

Encounter One : At The Drawbridge!

After preparing yourselves thoroughly, your party leaves the little village of Schellingvale and begins to travel south along the Road To Nederboden. After about 3 hours (walking) or 45 minutes (riding) you turn off the main road and start to march along a cart-trail through rolling hills and woodland, broken by thorny thickets. After another hour (walking) or 15 minutes (riding) you turn off and pick your way along a rocky ravine that leads down to the banks of the Moonflurry River. Skirting a patch of marsh, you arrive at a point near the southern bank of the river that overlooks the kurgan's little island. At this point you realise that a “kurgan” is a small burial fortress surrounded by water. There is a drawbridge across the Moonflurry River, and the gate to the kurgan appears to be wide open! You are presently about 200 feet from the drawbridge, and you are still protected by the dense cover of trees that line the riverbank.

1. Get the players to place their PCs in a party marching order (2 abreast is ok).

2. Ask the one or two PCs out front to make Spot Checks (DC 12). If they *make* the check, then they will notice the orcs arguing on the battlement of the kurgan. Read *this* to them (keeping in mind the APL of party) :

From your vantage point 200' from the kurgan, you see two figures on the ramparts above the outer doors (just on the other side of the drawbridge). They are orcs, clad in a mix of leather and scale mail, and seem less than diligent in their guard duty. They wear peaked helms with gauzy cloth covering their faces against the morning sunlight, giving the appearance of motley beekeepers. They are assortedly armed with light crossbows, and spears.

3. Get the 2 or 3 PCs closest to the riverbank to do a Spot Check (DC 12). If they make it, they will discover a row of wooden stakes in the water east of the island where the bodies of the three human guards and a slain orc have been thrown into an eel trap. This was constructed some time ago by the guard, Lox, who liked his smoked eel of an evening.

All bodies have been stripped to their undergarments, and bear the marks of a violent death. They were dumped into the eel trap after being looted.

If the ability to Speak With Dead is available to the party, they may uncover the guards' dismay that their attackers managed to get past the locked outer doors and the pit-trap without alerting them. The orcish corpse can understand only orcish; it will remember its frustration that it was unable to kill the first guard before he yelled a warning and then the shock it felt when one of the other guards gutted it. Its dying regret was that it would lose the three pieces of silver that it kept in the purse in its codpiece, probably to “that sneak thief, Snargum”.

4. As the PCs get closer to the drawbridge (ie. within 80 feet), get them to do a Spot and Listen Check (DC 12). If they make it, they will see and hear the orcs haggling over a spiked gauntlet looted from their dead comrade. Role-play this as best you can (in Orcish!). Make PCs use their language knowledge!!

ORCS!

APL 2 (EL 2) : 4 Orcs, hp. 4, 5, 6, 7

APL 4 (EL 4) : 7 Orcs, hp. 4, 5, 6, 7, 7, 8, 8

APL 6 (EL 6) : 11 Orcs, hp. 4, 5, 6, 7, 7, 7, 8, 8, 8, 8

Orcish Guards: SZ M (humanoid); HD 1d8; Init +0; Spd 20; AC14 (+4 scale mail); Atk: by weapon - lt. crossbow (1d8 + weak poison) or spear (1d8+1); also light mace/throwing axe (1d6+1); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills; Listen +4, Spot +3. Feats: none (their Alertness is countered

by their headgear, but these orcs do not suffer the usual -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell while they wear the netting visors.)

The crossbow bolts used by whoever are Guards #1 and #2 are tipped with a weak poison brewed from scorpion venom by Usha. If wounded by this, a failed Fortitude save (DC 14) will induce bouts of nausea (-2 to hit and damage rolls) for the next three hours. All orcs are CR ½.

Treasure : The Orcs have 25gp each stored in belt pouches on their personages.

Tactics

The orcs spearmans' job is to provide warning of anyone's approach and scurry down the ladder below the ceiling trap while his partners delay intruders with missile fire. Half will be armed with crossbows. Half will be armed with spears. The ramparts will provide half-cover (+4 AC bonus) to the orcs if they are not surprised, and +2 cover even if surprised. As the Orc Guards With Spears come through the gate, one of them will spend a round closing the doors to the gate, locking them with a key, then throwing the key into the river (the orcs upstairs have a spare one!). If the PCs are in combat, have them make a Spot Check (DC 18) to notice this, then later, a further Search Check (DC 22) to actually find the key in the water!

The first challenge then, is for the party to gain access to the kurgan. Cover extends to the edge of a semi-circular clearing 30' wide around the front of the drawbridge, but light cover in the form of patchy swampgrass and half-buried boulders extends to the edge of the clearing before you cross the drawbridge. The kurgan's stone ramparts stand 40ft high. The drawbridge crosses the river (and is 30 feet long and 20 feet wide). The ramparts overlook the drawbridge.

After All Guards Are Disposed Of ...

