

A DragonQuest Capsule Adventure



The House of Kurin

I. INTRODUCTION

The House of Kurin is an adventure scenario designed to be used in conjunction with SPI's *DragonQuest*. You must have *DragonQuest* or some other set of fantasy role-playing rules in order to play. The scenario is designed to be used by a Gamesmaster (GM) to run one or more adventure sessions. Much of the material herein should be read only by the GM and should not be seen by the other players.

II. HOW TO USE THIS ADVENTURE

Before play begins, the GM should read this entire booklet to familiarize himself with the general situation. The GM should then carefully study Section 4 and either read it to the players or paraphrase it for them. The players then begin the adventure in the secret tunnel mentioned in 4, directly beneath the trapdoor leading into Room 301. The *DragonQuest* Adventure Sequence should be used throughout the actual play of the scenario. The GM should guide the players through the adventure, referring to this booklet and to the maps provided whenever it is necessary to determine a specific detail.

1. HOW TO READ THE MAPS

Three maps are provided, one for each floor of the tavern wherein the adventure takes place. The scale of the three maps is 5 feet per square.

2. THE ROOM DESCRIPTIONS

The maps provided are keyed to Sections 9, 10 and 11, each of which describes in some detail the individual rooms (and, sometimes, tunnels and hallways) on one of the tavern's three floors. Each room is identified by a three-digit Room Number, the

first digit of which identifies the floor the room is on (1 = Ground Floor; 2 = Second Floor; 3 = Cellar).

3. DESCRIPTION OF NON-PLAYER CHARACTERS

Sections 6, 7 and 8 will discuss those important NPC's and Monsters which may be encountered during the adventure, providing enough information on each to allow the GM to play the character.

III. THE ADVENTURE

The basic situation confronting the players is a raid into a brigand stronghold to clean it out and rescue those individuals currently being held for ransom by the brigands.

4. BRIEFING FOR THE PLAYERS

The players' characters are relaxing in a dismal tavern on the edge of a semi-devastated region that has been cursed by a decade of warfare. Prospects for wealth, fame, or even a little fun are less than heartening in this ruined land, and the talk inevitably turns to plans for finding greener pastures. A tall, heavily cloaked stranger listens intently to the discussion, finally rising from his shadowed corner table to approach the party. Laying a gold piece on the table, he assures the group that he has an adventure for them that will change their minds about his fair land. The gold piece before them is theirs if they will but listen to his proposition.

Upon being invited to speak further, the old man will tell the group that he is by name one Buchlar Alsofinius, by his own admission a bit of an eccentric and one of the finest magicians in the Confederation. He is here, in this backwater village, along with two companions to recruit a band of bravos to assist them in a desperate venture. Deep within the devastated zone is a tavern called the Three

Cocks, once a favored stopping place for the local nobility. During the recent unpleasantness, says Buchlar, a band of discharged soldiers managed to take the tavern intact. Led by a sub-captain named Kurin the Bold, they put most of the occupants of the tavern to the sword and set up a base there from which to prey upon the local populace and those few wayfarers who still used the Greenway.

One of the villages looted by these brigands, he says, happened to contain his only daughter, her husband and their son, Buchlar's grandson. In a raid on the village the brigands carried off Buchlar's daughter, Lorin, killed her husband and drove their boy child, Gordon, into a nearby mangrove swamp. There he hid until, several days later, he was found by Big Wendel, the village smith who was, himself, a homeless fugitive. It was Big Wendel who carried young Gordon, wounded and in shock, the 100 miles cross-country to the cottage where Buchlar pursued his solitary studies. Since that time, the boy has spoken not a word, though he can seemingly understand what is said to him. Also, since that time, Buchlar has spent long hours laying plans to rescue his daughter and any others in Kurin's clutches and to kill the beast and his men.

Now, he is ready. He has found a way into the Three Cocks that Kurin is not aware exists and has gained from disgruntled former members of Kurin's band a fairly exact knowledge of the layout of the tavern and its contents and occupants. However, he still requires a small band of accomplices (not more than half a dozen in addition to Wendel and Gordon) in order to bring off what he has in mind. Buchlar cannot pay much more than expenses plus 100 Silver Pennies apiece as a retainer, but he notes that Kurin's band is rich and that all who participate in its downfall should have an equal share in their riches. If the gentlemen are interested, Buchlar has only one condition: They must agree to make Buchlar their leader with one of their own as second-in-command in case he is killed. That being agreeable, Buchlar will give further details.

At this point, the GM should sketch out for the players a rough map of the tavern similar to that provided in this booklet, but without room numbers or details on hidden features. He may also wish to tell the players which bedrooms belong to Kurin, Florian, Susentir, Gorch, Rupert, Anwar, Rotigar and Gurchluk, as well as where the Goblins and Hobgoblins lair, where prisoners are housed and where the scullions are barracked.

Having generally briefed the characters concerning what they will face, the GM should then explain that Buchlar intends to gain entrance via a trap door hidden in the root cellar since all other entrances are kept locked (and usually guarded) and a magical fog tends to boil up around the entire area whenever anyone approaches closer than a few hundred yards to the tavern from the outside. The trap door leads from the root cellar into a

long escape tunnel that lets out half a mile distant and so should allow the party to actually get into the tavern unobserved. Once inside, Buchlar intends to allow circumstances guide his actions.

