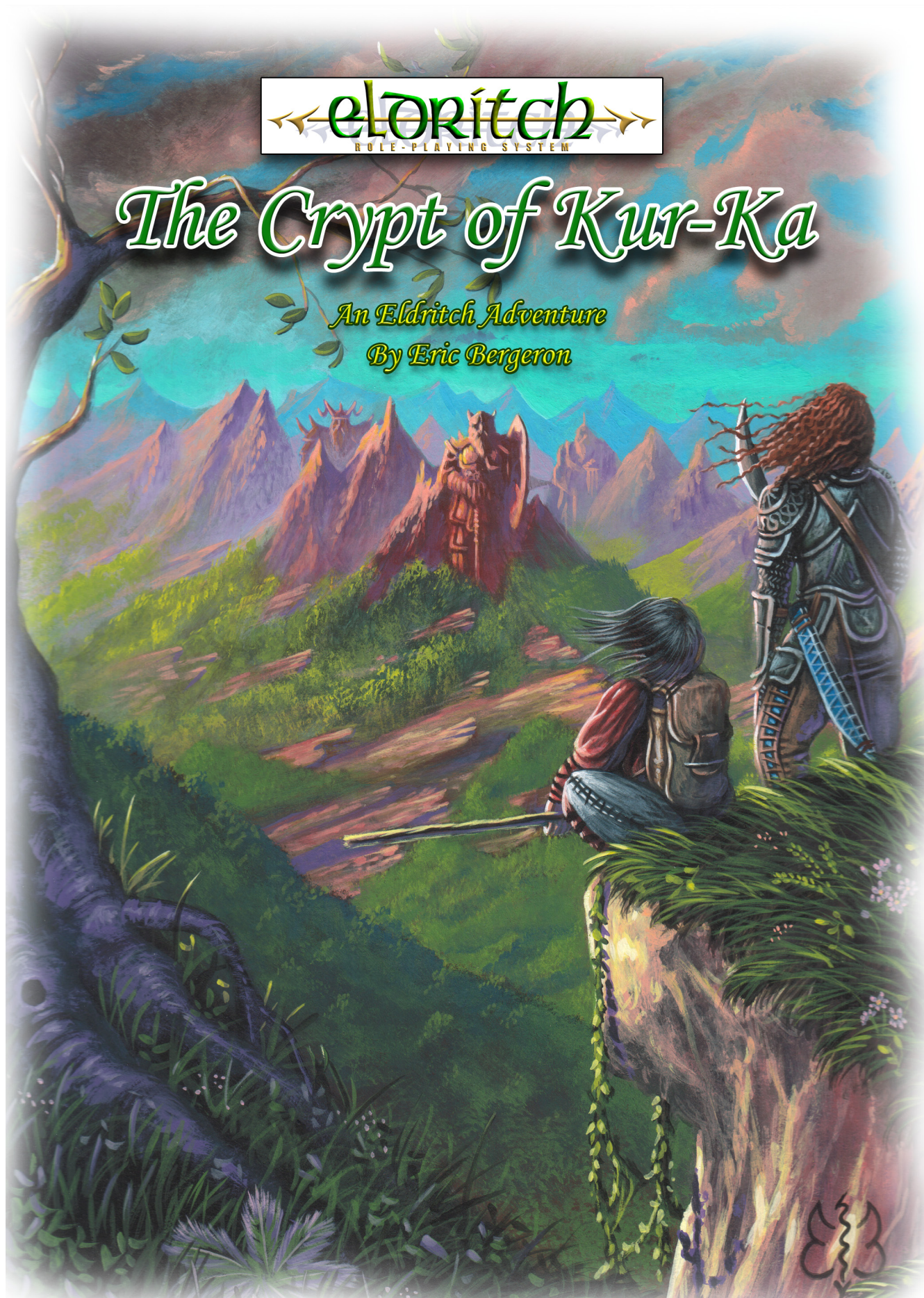




The Crypt of Kur-Ka

An Eldritch Adventure

By Eric Bergeron



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By Eric Bergeron

Edited by Dan Cross

An Eldritch RPG Adventure for 2 to 4 low level characters.

Game Master's requirements and preparation: The GM will need a copy of Goodman Game's Eldritch Role-Playing System, and a set of RPG dice (D4, D6, D8, and so on). A copy of "Eldritch Traps", available as a PDF through goodmangames.com, would also be useful. The GM should be familiar with the whole adventure before running the scenario, although the setting is only used as background information, and can be any generic town situated near a mountain range.

Note to GM: Please take good notes on where the players position their characters (called 'marching order' in old school parlance) as this is important to this adventure. Especially for the encounter in the crypt's room #8. Note it on a piece of paper or use miniatures if it helps.

Players' requirements and preparation: Like the GM, the players will need at least one copy of Eldritch's core rule book and a set of RPG dice. Players will need character sheets or notepaper to keep track of their abilities, Defense Pools, inventory and so on...

Terms and Abbreviations used for this module:

GM = Game Master.

PC(s) = Player Character(s).

NPC(s) = Non-Player Character(s).

Other abbreviations can be found in the Eldritch core rule book.

Back-story synopsis

A human teenager named Forlin Silver was hunting moose near the closest mountain range, a place dwarves once called their home. The young boy was aware he was approaching the hallowed grounds of ancient dwarven crypts, and knew better than to go near such a sacred place, uninvited by the dwarven priesthood. But it mattered not, because Forlin was quite venturesome.

Lying at the outskirts of dusty ruins, only a few crypts remained undamaged, their entrances carved out of the mountainside, surrounded by crumbling citadels and abandoned temples of ancient times. Forlin passed a crypt of

particular interest, one he knew was ordinarily sealed shut. Forgetting all about hunting moose, his curiosity took over. He lit a torch, and entered the dark entrance hall. To his disappointment, all of the rooms seemed devoid of the riches he heard about in common dwarven stories. Until, that is, he discovered a room containing an ornate fountain. A carved dwarf head spit water into its rectangular basin, and sitting atop the water basin's edges were nine golden statuettes, representing key figures of the dwarven people's past. On both sides of the fountain there were two small iron braziers, unlit.