THE OUTER DOORS

These are sturdy oak, with iron bindings and door-rings and a large keyhole near the edge of the right hand door. The doors have been locked by the last Orc through, but are not trapped. Let the PCs do their Searching/Spotting, etc. The atmosphere should be tense ... ie. "I wonder if anyone else knows we're here?"

The PCs can find the key which was thrown into the river (ie. dive in and go for a swim) or have a Rogue pick the lock (DC 22), or have a magic person cast Knock or similar spell on it. The walls are climbable

also, but appear coated in slime due to their close proximity to the water (DC 25). The walls are 40 ft high and require one Climb Check every 10 feet. Of course anyone with Fly or Levitate is "in like Flynn". The ramparts lead down into AREA 1 (DM's Map).

AREA 1 : THE FOYER

This room (and AREA 4 beyond it) formed the original burial chamber of the kurgan until it was divided by interior walls and the additional siderooms were mined out. It has the standard flagstone floor of the rest of the kurgan's interior; with plain, plastered walls featuring only lamp brackets.

A single oil lamp suspended in a chain cradle to the right of the doors provides a faint but steady illumination to the chamber. Clotted gore marks the flagstones beyond the inner doors; two iron braziers stand left and right of the entrance, but their coals have burnt down to ash. A heavy, navy blue curtain drapes the wide archway opposite. The wooden doors to the left and right of the foyer are both ajar. The doors open inward. A simple sacking curtain encloses the privy alcove (unoccupied). The steps to the ramparts are to the left and right of the Main Doors.

The guttural speech of orcs can be heard (Listen Check DC 12) from the bunkroom (AREA 2) to the left. A further successful Listen Check by someone who understands orcish (DC 12) will make out complaints regarding Kraag's lack of wisdom in staying too long at this location. See notes on AREA 2 for APL numbers.

Note that if the PCs have not closed the outer doors, this will cause the heavy curtain to the Hall (Room 4) to billow inwards. Allow a Spot check (DC 16) for the person opening the inner doors to perceive this danger. If the check is failed, Kraag will send orcs from AREA 4 to investigate the cause of the draught immediately. Combat noise in AREAS 1, 2, or 4 will alert all orcs in those areas.

Encounter Two : Area #2 : The Bunkroom

AREA #2 : THE BUNKROOM

Although this spartan room housed only the three guards and Lucas, it contains five double bunks, with straw pallets on each. Lucas' desk has been dragged to the center of the room; its top now shows a series of overlapping burnt semi-circles where the orcs have been torturing scorpions by corralling them inside red-

hot horseshoes. Sheets of blank parchment lie scattered around the floor. A number of ordinary-looking orcs and a large orc-sergeant sit around a big desk waiting for an orc that has gone to re-heat horseshoes in AREA #4 to return.

Three wooden goblets stand upside-down on the desktop. These hold two extremely irate, seared scorpions. Keep this secret from the party until they look!

The orcs at the table are armed and ready. More orcs are dozing on bunks furthest from the door. They will take two combat rounds to ready themselves if the other orcs are disturbed.

APL 2 (EL 4) : 4 Orc Renegades (hp. 5,6,7,8) plus 1 sergeant (hp. 20). Dozing Orcs : 2 Orcs (hp. 5, 6)

APL 4 (EL 7) : 7 Orc Renegades (5, 6, 7, 8, 8, 8, 8) plus 1 sergeant (hp 30). Dozing Orc Renegades : 4 Orcs (hp. 5, 6, 7, 8)

APL 6 (EL 9) : 10 Orc Renegades (5, 6, 7, 7, 7, 7, 8, 8, 8, 8) plus 1 sergeant (hp. 30). Dozing Orc Renegades : 7 Orcs (hp. 6, 6, 7, 8, 8, 8, 8).

Orc Renegades: SZ M (humanoid); HD 1d8; Init +0; Spd 20; AC14 (+4 scale mail); Atk: scimitar (1d6+2) and/or throwing axe (1d6+2); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. Skills; Listen +4, Spot +3. Feats: Alertness. These orcs suffer the usual -1 penalty to attack rolls within the radius of a daylight spell. They are CR ½. Any orc who can will throw their axe before engaging in melee.

Orc Sergeant : As Renegade, but has 3 HD, and Lox's Masterwork Longsword (1-8) instead of a Scimitar; CR 2.

Treasure: the orcs in this room have 25gp each stored in belt pouches and boots.

The **Scorpions** are only a threat if someone turns over one of the goblets by hand and is then surprised (Reflex Save DC 15). The scorpion must still then roll to hit.

APL 2-6 (EL 2) : Possible Encounter

Scorpions: SZ T(3" long); HD 1/4d8; hp 2 each; Init +0; Spd 12; AC 11; Atk: sting +0; Damage: 1 hp + poison (-2 Dex for 1d4 hours); Face: 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will +0; Str 10, Dex 10, Con 14, Int -, Wis 10, Cha

2; AL N. Skills; Climb+8; hide +8; Spot +7. CR 1/4.