5. BRIEFING FOR THE GAMESMASTER

In general, Buchlar will underplay the danger once he has piqued the group's curiosity by initially describing his "desperate venture". Buchlar's information will also be somewhat out of date, so he will be unable to answer many questions that may be put to him. Among the elements of the situation with which Buchlar will not be familiar are the following:

1. The fact that Lorin is now Florian's mistress.
2. The fact that Rinn and his party have been captured.
3. The fact that Chustar and Squire Groll have been captured.
4. The fact that Kurin has been courting Gianetta and so has angered Susentir who is conspiring against both her rival and the man she claims to love.
5. The fact that Rupert has been confined in the cellars.

IV. THE NON-PLAYER CHARACTERS

There are three distinct classes of Non-Player Characters represented in the adventure. They may be characterized as to their respective roles as follows:

Buchlar's Band consists of Buchlar, Wendel and Gordon, all three of whom would gladly die to save Lorin or destroy Kurin.

The Prisoners consist of Lorin Anders, the dozen scullions, Rinn's caravan, Chustar and Groll and, possibly, Rupert. Their primary goal will be to escape, but they will assist the party in destroying the brigands if it seems necessary to do so in order to reclaim their property and rescue any associates still in Kurin's grasp.

Kurin's Band consists of Kurin, Gorch, Susentir, Florian, Anwar, Rotigar, Gurchluk, 14 Brigands, 9 Goblins, 3 Hobgoblins, 6 Dwarves, 11 Wolves, and 10 Harlots.

6. BUCHLAR'S BAND

a. BUCHLAR ALSOFINIUS

Buchlar tends to be an impractical and detached recluse and would normally not involve himself in an "adventure" which he would tend to characterize as childish. However, he is also bitterly self-reproachful that he never did anything to help his daughter

during the entire 16 years of her marriage and that he did not attempt to offer succor to her and her family when the times became uncertain. It is the guilty knowledge that he could have helped Lorin relocate outside of the devastated area that now motivates Buchlar's actions.

Buchlar's characteristics are as follows:

PS: 12 **MD:** 16 **AG:** 14 **MA:** 21
EN: 14 **FT:** 20 **WP:** 24 **PC:** 18
PB: 14 **TMR:** 5



Buchlar is Sun-aspected. He is a great mage of the College of Sorceries of the Mind and has spent long years in perfecting his will as part of his studies. He knows all General Knowledge Spells, Talents and Rituals of the College and has achieved the following Ranks: T-1(2), T-2(3), T-3(4), G-1(3), G-4(4), G-5(6), G-6(2), S-1(4), S-2(2), S-8(3), S-9(5), R-1(3). In addition, he has gained much fame for researching for his College a spell that works exactly like S-13 of the College of Celestial Magics and has achieved Rank 4 with that spell. Buchlar is a Rank 3 Beast Master (specializing in Small Land Mammals), a Rank 5 Alchemist (specializing in Potions) and a Rank 6 Healer.

Beneath his cloak, Buchlar wears leather armor with special bone clasps. He carries a staff that will serve in combat as a Quarterstaff and he carries a silvered dagger. He has Rank 7 with the Quarterstaff. In a small

pack that he guards closely, he carries a flask containing 11 doses of a Potion which automatically increases the drinker's chances of disbelieving any illusion by 10. The effect lasts for 3 hours.

b. BIG WENDEL

The village smith is no genius, but he is immensely strong and durable and is devoted to Lorin who befriended him and always invited him to spend the High Holidays with her family. He will gladly give his life to save her and is fanatically loyal to Buchlar to the extent that the mage is devoted to the same purpose and to Gordon because he is Lorin's son. Wendel is not a warrior, but has some small weapons skill and could be a truly frightful enemy in close quarters. He feels frustrated and guilty that he was unable to save Lorin and has sworn to himself an oath to right his omission.

Wendel has the following characteristics:

PS: 25 **MD:** 16 **AG:** 10 **MA:** 5
EN: 20 **FT:** 22 **WP:** 15 **PC:** 13
PB: 12 **TMR:** 4

Wendel is Life-aspected. He wears leather armor and carries an Improved Buckler, a Shortsword with which he has Rank 2, a Broadsword (Rank 2) and a Battleaxe (Rank 3). Wendel is no magician, but he does have Rank 3 with the Beast Master skill (specializing in Riding Animals).

c. GORDON ANDERS

Lorin's son no longer speaks, though Buchlar maintains that he is able to do so. His dark eyes are like shadowed mirrors that say nothing of his thoughts. At 15 he has become a hardened warrior (though not yet a skillful one).

Gordon's characteristics are as follows:

PS: 12 **MD:** 18 **AG:** 19 **MA:** 16
EN: 15 **FT:** 20 **WP:** 18 **PC:** 14
PB: 17 **TMR:** 6

Gordon is Autumnal Stars-aspected. His dark locks are encased in a leather helmet and he wears leather armor. At his side is a heavy Knife. He also carries a Shortsword with which he has achieved Rank 1. Gordon is driven by an almost pathological hatred of Kurin who he blames more than anyone else for the death of his father, and he will abandon all caution upon seeing Kurin and attack him unless restrained.