Fearing the worst if he dared touch something, Forlin went back to the town of Bloodspring, revealing his fantastic discovery to Borakr Nord and Ulric Willow, two promising local warriors, both of whom he idolized. Borakr admonished the boy to keep this news a secret between them. However, initially, Ulric was against this, thinking it better to report the open crypt to the town elders. But Borakr convinced him to keep his mouth shut, in the interest of personal gain. Forlin, excited about treasure, agreed to guide the two warriors to the crypt. Once there, Borakr and Ulric would enter the crypt and steal the statuettes to sell them at the nearest port. The gold would then be split equally among the three of them. Borakr however, had other plans in mind...

During their preparations to empty the crypt, Forlin's older sister Freyla spied on them, and immediately alerted the town's elder about what was going on. Although she did not hear the whole story, the elder knew this meant trouble, especially since the town's dwarves were unaware of the situation.

The PCs' Involvement

The elder immediately formed a party of brave folks (the players) to track the fools and stop them before they attempted anything stupid. Bepin, a local hunter, volunteered to accompany and guide the PCs. They've been told to bring the fools back alive!

Notes to the GM: The town's elder provided the players with the following inventory...

Each player is given the following: A handbag to carry small items, a full waterskin, two days of traveling rations, cooking pots and utensils, and two torches, along with flint and steel pieces.

If a PC has purchased at least D4 in the *Healing* skill, he will be given one full herb pouch and the necessary equipment needed to prepare healing balms of herbs. The player must succeed an *easy* skill test to create a healing balm. Success or failure means the herbs have been used. A balm can heal 1D4 Hit Points, or helps in fighting poison and -s.

Two tents. Each tent has enough room for three PCs.

One set of a 25 feet rope with a grappling hook.

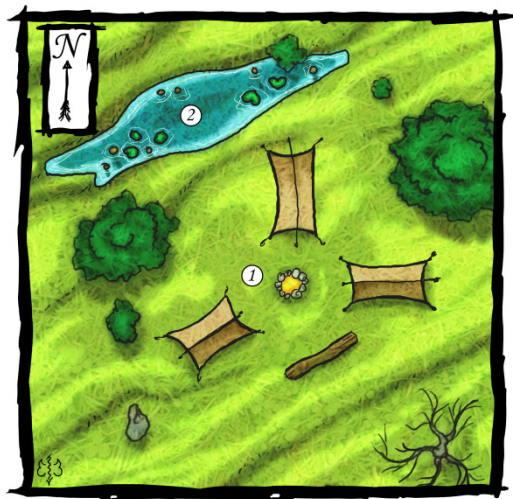
After the PCs prepared for the travel, they immediately headed to the mountain range. At sundown however, it was too dark and dangerous to continue forward. Therefore, they had no choice but to find a safe area and set up camp.

Therefore the players' objectives are the following:

1 = Head to the dwarven crypt.

2 = Find Forlin, Ulric and Borakr and bring them back to town so the elder can deal with them.

Scene 1 – At Camp



1 - The camp site: In the morning the players awake abruptly by the sound of grunting orcs.

Describe the following to the players:

Yesterday, a young hunter named Forlin and two warriors named Boarkr and Ulric decided to explore beyond the reaches of town, and loot a nearby dwarven crypt located near the mountain range. The town's elder learned about this and was outraged. The human residents are at peace with the dwarven clans and share the local towns with them. Disrespecting their resting places could very well break the peace. Therefore, knowing your adventuresome reputations, the elder called for your help.

"I've called upon you as the bravest and most noble of travelers, and thank you for answering my plea. Our relationship with both the dwarves and our own esteemed townsfolk could be jeopardized if young Forlin, Boarkr and Ulric are not returned safely to town. You will be provided the best gear, well suited for an expedition into the ruins. But please, at all cost, be careful how you deal with lost treasures, and never utter the 'word' looting in regard

this mission, as you are about to enter places sacred to the dwarven people. In fact, it's our hope you'll embark with haste and return to us soon..."

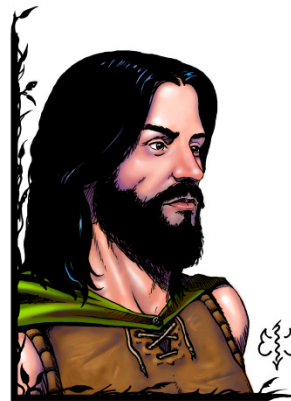
Thus, you set out to find the crypts that evening, following the local hunter and guide named Bepin Swiftarrow, traveling northwest from town. However, during the night, travel became impossible due to a hard rain so you stopped to set up camp.

The next morning you notice how your campsite is a beautiful, grassy clearing on the side of a hill. The grass is tall and bends in gentle waves under the cool winds descending from the mountain range. The trees are sparse, the sky is clear and the sun is warm. The campfire is smoldering; its burning scent fills your nostrils. Sitting on a log facing the campfire, Bepin is already up, finishing a meal which looks tastier than what you were given. But the peace is broken by the sound of distant voices; the grunting of many humanoid creatures. You are not sure of their true locations but the guttural sound they make echoes through the hills and mountains.

GM's Note: There is the possibility of recompense, but only if players ask, because the elder assumes the "heroes" will do it out of good will. 250 gp is the reward, should it come up (1gold = 10 silver = 100 copper).

The players will probably panic a little and completely extinguish the campfire to prevent noticeable smoke, or at least become more aware of their surroundings. Let them do so, but after many minutes pass, nothing happens (the orcs are too far away).

Information Bepin Knows and willingly shares:



Bepin

- Bepin knows that the grunts are from orcs up in the mountains, but does not know if the creatures are near the crypts.
- The quest was rushed by the elder, thus leaving the adventurers with very little information other than they must find and bring back Forlin, Borakr and Ulric to him.
- The crypts were used to connect with the citadels via

narrow passageways (area no. 3 on the crypt's map).