Lucas' desk has side drawers that have been emptied of their stationery by the orcs, but it also contains a recessed drawer under its top that the orcs have missed. This drawer contains the block of blue wax that Lucas used to make an impression of the outer key; it also holds black ink, quills and several sheets of parchment on which Lucas has practised forging Denzel's signature. He forgot to destroy these before leaving the kurgan after the previous night's massacre. Successful search/spot checks (DC15) by the PC party will uncover this damning evidence.

AREA #3 : THE STOREOOM

This unremarkable room has been pillaged of its domestic supplies by the orc renegades. A handcart piled high with cheap plunder (total worth 10gp) stands near the door, laden with kitchen utensils, two kegs of oil, a goatskin of wine, salt, tobacco and personal belongings taken from the guards' footlockers. Candles, flour, and clay jars have been tipped off their shelves onto the floor.

The personal belongings (total worth 7gp) include boots, travelling cloaks and spare clothing. Two wall hangings have been rolled up in the bottom of the cart, worth 15gp each.

DM Note : The little monetary treasure belonging to the slain guards is now in Kraag's footlocker, in Room 4.

Encounter Three : Area #4: The Mess Hall

This 30x30' room contains the bare necessities: a central chandelier of the cartwheel variety (three of its lamps are still burning), a stout dining table with two trestle benches, and a corner shelf to hold tableware. A fire burns in the broad stone fireplace, where an orc is heating up two horseshoes using a pair of fire-tongs. A large box for kindling and a wooden clothes horse stand beside the fireplace.

Two larger orcs sit at the table. One is a sergeant, who is dismantling a chain-mail vest looted from the body of a guard in order to add pieces of it to his own scale mail. He also carries the guard's longsword. The other is the renegade leader, Kraag, who is distracting himself during his wait by leafing through a manual of orcish tribal standards kept by his shaman sorcerer, Usha. This unsanitary tome is bound in human skin.

On the table beside him is a footlocker taken from Room 2 which Kraag is now using as his personal coffer. He has added an iron padlock to it of standard quality. It holds the pouch of 120gp paid to him by Lucas to seal their pact; it also holds a mix of 220sp, 310ep, 14pp and six 20gp gems(bloodstones). There is also a felt bag containing a strange leather goblet with runes tooled in silver around its rim, stolen from the body of a victim on the trade road: the runes read 'Dewmaker' in elvish, and if this is spoken as a command word, the goblet (worth 200gp) fills with fine honey mead.

APL 2 (EL 4)

Krag The Orc : HD 3d8; hp 24; Init +0; Spd 20; AC16 (+4 scale mail, shield +1); Atk: by weapon - bastard sword (1d10+2) plus shield bash 1/2 rounds (1d4+2); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2, Ref +0, Will -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. CR 2.

Orc Renegade (1) : as Renegade (p.9); hp 8; scimitar (1d6 +2) or red hot tongs (1d4+1).

Orc Sergeant (1) : As Renegade (p.9) but has 3 HD.

APL 4 (EL 7)

Krag The Orc : HD 6d8; hp 48; Init +2; Spd 20; AC16 (+4 scale mail, shield +1); Atk: by weapon - bastard sword (1d10+2) plus shield bash 1/2 rounds (1d4+2); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +3, Ref +1, Will +0; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. CR 4.

Orc Renegade (1) : as Renegade (p.9); hp 8; scimitar (1d6 +2) or red hot tongs (1d4+1).

Orc Sergeant (1) : As Renegade (p.9) but has 3 HD.

APL 6 (EL 9)

Krag The Orc : HD 8d8; hp 64; Init +4; Spd 20; AC16 (+4 scale mail, shield +1); Atk: by weapon - bastard sword (1d10+2) plus shield bash 1/2 rounds (1d4+2); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +5, Ref +2, Will +3; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; AL CE. CR 6.

Orc Renegade (1) : as Renegade (p.9); hp 8; scimitar (1d6 +2) or red hot tongs (1d4+1).

Orc Sergeant (1) : As Renegade (p.9) but has 3 HD.

Given the opportunity, Krag will hurl a red-hot horseshoe from the grate at the face of an attacker (1d3) to give himself time to reach his scimitar on the table. Failing this he will fight with the tongs.

Kraag's shield depicts the face of the deity Gruumsh and provides +1 protection to orcs only through the use of a blessed bloodstone set in its right eye.

Treasure: Kraag is a dandy by orcish standards and wears a medallion made from an aquamarine brooch worth 20gp tied with twine to a silver chain, 35gp; he also wears a brass belt studded with garnets, worth 80gp; beneath his furred loincloth he sports a gigantic brass codpiece; this is hinged to hold a purse, within which he carries the newly-made gatekey, the key to the footlocker's padlock, and the signet ring stained with blue wax that he took from Denzel's body.

USHA JOINS THE FIGHT!