7. THE PRISONERS

There are four distinct classes of prisoners within the tavern. The most numerous group consists of a dozen scullions, women from the surrounding area who have been kidnapped and impressed into Kurin's service during the months since he and his

band took over the tavern. A second group consists of Belius Rinn and his employees (Bardo, Flannigan, Garston and Gianetta) whose caravan was plundered by Kurin only a few weeks after the band set up at the Three Cocks and who have been awaiting ransom ever since. Their goal is to escape and reclaim their property. Chustar and Groll constitute a third group. Finally, Rupert may behave as a prisoner seeking escape or as one of the Brigands under Kurin, and so constitutes a fourth class of prisoner.

a. BELIUS RINN

Tall, grotesquely fat, crude and boisterous, Belius Rinn is a merchant renowned throughout the Confederation for his willingness to take atrocious risks in pursuit of profit. He may have risked overmuch, however, in trying to cross the devastated area with a spice caravan, since that endeavor has resulted in his capture by Kurin who now holds Rinn and his companions for ransom. Rinn has so far steadfastly refused to make an appeal to his relatives to pay the ransom (set at 10,000 gold pieces) on the grounds that the sum demanded would ruin him and, in the absence of such an appeal, Rinn's relatives have been unwilling to pay up. As a result Rinn has languished in the cellars on a diet of bread and water for most of the period of his confinement.

Rinn has the following characteristics:

PS: 17 MD: 15 AG: 12 MA: 16
EN: 16 FT: 20 WP: 19 PC: 21
PB: 12 TMR: 4

Rinn is Life-aspected. He is a Rank 8 Merchant specializing in Gems and Monster and Animal Products. He has Rank 2 with the Broadsword, though he has not used one except in practice in many years.

b. BARDO DO N'LI

Bardo is a dark, smooth-skinned Korshemite from the far south who made a reputation for himself in the cities of the Five Sisters as a deadly swordsman, before entering Rinn's service as a bodyguard. Bardo is extremely tall and well formed, a favorite among the ladies at the courts with which Rinn sometimes deals.

Bardo has the following characteristics:

PS: 19 MD: 18 AG: 18 MA: 13
EN: 19 FT: 21 WP: 15 PC: 15
PB: 17 TMR: 6

Bardo is Death-aspected and is a Rank 2 Assassin. He has Rank 4 with the Great Bow, Rank 3 with the Morningstar, Rank 3 with the and-and-a-half Sword and Rank 2 with a Knife.

c. FLANNIGAN THREE-FINGERS

Also known as Flannigan the Cruel for his barbed wit. As a Troubador in the Five Sisters, Flannigan once composed an extremely insulting song about the latest mistress of a particularly obnoxious minor Duke and sang it in court. The Duke took his revenge by offering 500 gold pieces per finger for Flannigan's left hand (which he used to play an accompaniment to the song on the mandolin). An Assassin who attempted to collect the reward failed to cut off the offending hand, but did cause Flannigan to part company with two of his fingers and much of his composure. Thinking discretion the better part of valor, Flannigan thereafter left the Five Sisters before anyone could finish the job. He has served Rinn ever since.

Flannigan has the following characteristics:

PS: 16 MD: 14 AG: 18 MA: 16
EN: 17 FT: 20 WP: 19 PC: 18
PB: 17 TMR: 6

Flannigan is Life-aspected. He is a Rank 15 Troubador, playing Flute, Lute, Mandolin and Tambourine. He also sings, composes and recites stories and legends (in several styles), performs mime, acts, is an accomplished mimic, can tell and compose jokes, dances, dresses according to a variety of customs (and is a master of disguise) and is able to amuse small children and semi-intelligent creatures. Flannigan is also a Rank 3 Spy and a Rank 2 Assassin. He is a master with the Rapier (Rank 6), the MainGauche (Rank 5) and the Knife (Rank 4). He can also use a Sap at Rank 3.

Kurin has taken a liking to Flannigan and sometimes calls for him to be brought before the company to sing or otherwise offer entertainment. For this reason, Flannigan has not (like Rinn, Bardo and Garston) been deprived of his fine clothes, though the gems have been clipped from the frogs and piping.

d. GARSTON THE SCRIVENER

Long Rinn's bookkeeper, Garston derives from noble Dwarvish stock recently fallen on hard times. Though his full blond beard has lacked for treatment in the cellars beneath the Three Cocks, it still retains the delicate shaping and dyeing by which the Dwarves of his kith are known. Nor has his confinement in any way ameliorated the aura of hauteur that surrounds Garston. He has sworn vengeance upon Kurin's folk for demeaning him by stripping him after his capture and tossing him into a cold cell beneath the tavern, and he intends to pursue this vengeance without fail even if he must leave Rinn's service to do so. Garston is especially intent upon doing unthinkable things to Gurchluk, who constantly taunts him concerning his fate, and to his fellow Dwarves in Kurin's band for betraying their own kind.