- The Elder charged Bepin to lead everyone back safely through the wilderness, including the PCs.
- If they ask about what he knows of the dwarves and their lost homes, he tells them the following...

"When the dwarves lost their lands during the great war against the orcs, they spread into the surrounding forested realms occupied by Human and some Halfling settlements. Sadly, havoc ensued as the angry and beleaguered dwarves looted both the humans and Halflings in order to survive. But as legend has it, The Great Wolf, King of the Land made a truce with the dwarves, allowing them to work and pay taxes like everyone else, in exchange for peace and citizenship. War was averted, though the dwarves did not want to give allegiance to humans. However, the dwarves were starving, running out of resources, and outnumbered, so agreed to the truce. To their surprise, the Great Wolf proved to be a great and fair man, and over the years the dwarves regarded him as a brother. Eventually they became accustomed to the local human ways, which to their greater surprise, were not all that different—besides living on the surface rather than underground. Indeed, the humans had similar ideals, like family, drinking, and of course killing the orcs. Although the dwarves rarely excelled in some human sports, like hunting, they became more open minded, sharing jokes and funny stories with the common folk. Still, even as the dwarves became very friendly with the local humans and Halflings, vengeance against the orcs still runs in their blood and they miss the mountains terribly. If the opportunity arises, they will surely try to claim their lands back".

When the players are ready to continue traveling, Bepin suggest that they should leave the tents behind. If the players ignore his suggestion, the tents will slow down the characters' progress and in doing so, they will encounter more orcs in Scene 3.

2 - Frog pond: Near the camp lies a little murky pond filled with cattails, lilies and frogs. If for any reason PCs do drink this water they will get sick (-1 to ability rolls for one day). However, the sickness will only kick in when the PCs go near the crypt's entrance. If a PC owns at least a D4 of *Healing* skill, he may roll against an easy challenge rank opposition dice of a 1D4 to see if he is aware that the pond's water is detrimental to them.

The pond is the home of a good number of frogs. If a PC wants to catch some for whatever reasons, be it for making a tastier breakfast or not, he will have to roll a moderate *Reflexes* skill test against a challenge rank opposition dice of 2D4. On a success the PC will catch a number of frogs equal to the difference check of the roll (note too that some orcs love to eat plump, juicy frogs, so such could be a role-playing

opportunity). On a failure the player simply cannot catch one. If a player fails by a margin of 4 or more, the player falls into the pond and in the process will spoil his traveling rations.

If the players linger too long, or if the GM feels a need for a random encounter, have the party attacked by Wild Dogs. They are quite vicious, trained by orcs to kill, and escaped from their owners.

Wild Dogs

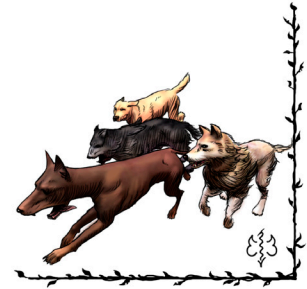
TY/CS 12.0

Unarmed 2D6

HP 12

RS 6

BP D10



Scene 2 – The traveling trader

1 - Trader's break:

Describe the following to the players:

As you continue your path Northwest, you come across a road and notice an old wagon parked on its southern side.

Weather or not the players arrive by stealth...

Describe the following:

You identify three well-armed guards watching over a trader who appears to be napping fitfully on the bench of his wagon. The wagon looks like it is filled with crates and barrels. Just under the bench where the trader uncomfortably rests his feet, you notice a small chest.

If the players approach the wagon by stealth and the guards notice, they instantly become suspicious of the characters. If the trader is intimidated, he'll sell his wares with a 10% reduction to average price. On the other hand, if the players do *not* get in trouble, and wish to deal up front with the trader, the man will raise his prices up to 1D4 X 10% of their normal rates.

The trader is bloated with food, and he's having digestion problems. The man cannot sleep as his stomach hurts. In addition, the man cannot stop himself from burping and farting. It's truly sad.

If the characters decide to approach the trader...

Describe the following to the players:

As you approach the sleepy trader, you startle him, and he falls down from his wagon, cursing at his misfortune, asking what's going on. One of his guards come to his aid, dusting off the dirt from his shoulders, and turns to face you, one hand on the pommel of this sword.

As soon as the trader realizes the characters are adventurers, and potential buyers, he changes his attitude and becomes overwhelmingly friendly, in hopes to sell some of his goods.

Read or paraphrase the following dialog to the players:

Please excuse my clumsiness; I have not had much sleep today. I've been...*(burp!)* having stomach trouble...*(burp!)*...trying to keep the food down. I just eat a tasty, but exotic vegetable, which sadly makes my stomach feel terrible. It is rare that we...*(Burp! Fart! Fart!)*...oh, I'm terribly sorry for that! Uh, what was I saying, ah yes...? It is rare that we see travelers on this road, I guess my...*(Burp!)* My reputation as a fine ... *(Burp!)*...trader precedes me. Care to see what old Olaf has for sale, friends?

If the players want to deal with the trader, he's got the following merchandise...