Note that any combat noise in the hall or foyer will alert Usha, the 3rd level shaman working in area 5. She will join the fray if Krag and the other orcs are overpowered. She comes in at the top of the initiative round. If the PC party is overpowered she will halt the slaughter, claiming any survivors as sacrifices to Gruumsh.

Once Kraag has been mollified, however, Usha will suggest their value to him as hostages to trade if they are jumped by militia. If the battle goes badly, she will flee to the privy in area 5 and hide in the drophole before sending her familiar Slinker out to dash past the intruders for the outer doors. If this diversion fails to fool the party and she is discovered, she will plead for her life in broken Common. She will divulge as much information as she needs to save her life - her trump card is obviously her knowledge of Lucas' part in the death of Denzel and the guards, but she will use this only as a last resort. Ever resourceful, she hopes to survive and have the opportunity to blackmail Lucas. She regards the death of Kraag and his chaotic band as only a minor setback: they were hardly worthy of Gruumsh, anyway.

APL 2

Usha, Orcish 3rd level sorcerer : SZ M (humanoid); HD 3d6; hp 11; Init +0; Spd 20; AC13 (+3 studded leather; spell failure 15%); Atk: by weapon - punch dagger (1d4+1 + weak poison); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2(+4 with familiar), Ref +0, Will +1; Str 13, Dex 10, Con 11, Int 11, Wis 12, Cha 8; AL LE. Skills: Listen +4, Spot +3. Feats: Alertness. CR 2.
Spells : 6/5 **Spells Known** : 5/3 0 - Detect Magic, Disrupt Undead, Light, Ray of Frost, Resistance; 1st - Enlarge, Ray of Enfeeblement, Reduce.

APL 4

Usha, Orcish 4th level sorcerer : SZ M (humanoid); HD 5d6; hp 22; Init +0; Spd 20; AC 13 (+3 studded

leather; spell failure 15%); Atk: by weapon - punch dagger (1d4+1 + weak poison); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2(+4 with familiar), Ref +0, Will +1; Str 13, Dex 10, Con 11, Int 11, Wis 12, Cha 8; AL LE. Skills: Listen +4, Spot +3. Feats: Alertness. CR 3.
Spells : 6/6/3 **Spells Known :** 6/3/1 0 - Daze, Detect Magic, Disrupt Undead, Light, Ray of Frost, Resistance; 1st - Enlarge, Ray of Enfeeblement, Reduce; 2nd - Cat's Grace.

APL 6

Usha, Orcish 5th level sorcerer : SZ M (humanoid); HD 5d6; hp 30; Init +0; Spd 20; AC13 (+3 studded leather; spell failure 15%); Atk: by weapon - punch dagger (1d4+1 + weak poison); Face 5 ft. x 5 ft.; Reach 5 ft.; SV Fort +2(+4 with familiar), Ref +0, Will +1; Str 13, Dex 10, Con 11, Int 11, Wis 12, Cha 8; AL LE. Skills: Listen +4, Spot +3. Feats: Alertness. CR 4.
Spells : 6/6/4 **Spells Known :** 6/4/2 0 - Daze, Detect Magic, Disrupt Undead, Light, Ray of Frost, Resistance; 1st - Burning Hands, Enlarge, Ray of Enfeeblement, Reduce; 2nd - Cat's Grace, Flaming Sphere.

Slinker, Usha's black rat familiar: HD 1/4d8; hp 2; Init +2; Spd 15 (can climb); AC 14; Atk: bite +4(1); SV Fort +2, Ref +4, Will +1. Skills: Climb +12, Hide +18, Move Silently +10. CR 1/6.

Usha's serrated dagger is anointed with the same weak poison as the guard's crossbow bolts: nausea (-2 to hit and damage rolls) for the next three hours if Fortitude save is failed (DC 14).

Treasure: Usha carries spell components and herbs worth nothing except to another shaman, but she also carries a skin of fermented liquor and a drinking horn made from the hollowed out claw of an adult black dragon. This is adorned with a clinking collar of tiny animal bones; it is non-magical, but Usha has used it to boost the orc's courage prior to a raid by getting them to "drink the blood of the dragon" from it.
Worth: 30gp.

AREA #5 : PRIVY HALL

This curtained hallway is lit by a single oil lamp in an alcove on the north wall. The corner privy at the end of the hall has its curtain open and is empty. The body of the wizard Denzel lies just inside the hall entrance, with eyes and mouth still open in shock. He wears a linen tunic with a waistcord, and silken slippers on his feet. A sheet of parchment and a charcoal writing stick lie on the floor between the two wooden doors leading off this hall.

Kraag has placed a thin leather scroll case through the waistcord and rolled the body on its side (as though in the recovery position) to conceal it. Within lies the fake will prepared by Lucas in the days before the raid. If opened, it will read in black ink:

"I, Denzel son of Washington, being of sound body and mind, do hereby bequeath all titles and sundries belonging to me to my faithful retainer, Lucas Haleheart."