Garston has the following characteristics:

PS: 17 MD: 16 AG: 15 MA: 13
EN: 16 FT: 20 WP: 19 PC: 16
PB: 16 TMR: 5

Garston is Moon-aspected. He is a Rank 3 Healer and a Rank 3 Merchant (specializing in Precious Metals). Despite his many years in Rinn's service, he is still a "fey fighter" and practices regularly with the Mace with which he has Rank 2, the Hand Axe with which he has Rank 1 and the Morningstar with which he has Rank 4.

e. GIANETTA ARSLIN



What words can communicate the beauty of the fabled Gianetta? Once the mistress of a King (though a small and relatively unimportant one to be sure), Gianetta has for two years been personal scribe and companion to Rinn. Finding herself in a sort of pickle once Rinn's party was captured, fair Gianetta wasted no time in ingratiating herself to the person in Kurin's band who could do her the most good: Kurin. That fact in turn made her less than popular with Kurin's former favorite, Susentir, and there has been a good deal of dissension in the band since Gianetta's capture. Unlike the Qther prisoners with whom she was taken, the fair lady Arslin is kept sequestered most of the time in a secure room on the second floor just a few feet from Kurin's own chambers.

Recently, Gianetta has persuaded Kurin to give her the run of the tavern, but Kurin has moderated this freedom by having Rotigar assign one of his trained wolves to

accompany her wherever she goes, except into her own or Kurin's chambers. This bit of foresight has kept Gianetta from hatching any really effective plans to free Rinn and the others and escape, but it has not kept her from acquiring a Dagger (a weapon with which she has Rank 3) and a small vial of poison from Florian's room. These she keeps handy on her person in case of trouble (or opportunity).

Gianetta has the following characteristics:

PS: 13 **MD:** 17 **AG:** 18 **MA:** 16
EN: 16 **FT:** 20 **WP:** 18 **PC:** 16
PB: 19 **TMR:** 6

Gianetta is Life-aspected. She is a Rank 9 Courtesan and can play the Flute and Mandolin, compose and recite stories and legends, dance, dress appropriately and seductively as the occasion warrants, appear attractive and simulate a wide range of emotions. She is also a Rank 3 Spy and a Rank 5 Assassin. Gianetta has Rank 3 with a Sap.

f. BLACK RUPERT

A member of Kurin's band and formerly a top spy for General Bola of the Confederation, Rupert has had a falling-out with Kurin over Gianetta whom Kurin wanted to keep for himself. Rupert (at the instigation of Susentir) pressed the idea that Gianetta was part of the "spoils" (being of little use for ransom) and should be shared out equally among the captains, if not the men. For being overly energetic and heated in expressing this opinion, Kurin has had Rupert confined in a cell pending disposition of his "case" by the bandit chief. Rupert knows that he is in serious trouble and there is a 40% chance that he will join the party in destroying Kurin's band. There is a 60% chance that he will pretend to do so in order to betray the party to Kurin (in hopes of currying favor and regaining his lost position). Rupert has the following characteristics:

PS: 18 **MD:** 18 **AG:** 17 **MA:** 10
EN: 18 **FT:** 21 **WP:** 17 **PC:** 18
PB: 18 **TMR:** 5

Rupert is Life-aspected. He is a pleasant rogue, though a bit cold-blooded at times, especially in regard to the rich and powerful whom he considers parasites. Prior to becoming a spy (and later a common brigand), Rupert was a famous captain of foot.

Rupert is a Rank 3 Military Scientist, Rank 5 Spy, and Rank 2 Assassin, and has Rank 3 with Knife, Rank 4 with Poleaxe, Rank 3 with the Pike and Rank 6 with the Hand-and-a-half Sword that he favors.

g. CHUSTAR BRACHIAN

Known as the Knight of the Green Star, Chustar is a doughty fighter, (but very minor knight) who fought for Wallershand in the late war. He has been retained by Rinn's family to rescue their Patriarch, but has managed to get himself and his Squire bagged

instead. He is a broad-shouldered, bullnecked ruffian whose rough, scarred countenance hides a keen intelligence. He is also extremely unlucky (which is why he came out of the war with little more than the mail on his back - which has now been appropriated by one of Kurin's men). All D100 dice rolls relating directly to Chustar should be increased/decreased by 1 to Chustar's detriment to reflect his poor karma.

Chustar has the following characteristics:

PS: 18 **MD:** 16 **AG:** 17 **MA:** 10
EN: 19 **FT:** 21 **WP:** 18 **PC:** 16
PB: 14 **TMR:** 5

Chustar is Summer Stars-aspected. He is a Rank 2 Military Scientist who has Rank 3 with the Hand Axe, Rank 6 with the Broadsword., Rank 3 with the Mace and Rank 2 with the Morningstar. Chustar will not leave the tavern until he has recovered his mail, shield, horse and, especially, his sword. Once he has regained these items, Chustar will still attempt to free Rinn and destroy Kurin's band, circumstances permitting.

h. SQUIRE GROLL

Chustar's Squire is a Gnome of one of the northeastern tribes. He has been Chustar's Squire for 10 years (since the young Brachian went off to fight in the war).