- 23 Traveling Rations. Cost = 1 silver pieces each.
- 4 Colorful and warm blankets (The trader pretends they come from a far away land, which is false of course. The blankest come from his older sister). PCs can roll for a *Skullduggery* skill check against the trader's own *Skullduggery* skill to notice the lie. Cost = 1 gold piece each.
- 2 wooden statuettes. One represents a man holding a moon above his head and the other a woman holding a sun over her head. Sadly, the male statuette is broken and it is missing parts of the moon (The trader will try to make a quick coin anyway if the players tell him about it being broken. He will reply that the statuette holds a moon crescent and not the full moon, which again is a lie!
- Cost = 4 gold Pieces (total waste of money!) A PC may roll an *Appraisal* skill check against a moderate challenge rank opposition dice of a 2D4 to notice that the items are worth no more than 4 copper pieces each and even less so for the broken one.
- Old wine bottles. Unlike the rest of his merchandise, the wine is actually valuable and the trader unaware of this fact himself. If a PC inspects the wine, he may roll an *Appraisal* skill check against a moderate challenge rank opposition dice of a 2D4 (If the PC successfully rolls, his character will estimate each bottle's value to 50 gold pieces each!) Cost = 8 Silver pieces each.
- 1 Katana. This is a decorative sword and has no real value whatsoever. The trader will not sell it; instead he wants

to trade it with one of the player weapons (another sword if possible). The trader will even say that the katana is engraved with magic runes (the runes are Asian writing, it is the signature of its maker, and if none of the PCs know about this language they may well believe the lie). However, the players can roll a *Skullduggery* skill check against the trader's own *Skullduggery* skill. PCs with *Appraisal* can also check a roll against an easy challenge rank opposition dice of a D4 to realize this item is just a piece of junk. In any case, if the players agree to this terrible deal the trader will hurry up and pack his things and head west. If the player strikes something with the katana, it will fall apart.

The rest of the trader's merchandise are barrels filled with flower and horse grain. Cost = 1 silver pieces per lbs.

Once the PCs have dealt with him, the trader will slowly pack his things and head west.

If the players try to steal the chest under the bench on the wagon (where the trader likes to rest his feet), they must roll a *Thievery* check against a moderate challenge rank opposition dice of a 2D4. To take it under the eyes of the guards, the check becomes difficult (2D6), or even harder if they are suspicious.

GM Note: Alternatively, roll for each of the guards separately, as an opposed roll of Scrutiny 1D4 versus the player's Thievery Ability.

If the players attack for any reasons and/or get caught stealing, then the guards will attack. The trader will try to run away with his wagon. Olaf is a coward and will do anything to stay alive, even if he has to give his wagon and horse. If the players take his stuff and let him go, he will report the PCs as being highwaymen and they will issue a bounty on their heads (that is up to the GM and the later will have to prepare and create the events as this is not the goal of this adventure).

Trader Guards

4 human guards (CS 8).

Unarmed 1D8

HP 8

RS 4

BP D6

Notes: The guards wear leather armor (1D6 protection).

Scene 3 The warriors



1 – Battlefield: About an hour ago, on the side of a cliff, four orcs faced two hulking ogres in a grueling battle, and apparently only one orc survived. They were fighting for territory. The surviving orc is resting behind a bush which matches his skin color, thus giving him good camouflage (*formidable* challenge of 2D10 versus Scrutiny or Scouting).

Describe the following to the players:

As you continue your way Northwest, you come about a hillside where you notice evidence of a recent battle. Three orc corpses are piled over the bloody remains of two hulking ogres. The stench of the corpses is unbearable, invading your nostrils like an unwanted parasite. Some spiked chain weapons and primitive leather bags are scattered around the debris.

If the players go near the pile for whatever reason, be it curiosity or for looting, the wounded orc will spring out of his hiding place and actually challenge the characters by standing by the corpse pile, his head high and bloodshot eyes full of defiance.

Describe the following to the players:

As you go near the pile of corpses, an orc comes out from a nearby bush. He appears to be badly wounded. However, he is determined to stop you from getting closer to his dead companions' remains. With his spiky-chain weapon in hand, he firmly plants his feet on the ground, and emits a loud, cat-like war cry, a deep tone rising to a deafening shriek. Then, he waits for your next move.

This orc is a formidable warrior and although he is quite wounded, he is still a threat, and will fight until his last breath. However, he is only defending his fallen allies resting place, so if the PCs decide to leave the area without getting closer or touching anything, the orc will not fight them.

If the players fight the orc, refer below.

Orc

TY/CS 10.0

Melee 2D10 (all other attacks 1D4)

HP 20

RS 10

BP D10

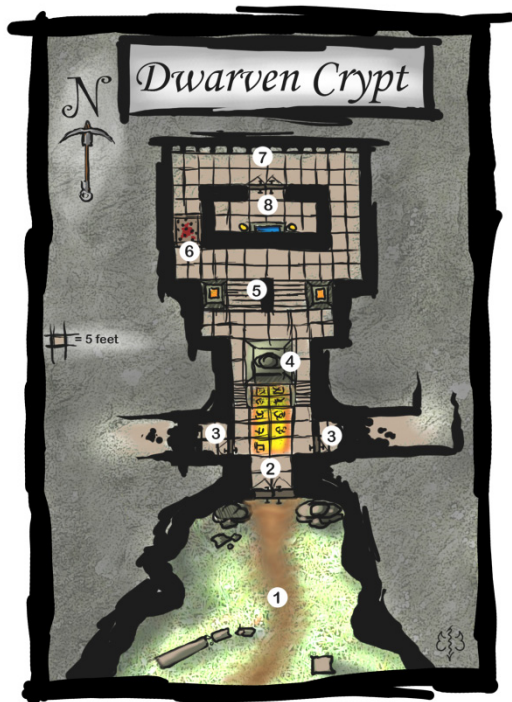
Notes: wears hide armor.

If the PCs are able to loot the battlefield, they will find three spiky chain weapons the orcs were carrying (four of them if they kill the wounded orc). *Loose chain weapon - medium 1H, +2 damage, +10 to Weaponry for Mastery, Max-Split 2, +1 initiative.* The other weapons are two spears the ogres were carrying (weapon details are found in the Eldritch core book. Look for *Pole Arms/Spears*, then *Spear*). All humanoids sport hide armor, likely useless to the PCs unless one of them is a Half-Orc. However, the armor stinks to the core and will penalize the wearer by -2 for any social skill checks. In the first primitive leather bag the PCs will find 3 rotten apples, one wolf tooth, a piece of unknown dried meat (possibly dwarf flesh) and 1D6 gold pieces. In the second bag, the PCs will find a severed dwarf finger sporting a silver ring worth 1D8 X10 silver pieces, one wolf pelt worth 1 gold piece, and a stinking, headless dead rat.