It is signed in a florid hand by Denzel (a competent forgery) and sealed with blue wax from the same block in Lucas' desk that was used to make a copy of the gatekey. Lucas used the signet ring on the dead man's hand to stamp the seal, leaving traces of blue wax on the knuckles of the right hand. Careful inspection by the party will allow a Spot check (DC15) to notice the wax and the ring-line left on the right ring finger after the ring was pilfered by Kraag. The parchment on the floor contains writing in nearly illegible orcish script. These are the frustrated attempts by Usha to solve the word ladder riddles of the magicked doors to Rooms 6 and 7. Successful translation of her writing (requiring ability to read languages) will reveal the words 'blind', 'blond', 'brink', all of which have been crossed out. The numerous other attempts are completely illegible due to the charcoal being smudged.

Encounter Four : Area #6 Denzel's Chamber

The mahogany door to this chamber has heavy iron brackets that extend across the planks of the door in the shape of two marching lions. A lion's head doorknocker adorns the edge opposite the brackets, with a bright brass ring beneath it. An ornate letter 'D' is inscribed in the middle of the door.

The door retains its keyhole beneath the brass ring, but this is useless; if anyone touches it, or uses the ring, the lion's head animates as a magic mouth. It will shake its mane and roar the following challenge:

**'If you wish to pass by me
Change my name from A to B;
One letter changes with each rung
Woe betide an answer wrong.'**

The central D disappears and a word-ladder riddle appears in its place. The top rung shows the word BRAND; there are four vacant rungs beneath, then the word FLOCK written on the lowest rung. By changing only one letter in each line, the players should voice the

following progression: BRAND ® BLAND ® BLANK
® BLACK ® BLOCK ® FLOCK .

Denzel set this device on the door using a scroll. He was able to bypass it simply by placing his hand on the rune representing his name, which opened the door for him alone. Give the players time to work through this and award appropriate experience points to those that make the breakthroughs. Each correct word said aloud will appear on its proper rung. Any incorrect guesses invoke a penalty: one spell or magic item possessed by the party discharges at random.

If there are no replaceable sources of magic left to the party, then the door will drain a potion or lesser item of its magic, eg. an arrow+ 1. If all these are gone, then it will stun a member of the party at random for 2-4 minutes, with a temporary loss of 2-4 intelligence points (recovered at a rate of 1/hour).

When the ladder is complete, the door unlocks and clicks ajar. Any attempt to pick the lock (DC 12) may succeed, but the door will not open until the ladder is solved. Any damage delivered to the door rebounds upon the person inflicting it, whether by spell or weapon. Once past this obstacle, the party can explore Denzel's chamber.

As the lion door admits you to this spacious chamber, a small brazier flares in the far corner and a lantern ignites cheerfully on a stand beside a large desk to the left of the door. Quill pens, an inkstand, and a block of red sealing wax are laid out on the desk on a parchment blotter. A woollen nightcap lies on the desk. A richly carved chair padded with green velvet complements the desk, while a thick rug covers much of the flagstone floor.

A traveler's chest sits on top of a cupboard in the corner behind the lion door. A four-poster bed covers part of the end wall near the brazier, with a locker at its foot. A tapestry hangs near the bed displaying a striking mosaic pattern in gold thread on blue velvet.

The magical brazier and lamp will ignite each time the door opens, but can be extinguished with the command word 'Snuff'. Both are linked with the magic of the door, so that they lose their dweomer if removed from the room.

The padded chair has a hidden drawer in its seat containing an amethyst necklace worth 100gp in a stiff moleskin bag.

The desk's four drawers have tiny keyholes but are not locked. The silver key to them lies on a keyring under the nightcap, along with keys to the chest and

footlocker, the platinum key to the hidden door behind the tapestry and the key to the outer gates. (This latter iron key is well-worn but bears tiny traces of blue wax between its tines from the night Lucas made a hurried cast of it for Kraag.)

The drawers contain sheets of parchment and several bottles of the sepia-colored ink that Denzel liked to use, along with a penknife, a pewter paperweight worth 25gp in the shape of a rearing dragon, a yellowed deed of title to the kurgan and the lands immediately around it made out to Denzel's father, and Lucas' book of accounts. If inspected, this will reveal many year's worth of household expenses, all non-descript entries written in black ink, until the final pages where notes and additions clutter the margins in sepia ink (Denzel's writing). Several recent expenses are underlined with question marks beside them and a deficit of 120gp is circled on the final page.

The open chest contains Denzel's personal effects: robes, belts, breeches, etc. An ivory handled comb and razor set is worth 15gp, bound in a folding leather case. A small oval mirror with gold trim worth 60gp lies adjacent to the shaving kit in the chest.

The cupboard beneath the chest contains only towels and a pitcher and basin for washing. The footlocker contains boots and sandals, most of them well-worn. The exotic heavy tapestry is surprisingly valuable: it is of fine craftsmanship and is worth 135gp. It will take a combined STR of 45 to carry it out.