Squire Groll has the following characteristics:

PS: 14 **MD:** 13 **AG:** 16 **MA:** 13
EN: 10 **FT:** 18 **WP:** 19 **PC:** 15
PB: 12 **TMR:** 5

Groll is Vernal Stars-aspected. He is a Rank 3 Healer and a Rank 2 Troubador who plays the Mandolin (badly) and sings (worse). The Squire is fanatically loyal to Chustar both as a result of the bond that has grown between them over the years of shared hardship and because Groll's family honor demands loyalty to the master to whom his parents indentured him in his youth. Whatever Chustar does, Groll will also adopt as a general course of action. He will not allow himself to be separated from Chustar and will, if Chustar is in mortal danger, interpose his body between Chustar and that danger. Groll has Rank 2 with the Knife, Rank 4 with the Falchion and Rank 7 with the Sling.

h. LORIN ANDERS

Lorin is a beautiful, raven-haired woman whom time has treated kindly. The brigands, however, have not treated her kindly and she has been accidentally scarred by one of them in a knife fight in which she was the prize. Florian has partially healed the scar on her cheek, but is not Healer enough to finish the job. Lorin's gratitude for his kindness in this and other regards has caused her to become Florian's mistress, confidant, and assistant. She would gladly welcome rescue,

but would attempt by any means to save Florian if possible. She believes both her son and husband to be dead. Lorin has the following characteristics:

PS: 15 **MD:** 15 **AG:** 16 **MA:** 15
EN: 17 **FT:** 21 **WP:** 17 **PC:** 17
PB: 12 **TMR:** 5

Lorin is Vernal Stars-aspected. She is a Rank 5 Troubador who plays the Lute, sings, dances, recites and composes stories and legends. She is also a Rank 3 Healer.

j. THE SCULLIONS

Gathered from a large number of surrounding farms, towns and villages, the 12 Scullions keep Kurin's house when they are not forced to keep company with the Brigands themselves. They have the following average characteristics:

PS: 15 **MD:** 15 **AG:** 15 **MA:** 12
EN: 17 **FT:** 21 **WP:** 14 **PC:** 13
PB: 14 **TMR:** 5

Generally, the Scullions will also be Rank 1 Healers. They will have no weapons skills, but will enthusiastically pitch in to assist their rescuers once they realize that the party means them no harm. However, initially, they will be as frightened of the party as of Kurin's men and may alert the house by screaming if surprised.

8. KURIN'S BAND

Kurin's band consist of 14 Brigands, 6 Dwarves, 9 Goblins, 3 Hobgoblins, 10 Harlots and 11 Wolves plus himself, Susentir, Florian, Gorch and the captains, Gurchluk, Anwar and Rotigar.

a. KURIN THE BOLD

Tall, dark of hair with bronzed skin Kurin is an impressive figure even without knowledge of his reputation. Once a commander of cavalry for General Bola, Kurin was renowned for hit-and-run raids deep into enemy territory. When the war ended and the captains and their troops were ' mustered out without thanks (or the back pay owed them), Kurin formed a band of ex-soldiers and cast about for a base from which to operate as a "band of brothers," preying upon the nobles who so misused him and his men. In practice, that noble dream degenerated into common banditry within a few weeks and most Of Kurin's victims have been the common folk. Kurin is now so corrupted that he does not see this fact and will argue that he is a defender of the downtrodden against the "fat merchants and the old order".

Kurin has the following characteristics:

PS: 19 **MD:** 18 **AG:** 18 **MA:** 17
EN: 20 **FT:** 22 **WP:** 21 **PC:** 20
PB: 17 **TMR:** 6

Kurin is Sun-aspected. He is a Rank 5 Military Scientist, a Rank 3 Assassin and a Rank 4 Spy and Thief. He has Rank 5 with a Knife, Rank 6 with the Broadsword, Rank 6 with the Great Axe and Rank 5 with the Longbow. If forewarned of danger, Kurin will carry all of these weapons, wear a chainmail coat, and carry an Improved Buckler. Otherwise, he will wear the lightest of leather armor and carry only a knife.

Kurin is presently smitten with Gianetta to the extent that he has ceased to pay attention to his former mistress, Susentir, who has consequently been sowing dissension in the band; he has jailed one of his captains (Rupert) for opposing his dalliance. Currently, he spends as much time as possible with Gianetta and discipline within the band has become lax as a result of his absence from its affairs.

b. GORCH

The Ogre, Gorch, is not terribly bright, but so long as Kurin is around to keep him under control he is a useful member of the band. Gorch has served for three years as Kurin's personal bodyguard. Their strange friendship dates from a time when Kurin, recently escaped from one of Wallershand's prison cages, stumbled upon Gorch in the act of taking on a Wallershand cavalry patrol single-handedly. Working on the theory that "mine enemy's enemy is my friend," Kurin came to Gorch's aid. A simple-minded (but ruthlessly practical) gratitude has bound them together since that adventure.