Note: If the players carried the tents and slowed down progress, the above event still happens, however when the wounded orc shouts, two other healthy orcs will immediately come to his aid. The latter were already on their way to help their allies fight the ogres (the details of the two new orcs can be found at the end of this book).



Scene 4 The dwarven crypt



1 – The Crypt

GM Note: If one of the PCs drank from the pond at the camp, the sickness starts. The PC will show signs of a severe fever and will lose 1D6 Resilience points on the spot. Feats of Strength, Endurance, Speed, Reflexes, Melee and Ranged weapons and Unarmed combat all drop by one base rank for seven days (it does not affect specializations or masteries). If base rank is already D4, then a constant penalty of -2 applies. A successful moderate heal check with healing herbs will lessen the duration of the fever by 1D4 days.

Describe the following to the players:

As you arrive at your destination, you marvel at the crypt's masterwork. Its gates are recessed into the majestic mountainside. The metal doors are impossibly thick, and at least 25 feet high, fully decorated with etchings of their finest dwarven warriors. One of the doors is open, with enough space to allow an average humanoid's egress. Two huge, impressively lifelike dwarven statues stand to either side of the gates; however, one of them has been broken, possibly from a mountain rock fall. Just in front of the statues are monoliths, engraved with runic symbols, and just like one of the statues, the left one was broken to pieces.



GM's Note: Forlin, the young hunter who led the warriors to the crypt, hides behind the fallen monolith. At the approach of the PCs, Forlin will come out of his hiding place and greet them.

Describe the following to the players:

Forlin comes out from behind the fallen monolith, waving a fist at the sky... "I knew my sister would rat us out! But, boy am I glad to see you guys! Borakr and Ulric have been in there for ages! The crypt is small, and I worried they were taking too long. Actually, I'm sure of it, because they told me to wait for them here, which I did. But I just heard somebody scream in terror a few minutes ago, just before you arrived, and I think that's a clue, right? Something terrible has happened!"

If players ask questions to Forlin, he knows the following...

- The crypt is small.
- He thinks there are probably still traps in there.
- Two passage ways seem to be blocked beyond the crypt.
- Both Borakr and Ulric were healthy when they entered... now, who knows?
- PCs will need torches as the crypt is quite dark, but the boy's torch burned down.
- There are no living creatures in there (the boy does not know about the resident in area 8).
- He does not know who screamed in terror, and he is unaware of creatures other than his fellow explorers, so can only guess.
- He did not take anything valuable or sacred from the crypt.

Ever since he heard the screams the boy became stricken with fear, believing Borakr and Ulric faced a ghost. Therefore, he will not venture into the crypt anymore. If the PCs tell him to go back to town, he will do so without hesitation. Otherwise he will wait for them near the fallen monolith. If the PCs tell him the expedition was a stupid idea, he will agree and say he will not do this again.

If the PCs inspect the monoliths, they are engraved with dwarven runes. Unless they speak/read the language they cannot understand their meaning. Otherwise they can read the following on both of them. "Here rests the nine kings of Kur-Ka."

2: The Crypt's Entrance: Note that the PCs will need torches to see inside the crypts, or else they will need night vision. Unless stated otherwise, all the ceilings of this crypt are set at a height of 200 feet. The walls are made of finely sculpted stone blocks, and the floor is made of marble tiles. There is dust everywhere. If the players want to follow the tracks Borakr and Ulric left behind, they must succeed with a *Scouting* skill check against an *easy* challenge vs. 1D4. On a success, they will also notice older orc footprints, which all lead north, and all of them take both the farthest east and west corridors, which lead to the holy fountain room (#8).

Describe the following to the players:

Your eyes slowly adjust to the dark environment of the crypt. The walls in this T-shaped room are filled with sculpted designs, which seem to represent the surrounding mountain area, and the ceiling slopes upward into darkness. The floor is a bit dusty, and is made of marble slabs and in the center; nine of the slabs display a large dwarven two-dimensional runic symbol. Besides the main gates, there are three exits from this room. The East and West exits both have a small metal door reinforced by metal spikes. At the northern end of the room are two small staircases, each going up beside a huge dwarven statue, painted in amazingly lifelike color, representing some dwarf of great importance.

The west and the east doors lead to area #3. Both doors are unlocked; however they are jammed with rust and rubble from the other side. The players will have to roll for a *Feats of Strength* skill test against a moderate challenge of 2D4 to open the doors. Otherwise they stay jammed and cannot be opened.

The nine slabs on the floor represent the names of all the past dwarven kings which once ruled the Kur-Ka clan. They are... 1 = Or-Tuek, 2 = Or-Biok, 3 = Or-Biak, 4 = Or-Kurek, 5 = Or-Kirok, 6 = Or-Zak, 7 = Or-Nirok, 8 = Or-Tuuk, 9 = Or-Kurok. The *Or* before the names mean King or Lord in dwarven. Only players knowing the dwarven language can understand and read them.

GM Note: These runic symbols are not traps unto themselves; they are only a gallery of names and if you look at the map, they are aligned to the dwarf god. The huge statue at the end of the room represents the main dwarf god, For-Ka. Also, these halls may lead to ancient rooms and halls, even older citadels. In any case it is up to the GM to decide what to do with them. However, for the purpose of this module we encourage the GM to only make these halls available for more creative adventures, once the objective of this module is completed.

GM's Note: Danger Zone (an optional rule from 'Traps' by Dieter Zimmerman)

This crypt is a dangerous environment affecting Active Defense Refresh rates. The GM may declare they're in a "danger zone", causing ADPs to refresh slowly, or not at all, until escaping the situation.