Behind it lies the hidden door to the strongroom. This is locked, but can be opened with the platinum key on the desk. It is ward by an invisible sigil on it, the same ornate D that is on the lion door. Denzel's name must be spoken before the door can be unlocked, or else the key triggers the teleportation of anyone holding it onto the pit-trap back in the entrance corridor. The key simply transfers back to a small hook on the wall above the desk, keyring and all.

Encounter Five : Area #7

The Strongroom

The door to this room is identical to the door to the previous room, only the knocker is of a lioness, not a male lion. It will roar the same challenge to any who touch it, but the ladder riddle will offer the words THANE and BRICK as its first and final steps. The penalties are the same as for the door to Room 6; the correct sequence is : THANE® THANK® THINK® THICK® TRICK® BRICK. The strongroom has workbenches lining all four walls.

One is cluttered with bundles of research notes, charts, diagrams and calculations relating to research on the resonance of crystals. Another holds a forest of glassware and ceramic jars containing crystals, powders, gemstones, chemicals, bones, gemstones, feathers, wooden totems and a host of similarly arcane substances. These have been used for divination of physical properties as part of Denzel's research. They could be sold, but only to an Apothecary in Schwartzenbruin City or Traf City during the play of an actual scenario in those cities (value : 200gps)

The two other benches hold apparatus for testing crystals: retort stands, crucibles, lenses, tuning forks, etc. Denzel's research was approaching completion, but his notes would be indecipherable to any except a researcher in a similar field who was prepared to spend at least six months working through them.

AREA #8 : REAR FOYER

This small chamber offers access to the well in the alcove beyond, and to Rooms 9 and 10 to either side.

AREA #9 : KITCHEN

This narrow unlit room was stocked with herbs, utensils and cookware but has been thoroughly ransacked by the orcs. It is a complete mess and the fire in the grate has been left to die.

AREA #10 : PANTRY

This door is closed but unlocked. The room is dark and rather pungent, and is kept cool by a rune engraved in the keystone above the door, similar to the glyph for cold, cuh. Two pheasants hang unplucked alongside a skinned hare; a barrel of live eels stands in the corner with its lid weighted down by a box of nails; sacks of dry goods such as flour, salt and the like line the wall shelves below jars of pickled vegetables.

This room has survived unscathed because the shaman saw the rune and mistook it for the more dangerous glyph. She is uncertain of its name and so has warned the others not to go near it. Putting two and two together It shouldn't take a rocket scientist to put the various clues together and realise that Lucas is not playing cricket. The following anomalies should become clear in the course of the adventure, even without interrogation of Usha or any of the other orcs:

a) a speak with dead on the slaughtered human guards should have hinted at an inside job;

- b) the blue wax that seals the forged will and marks Denzel's knuckles and his signet ring came from Lucas' desk - Denzel used red wax, not blue;
- c) Kraag was in possession of a copy of the gatekey - again, the blue wax on the original key links back to Lucas' desk;
- d) the amount of gold stolen from Denzel is the amount found in Kraag's footlocker - a clear pay-off;
- e) Denzel's body was left undisturbed, when all others were stripped and dumped. The scroll case in his belt had to be planted;
- f) the handwriting of the will does not match that on Denzel's research notes; nor does the color of the ink: Denzel used sepia, Lucas used black;
- g) if the PC party discovers the forged signatures in Lucas' desk they have clear evidence of pre-meditated murder

Conclusion

Upon return to the Bleeding Boar they will be informed by Desmond that Lucas is still recovering in his room. If they burst in to confront him they will find him about to tie a new bandage around his head; he has no wound, in fact, and the old bandage isn't bloody.

His few possessions litter the room, and he can offer no explanation as to how he had time to gather them before fleeing the kurgan. Once questioned, he will fall apart. He is not a good liar, and the death of Denzel and the guards has been preying on his conscience. A full confession will follow, but he will plead for mercy since he still believes he was owed a great deal of money and he struck the bargain with Kraag in a life-or-death situation. Left to the Sheriff's justice, he will certainly hang.

The End

Experience Points & Rewards

APL 2

Encounter One

Defeating the Orc Guards : 50 xp

Encounter Two

Defeating the Renegades and the Sergeant : 75 xp
Overcoming the Scorpions : 25 xp

Encounter Three

Defeating Krag and the other two Orcs : 85 xp
Defeating Usha : 75 xp

Encounter Four

Solving the Chamber Puzzle : 25 xp

Encounter Five

Solving the Storeroom Puzzle : 25 xp

Total Possible Experience From Objectives : 360

Total Discretionary Pole-Playing XP : 90

APL 4

Encounter One

Defeating the Orc Guards : 50 xp

Encounter Two

Defeating the Renegades and the Sergeant : 165 xp
Overcoming the Scorpions : 25 xp