Gorch has the following characteristics:

PS: 29 **MD:** 12 **AG:** 10 **MA:** 10
EN: 23 **FT:** 30 **WP:** 18 **PC:** 13
PB: 6 **TMR:** 4

Gorch is Moon-aspected. He has Rank I with a Shortsword (which he uses in lieu of a Knife), Rank 3 with a Hand Axe and Rank 3 with a Giant Club. He carries these three weapons wherever he goes. Gorch wears leather armor and habitually carries a large Kite Shield about with him.

c. SUSENTIR

A large, big-boned woman, Susentir survived among the camp followers of Bola's army because of her size, her toughness and her quickness with a knife. She has been Kurin's woman for the last 18 months ... at least until the arrival of Gianetta. Susentir bitterly hates Gianetta and would destroy her, except that Kurin has made it clear that he would kill Susentir in that event.

Susentir has the following characteristics:

PS: 16 **MD:** 16 **AG:** 18 **MA:** 15
EN: 17 **FT:** 21 **WP:** 18 **PC:** 16
PB: 17 **TMR:** 6

Susentir is Moon-aspected. She is a Rank 3 Healer and a Rank 2 Astrologer. Susentir also has Rank 5 with the Knife (which she is never without) and Rank 3 with the Dagger. She never wears armor of any type, though she often wears men's clothing and frequently rides on raids (at which time she carries a Shortsword and Buckler).

d. FLORIAN LISHINGARD

Until recently, Florian was Court Magician to a minor Baron on the northwest border of the Confederation, but decided months earlier to travel south to the Five Sisters in search of a better position with a more important master. He never made it. Instead, he was taken by Rotigar in a freelance raid and turned over to Kurin who "convinced" him to become a guest of the band and perhaps provide some assistance to them in their "small work" on behalf of mankind.

Realizing that Kurin was a borderline psychotic by this point in his life, Florian felt it incumbent upon himself to agree to the chief's proposal (at least temporarily). Since then, the fortunes of the band have prospered due to Florian's abilities. His illusions have been used to trap unwary travellers and to protect the house against intruders. Florian does Kurin's bidding more or less willingly at the moment, but his generally kindly nature rebels at the cruel things he is often forced to witness. He would like to escape, but has not had what he considers a really good opportunity to do so.

Florian has the following characteristics:

PS: 13 **MD:** 17 **AG:** 16 **MA:** 18
EN: 16 **FT:** 20 **WP:** 19 **PC:** 18
PB: 15 **TMR:** 5

Florian is Moon-aspected. He is a master of simple illusions and has the ability to cast combined illusions of all types. He knows all Talents, General Knowledge Spells and General Knowledge Rituals for his College. Florian has the following Ranks: T-1(2), G-1(2), G-2(10), G-3(8), G-4(4), G-5(12), Q-1(15). Florian also is a Rank 5 Alchemist (specializing in Potions), a Rank 6 Mechanician and a Rank 4 Healer. He has Rank I with the Dagger and carries a gilded Dagger with him wherever he goes (albeit hidden under his robes).

e. ANWAR THE RAT

Anwar is a thoroughly despicable Dwarf who has long preyed upon his own kind. After being driven out of the Delving due to his criminal activities, Anwar joined Bola as a Spy and Assassin, later throwing in his lot with Kurin in exchange for a captaincy in Kurin's band.

Anwar has the following characteristics:

PS: 19 **MD:** 21 **AG:** 20 **MA:** 8
EN: 21 **FT:** 22 **WP:** 15 **PC:** 16
PB: 10 **TMR:** 7

Anwar is Winter Stars-aspected. He is a Rank I Military Scientist, a Rank 3 Spy, a Rank 4 Thief, and a Rank 6 Assassin. He has Rank 2 with the Sap, Rank 5 with the Knife, Rank 4 with the Dagger, Rank 3 with the Hand Axe, Rank 6 with the Great Axe and Rank 3 with the Improved Buckler (used as a weapon). He habitually wears leather armor and carries all of his weapons except his Great Axe and his Improved Buckler with him. If alerted to danger he will carry these weapons as well.

f. ROTIGAR

Rotigar is something of a mystery to the others in the band. Half-elf and half-human, he has never made the adjustment to either society and has chosen to live apart from other men in forests and hills. He has loose ties with the others in the group and seldom speaks to anyone except Kurin. Rotigar also raises wolves and never goes anywhere unaccompanied by his "gray friends" as he calls them. For some reason, Rotigar despises his own kind (Elves) with a hatred usually reserved for a love turned sour. While not normally excessively cruel, his usual ruthlessness gives way to diabolical sadism in the presence of Elves.

Rotigar has the following characteristics:

PS: 20 **MD:** 23 **AG:** 24 **MA:** 17
EN: 22 **FT:** 22 **WP:** 18 **PC:** 24
PB: 12 **TMR:** 7

Rotigar's fine features and golden hair would make his face extremely handsome except for the brooding coldness that ever sits on his brow. He is Death-aspected. Rotigar is a Rank 8 Ranger specializing in Woods, a Rank 8 Beast Master specializing in Small Land Mammals and Humanoids (and using cruelty in his training) and a Rank 2 Assassin. He has Rank 2 with the Sap, Rank 4 with the Knife, Rank 2 with the Dagger, Rank 5 with the Broadsword and the Mace and Rank 7 with the Great Bow. He wears leather armor under a heavy cloak wherever he goes and usually carries a Knife, three or four Daggers (for throwing), and a Broadsword sword. If alerted to danger, he will also carry his Great Bow and (possibly) a Mace, one or more of his Wolves will always accompany Rotigar.

g. GURCHLUK

A Hobgoblin of the Urdin, Gurchluk is an aged veteran of 20 years of raiding and war. He is also overly fond of the winecup and becomes quarrelsome when drunk (also losing

2 from MD, 3 from PC and 2 from AG). Kurin uses Gurchluk to keep the other Hobgoblins and the Goblins in his cellars in line and to act as turnkey for his improvised prison in the cellar larder, Gurchluk is wary and suspicious of everyone and everything and so is especially good at this job.