The refresh rate depends on the overall stress level of the situation. If the heroes are in an area they know to be fairly safe, they are considered to be Relaxed. Heroes in a dangerous area who have taken precautions such as scouting around corners and blocking doors can refresh in a Wary state. The heroes must be Vigilant in dangerous areas when they are unable or unwilling to take extra precautions, or if they fortify a position in an extremely dangerous area. When heroes are Stressed (directly involved in combat or a chase, for example) they do not recover any ADPs.

- Relaxed 20% refresh per minute
- Wary 10% per minute
- Vigilant 5% per minute
- Stressed (Combat, Chase, etc) 0%.

3: The broken Corridors: (the doors are trapped; however it is impossible to detect the rubble traps).

Describe the following to the players.

The moment you open the door, a large dust cloud blows into your faces, and then you hear rocks cracking, crumbling, and falling down...

At this very moment, the player who opened the door will be hit by falling rubble

Falling Rubble

Type: Mechanical

No detection or disarm is possible.

Effect: 2D8 damage

Defenses: Armor reduces damage exceeding the Evade or Dodge DP (victim chooses one or the other).

Area: One Creature in 5' space.

Describe the following to the players.

As the dusty cloud dissipates, you understand that this area, which seems to be a corridor, is condemned. Progress will be impossible.

4: Hall of For-Ka (the Dwarf God)

Describe the following to the players.

The stairs lead behind the statue to a bigger T-shaped room.

If the players want to inspect the statue a bit more...

Describe the following to the players.

This statue is made of marble and it one of the most impressive creations that you ever seen. The statue is so lifelike; all of you feel as if its eyes are actually watching you.

The statue holds a huge one handed war hammer, wears a chain mail suit, and protects himself with a medium shield. All look masterfully worked. The shield is engraved with the For-Ka's own symbol; hammer striking an anvil over a mountain background. The GM can change this to whatever weapon the deity favors, and the same goes for its armor and shield, if any other than being a masterpiece, the statue is quite ordinary, and holds neither traps nor magic.

5: Brazier Stairs:

Describe the following to the players.

Separated by a small marble ramp, two sets of stairs lead up to a small corridor going east and west. Right beside the stairs are two big braziers made of iron. Neither of them are lit.

The braziers have not been lit in ages and unless players are equipped with wood and such, it's impossible to light them up.

6: Spiked Pit trap (see map): This trap was sprung by an orc the day before, and its corpse emits a nasty stench. Ulric also perished in the trap. What the players do not know is that Borakr actually pushed Ulric into it. As for the corridors, they are both identical, besides the spiked pit trap, and both lead to the corridor of tombs in front of the fountain room.

As the players venture into one of the corridors...

Describe the following to the players.

The walls of the corridor become richer with sculptures detailing what seems to be stories of past glory days for the

dwarves. Unlike the rooms and halls you have crossed so far, the corridor looks like it is in better shape. The sculptures even retained their colors.

If the players venture near the Spiked Pit Trap, describe the same details as above and ...

As you venture into the west corridor and follow its path leading north, you notice a huge square shaped hole blocking you way.

If the players peak into the hole...

The hole is a sprung spiked pit trap, which is 30 feet deep. At the bottom, you notice an impaled orc corpse, and sadly Ulric the warrior shared the same fate.

If the players venture into the pit (using their ropes) to loot the corpses they find the following items on the orc; one spiked chain weapon, (Loose - medium 1H, +2 damage, +10 to Weaponry for Mastery, Max-Split 2, +1 initiative) one damaged hide armor (light, 1D4 protection. However it is quite damaged and on a roll of 1 while protecting the user, it will break down and become useless). A wolf-teeth necklace, and crude iron lock picks. On Ulric, they will find his entire inventory: wolf skin hide with wolf head hood and cloak, a two-handed sword, a small knife, and a leather belt with 2 gold pouches; one has 14 silver pieces while the other holds 3 gold pieces. Also, a leather backpack with black bread, and a cut piece of smelly cheese.

7: Dwarf Tombs: (Of the twelve holes, nine of them hold dwarf skeletons, which are the remains of the nine dwarf kings).

Describe the following to the players.

As you turn into the corridor, you see that the north wall holds burial galleries, and in nine of the twelve alcoves lay a skeleton of dwarven size. In the middle of the south wall, you can make out two metal door gates, similar to the ones found in the entrance of the crypt; however it is only as high as a human adult of average size. Light comes out of it and sheds into the corridor creating a contrast with darkness.

Beside bones, the tombs have nothing in them.

8: The holy fountain room: The fountain in this room was once blessed, and priests used it to pour the holy water over the remains of the nine dwarven kings, at least once per year. Every king had a golden statuette in his image, which was also used as a cup for the holy water. The statuettes were placed over the edges of the fountain. The gate to this room was once locked, and the golden statuettes were safe from thieves. But, not too long ago, a "skilled" and "smart" orc (the one found in the spiked pit trap!) was able to open both

the entrance of the crypt and the fountain room with crude lock picks. As he was about to loot the golden statuettes, he spotted the room's huge, terrifying resident and ran as fast as possible, thus triggering the trap, and falling to his death. The day after, the young Forlin noticed the gates open and instigated the conditions for this adventure.

If the players enter the room...

Describe the following to the players.

This room is a dead-end and its walls look rather blank compared to what you've seen in other rooms. Only a beautifully decorated fountain stands in the middle of the south wall, were a marble gargoyle-like dwarf head spits water into it. In the Southeast corner of the room, you see Borakr on one knee, wincing in pain as if wounded, and his foot appears stuck between two floor slabs. His torch lights up his part of the room, and you see he's working hard to get himself free.



Borakr

Borakr is not stuck, in fact he's just afraid. He's using his torch to keep a huge spider at bay, which makes the room its nest. High in the ceiling hangs many webs and cocoons of animals. The spider comes and goes into the room by a large cavity found in the ceiling, which leads outside. Borakr has all the golden statuettes in his backpack and he intends to leave the place with them. He is faking his wounds and he's not stuck at all. The minute a player character comes to his aid, he will push the hapless hero into the fountain, hoping to drown him, and use his torch against the others, hoping to ultimately run away. At the very same moment, the spider will come down toward the player who was pushed into the fountain and attack. This creates a dilemma here, as the players will be surprised by both Borakr and the spider.