Encounter Three

Defeating Krag and the other two Orcs : 175 xp
Defeating Usha : 75 xp

Encounter Four

Solving the Chamber Puzzle : 25 xp

Encounter Five

Solving the Storeroom Puzzle : 25 xp

Total Possible Experience From Objectives : 540

Total Discretionary Pole-Playing XP : 135

APL 6

Encounter One

Defeating the Orc Guards : 110 xp

Encounter Two

Defeating the Renegades and the Sergeant : 195 xp
Overcoming the Scorpions : 55 xp

Encounter Three

Defeating Krag and the other two Orcs : 205 xp
Defeating Usha : 105 xp

Encounter Four

Solving the Chamber Puzzle : 25 xp

Encounter Five

Solving the Storeroom Puzzle : 25 xp

Total Possible Experience From Objectives : 720

Total Discretionary Pole-Playing XP : 180

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter One

- Each Orc Guard (depending on the APL) has **either** a Normal Crossbow or a Normal Spear. The entire booty is valued at 50gps due to the condition of the weapons.
- Looting the guards brings 25gps in various purses in total.

Encounter Two

- Orc Renegades : **either** a Normal Scimitar or a Normal Throwing Axe. Entire booty valued at 75gps.
- Orcs Sergeant : Lox's Masterwork Longsword worth 315gps
 - Looting the guards brings 25gps in various purses in total.

Encounter Three

- Kragg's Coffre : 120gp, 220sp, 310ep, 14pp, and 6 20gp value gemstones (adamantite rubies).
- Shama's Tome : worthless due to putrid condition
- Magic Goblet : "Dewmaker" : worth 200gp.
- The Orcs (including Krag) all have normal Bastard Swords and Normal Shields. Total value 50gps.
- Krag has jewellery worth 135gps in total
- Usha's Drinking Horn : worth 30gp

Encounter Four

- Pewter Paperweight : 25gp
- Amethyst Necklace : 100gps
- Comb & Razor Set : 15gp
- Gold-Laced Mirror : 60gp
- Heavy Tapestry : 135gp
- Various magical apothecary goods : 200gps

A bounty will be paid by the Sherrif's office for the return of any Orc's ears by the PCs. This is factored into the Treasure Calculations already.

Total GP Value Of Treasure : 1,737 gps

This amount should be divided between the PCs at the table. Please take note of the maximum amount allowed each PC depending on the APL at which this scenario was played.