Gurchluk has the following characteristics:

PS: 21 **MD:** 14 **AG:** 15 **MA:** 12
EN: 16 **FT:** 20 **WP:** 12 **PC:** 16
PB: 6 **TMR:** 5

Gurchluk is Moon-aspected. He is a Rank 3 Thief and a Rank 5 Assassin. He has Rank 2 with the Sap, Rank 4 with both Knife and Dagger, Rank 3 with Mace and Rank 5 with Battle Axe. He usually wears light leather armor indoors, but will wear a coat of chainmail if alerted to danger. If alerted, he will also carry an Improved Buckler, Knife, Mace, Battleaxe and, possibly, a Dagger. Otherwise, he will only have his Knife and a Mace handy. There is an 80% chance that Gurchluk will be drunk at any given moment.

h. THE BRIGANDS

There are 14 Brigands under Kurin's command. They will, on average have the following characteristics:

PS: 16 **MD:** 17 **AG:** 17 **MA:** 13
EN: 18 **FT:** 21 **WP:** 14 **PC:** 14
PB: 12 **TMR:** 5

Generally, all Brigands will be Rank 2 Thieves. They will be armed with a Knife (with which they will have Rank 2), a Dagger (with which they will have Rank 1), a Broadsword (with which they will have Rank 3) and, if alerted, with a Spear (Rank 2) or

Horsebow (Rank 3). Alerted Brigands will usually carry a Buckler or Improved Buckler. All Brigands will wear leather armor at all times unless asleep in bed.

i. THE HARLOTS

There are 10 Harlots in the tavern, former camp followers in Bola's army who have joined Kurin and his men. Though not trained warriors, they will fight as hard as Kurin, himself, against intruders.

Their average characteristics are as follows:

PS: 13 **MD:** 16 **AG:** 16 **MA:** 12
EN: 15 **FT:** 20 **WP:** 14 **PC:** 12
PB: 15 **TMR:** 5

Each Harlot will be a Healer (Rank 2) and have Rank 3 with a Knife (always carried on their person).

j. THE DWARVES

There are 6 Dwarves in Kurin's band. They have the following characteristics:

PS: 21 **MD:** 14 **AG:** 15 **MA:** 12
EN: 16 **FT:** 20 **WP:** 12 **PC:** 16
PB: 6 **TMR:** 5

The Dwarves will be Rank 1 Thieves and be armed with Shortswords (Rank 2) at all times. If alerted, they will also carry either a Mattock (Rank 3), Battleaxe (Rank 4) or Morningstar (Rank 3). Except when asleep in their beds, the Dwarves will always wear chainmail.

k. THE GOBLINS

There are 9 Goblin attached to the band. They have the following characteristics:

PS: 12 **MD:** 11 **AG:** 12 **MA:** 8

EN: 8 **FT:** 18 **WP:** 10 **PC:** 12
PB: 9 **TMR:** 4

Goblins will be Rank 1 Thieves and will have Rank 3 with Knife, Rank 5 with Falchion and Rank 4 with Handaxe. They will wear chainmail, even when asleep in their beds. Their weapons will be close to hand and they will not shed their mail.

l. THE HOBGOBLINS

There are 3 Hobgoblins in the band with the following characteristics:

PS: 20 **MD:** 15 **AG:** 14 **MA:** 10
EN: 15 **FT:** 20 **WP:** 11 **PC:** 15
PB: 8 **TMR:** 5

The Hobgoblins will be Rank 1 Thieves and will have Rank 3 with Knife, Rank 1 with Dagger, Rank 5 with Arbalest and Rank 4 with Morningstar. Hobgoblins will wear chainmail at all times and will always be armed with both Dagger and Knife and with either a Morningstar or an Arbalest.

m. THE WOLVES

There are 11 Wolves in Kurin's band under the control of Rotigar. The Goblins often ride them on raids and one is always with Rotigar while another always accompanies Gianetta. They have the following characteristics:

PS: 12 **MD:** 9 **AG:** 19 **MA:** 0
EN: 20 **FT:** 22 **WP:** 20 **PC:** 22
PB: 9 **TMR:** 6



THE HOUSE OF KURIN Maps 1, 2, 3

Key to Floorplans

- = Main Wall
- = Partition Wall
- = Slit
- = Window
- = Barred Window
- = Door
- = Double Door
- = Curtain
- = Low Wall/Railing
- = Fireplace
- = Trapdoor: Floor
- = Trapdoor: Ceiling
- = Trapdoor: Ceiling (Hidden)
- = Trapdoor: Floor (Hidden)
- = Hedge
- = Fountain
- = Bench
- = Statue
- = Pillar
- = Iron Barred Fence with Gate
- = Stairs Up (+ direction of rise)
- = Stairs Down (+ direction of fall)
- = Hay Bales
- = Old Tools
- = Wine and Beer Tuns
- = Cell Door
- = Secret Door