Giant Spider

TY/CS Extraordinary / 78.0

Threat Ranks

Mandibles: 3D12

Poison: 3D10 to Resilience if attack penetrates active DP & armor.

HP 144 (Mod to HP x4 due to size)

RS 36 (Mod to RS x2)

BP D20

If a player tries to stop Borakr before he leaves the room, Borakr will attack them with the torch (1D8 +1 fire damage).

GM Note: In any case, we encourage the GM to make sure Borakr can leave the crypt alive. However, if it's not possible for him to escape the players, he will beg for his life. Keeping him alive is part of the objectives and if the players kill him, they will lose some RP points in the end.

Borakr

TY: Standard

TR: 1D10+2 (powerful fists)

EA: 1D8+1 (torch)

HP: 10

RS: 5

Notes: Borakr will get the first attack in the round,

likely his last if the PC's retaliate with force.

Scene 5 Conclusion

The adventure ends once the players bring back Forlin and Borakr if he did not escape. Experience rewards depend on the actual difficulty of encounters, which can only be judged in hindsight. Defeating or escaping a creature should reward at least 1 Victory Point, and if the battle or situation proves even more challenging than expected, use the following battle odds and situational danger guidelines:

Battle Odds and VP Awards

Devastating: 5pts

Deadly: 4pts

Nearly Outmatched: 3pts

Formidable: 2pts

Challenging: 1pt

Situation Danger Level VP Awards

Nearly Impossible: 5pts

Extreme: 4pts

Difficult: 3pts

Troublesome: 2pts

Easy: 1pt

Award Role-Playing points as events unfold, during the actual session. That way it eliminates GM bookkeeping.

Individual RP Awards:

- *Good, but ineffective idea or action: 5 points*
- *Good, and effective idea or action, or clever use of skill, feat or ability : 10 to 15 points*
- *Creative and unusual idea or action, beneficial conjecture, or excellent tactical maneuver: 25 points*
- **Excellent role-playing, extraordinary daring, or personal sacrifice: 50 points*

If players with good willed characters made efforts during or after the game to bring back Ulric's remain to town will be awarded extra 25 RP points.

Award extra Victory Point and 10 Role-Playing Points if players capture Borakr alive.

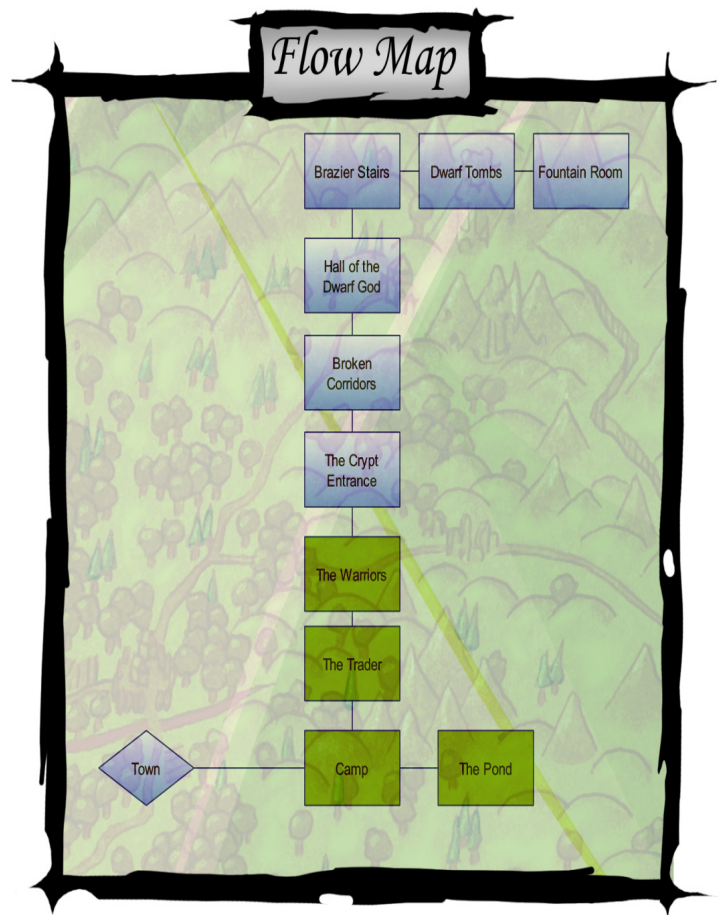
Award players 50 Role-Playing points if they give the golden statuettes back to the town dwarves (assuming the players are aware that Borakr has them in his bag).