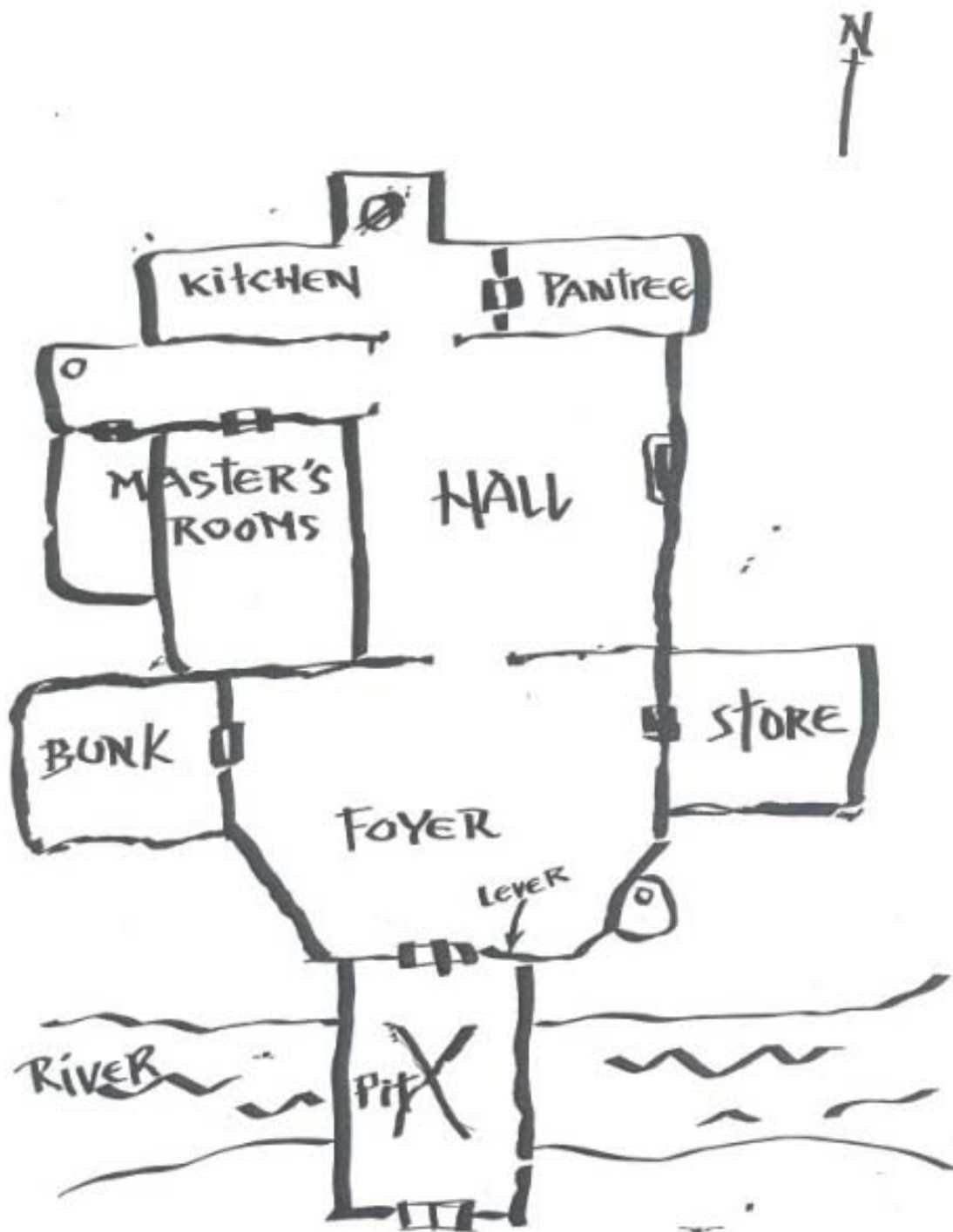
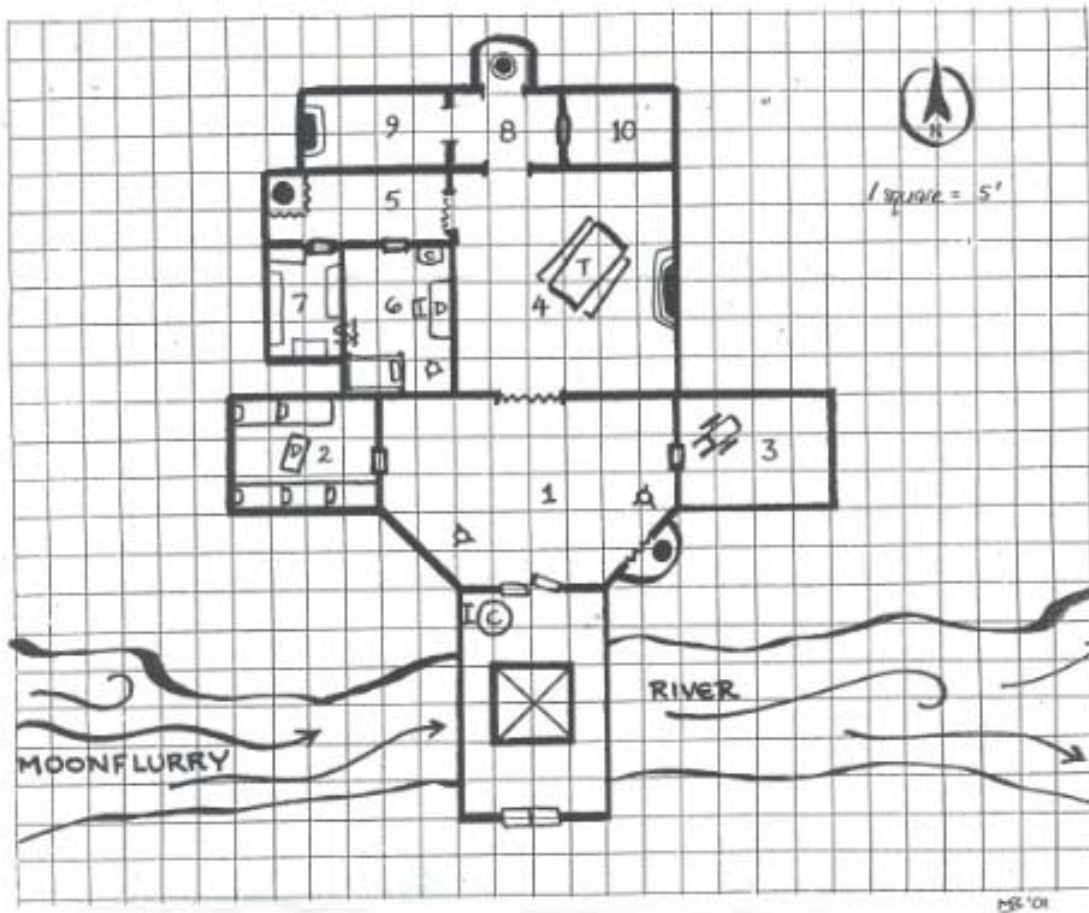


Diagram 1: Party Map drawn by Lucas

DIAGRAM 2: DM's MAP TO DENZEL'S KURGAN



KEY

	DOUBLE DOORS		BRAZIER
	SINGLE DOOR		CURTAIN/TAPESTRY
	SECRET DOOR		PIT-TRAP
	ARCHWAY		LADDER
	TABLE		CEILING TRAPDOOR
	DESK		HANDCART
	BUNK/BED		FIREPLACE
	CHEST		WELL/PRIVY