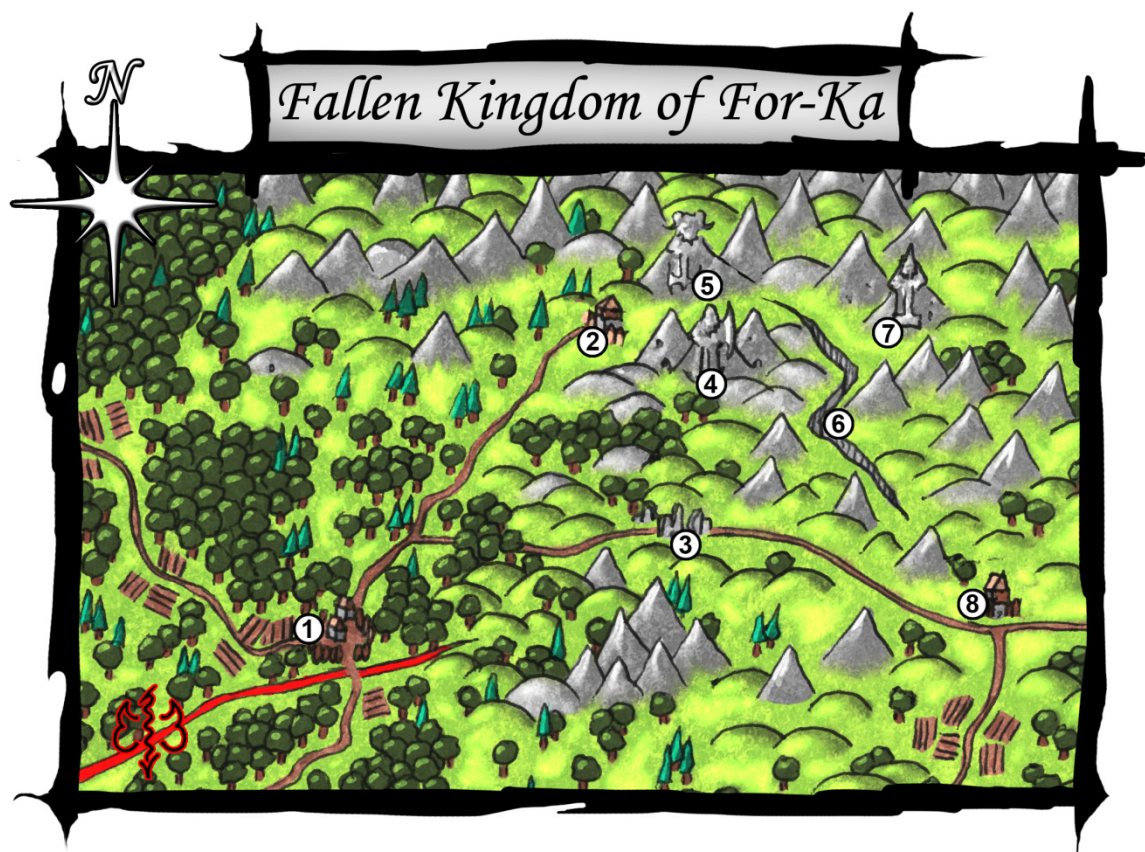
If for some reason players want to keep the golden statuettes and sell them they will become outlaws and a bounty will be put over their heads (The GM will have to create this adventure on his on as this module does not cover this).

If all goes well and the players succeed their objectives, the elder will award 250 Gold Pieces to divide among the party.

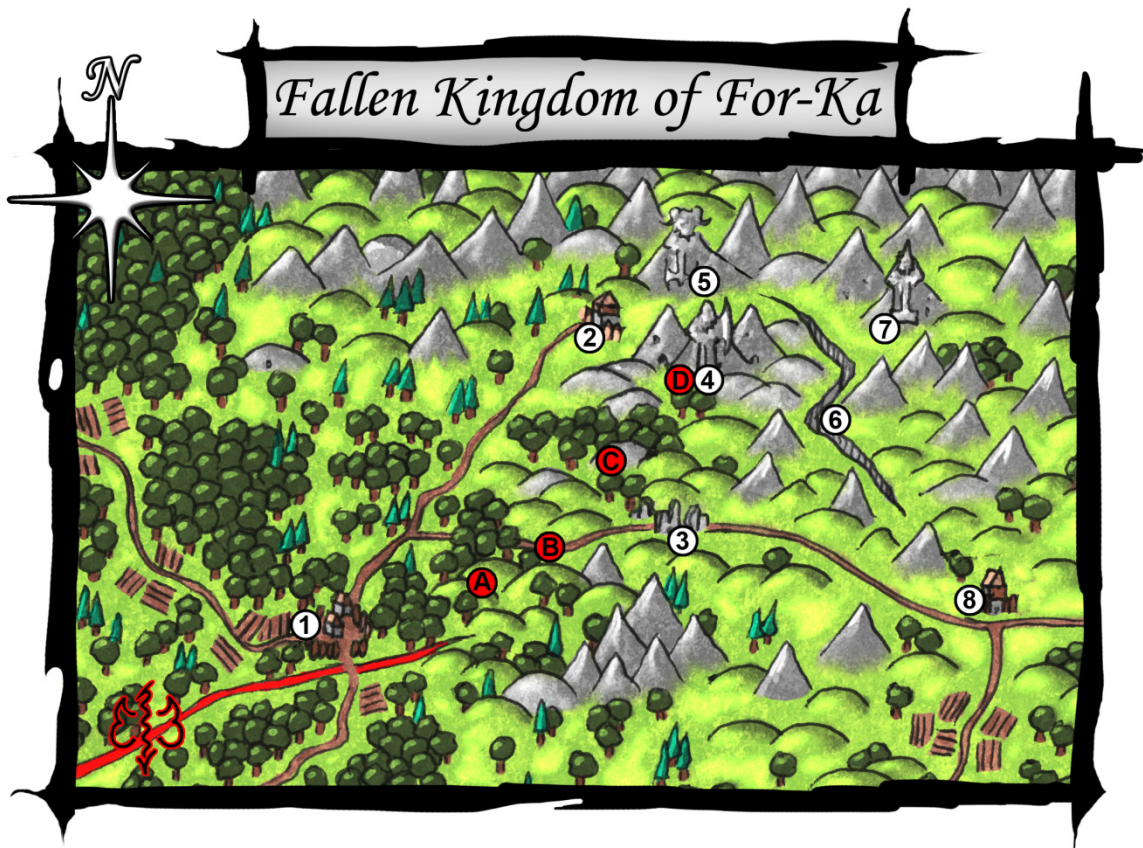
Key to "The fallen Kingdom of Kur-Ka"

- 1 = Town of Bloodspring
- 2 = Splinted Shield Keep
- 3 = Ruins of Hammerwall Keep
- 4 = Ruins of Kur-Ka
- 5 = Ruins of Dur-Ka
- 6 = Chasm of Ragorax
- 7 = Ruins of Mur-Ka
- 8 = Helmreck Keep





Player



GM