MAP 2: The Second Floor

MAP 3: The Cellar

MAP 1: The Ground Floor

V. THE TAVERN

The Three Cocks consists of two floors and a partial cellar. It is build around a central courtyard to which access to the outside may be had by means of a pair of barred iron gates in the east and west sides of the building. A Ward is set on the place and regularly renewed. The Ward is triggered by any sentient being crossing it and releases a Rank 15 Illusory Fog (Q- I of the College of Illusions) around the tavern. Similar magical spells are cast over all doors and windows leading to the outside world so that any attempt to cross a threshold from the outside will result in illusory noises and the appearance of illusory fighters to delay the intruders until Kurin's men arrive. These illusions (unlike the fog) are not triggered by one of Kurin's band crossing the threshold. Since Florian has no knowledge of the escape tunnel in the cellar, that entrance is not warded like the others.

9. THE GROUND FLOOR

101: The Common Room of the tavern. It has two huge fireplaces, 20 heavy round oak tables (with 4 chairs per table) and a sideboard by each of the stairwells (A&B). Huge square pillars support the 30 foot ceiling and a clearstory window overlooks each door and the center of the room from the north wall. The room is dominated by a balcony against the south wall which is partially affixed to the pillars along that wall. If it is evening, there is an 80% chance that almost all of the band (about 40 characters and two wolves) will be present along with most of the Scullions and that dinner will be in progress.

102-103: Two identical **storage closets** containing table linens and service.

104: The kitchen. There are two hearths at each end of the room and the walls are lined with shelves containing crockery, utensils and open tins of flour, pickles and the like. There are two tables near each hearth used for preparing food. Racks of knives and spoons hang over each table.

105-113. Bedrooms, each containing D-3 Brigands and D-4 Harlots. The rooms will contain an appropriate number of beds and four or five large chests containing loose clothing and jewelry, coins, pretty weapons and other treasure with a total value of D x 500 silver pennies.

106-108-114: Empty **clothes closets**

110-118: Barracks rooms (used as common sleeping rooms). 110 will be used to house the Scullions and there will normally be

D+3 Scullions inside unless they are encountered elsewhere. The room will contain no chests, clothing or other features. A single row of 7 two-tiered bunks will sit against the east wall and a row of pegs will occupy the west wall. 118 will be identical except that D-4 Harlots will normally be present and there will be a chest or dresser for each of 10 possible occupants. These will contain clothing and Dx200 silver pennies worth of jewelry.

111-112: Main hallways. There will usually be a guard stationed in 111 just outside the door of 110.

109-117: Two **storage closets** containing bed linens.

107: Bedroom of Anwar the Rat. There is an 80% chance that Anwar will be present during the day and a 20% chance at night. If Anwar is present, there is a 90% chance that he will be accompanied by a Harlot. The room, itself, contains a bed, loose armor and weapons, soiled clothing in great heaps and a locked chest with a Rank 6 poisoned needle trap in the lock. The chest is filled with treasure worth D x 2000 Silver Pennies.

115: Bedroom containing 3 Dwarves and a Harlot. There are three beds in the room and half a dozen chests and trunks scattered about. The chests are mostly full of clothes (especially fine silks) and furs but do contain D x 100 silver pennies in coppers.

116: A clothes closet (kept locked). It contains some discarded clothing and a broken chair. Beneath the clothing is a small casket containing D100 x 50 Silver Pennies. It is locked but not trapped. In the floor of the closet is a secret trap door (of which Buchlar is aware) leading into 303.

119: The main courtyard. Stairs at D and E lead to the second floor. The cobbled yard is dominated, however, by a fountain in the center and by a huge marble statue of General Wallershand who once slept here.

120: The stable. Stalls 1A-1G and 1-X contain Palfreys (with average characteristics for that type of riding animal). There are a pair of Mules (with average characteristics for their type) in Y and Z and a magnificent Warhorse with maximum characteristics for that breed in H. The Warhorse belongs to Chustar. Stalls 1AA-1HH contain Ponies (again maximum characteristics for their type). Stairs at L and M lead upstairs as does the series of trapdoors at G. A small heavy oak door (barred and locked) leads outside.

121: The tackroom. Contains about 40 saddles, bridles and other similar items.

10. THE SECOND FLOOR

201: Balcony overlooking the Common Room. Lined with cheap plaster statues of nobles most of which have been defaced.

202: A short hallway crowded with broken or disused furniture of all types.

203: Kurin's bedroom. There is a 90% chance that he will be there during the day and a 70% chance that he will be there at night. He will almost always be accompanied by Gianetta. The room contains a huge canopy bed, elaborately carved desk, chairs and bureaus and an ornate fireplace of onyx. A variety of clothes and weapons will be scattered about along with books and scrolls. A small chest in one corner will contain Kurin's share of the last three month's loot worth D100 x 200 silver pennies.

204-206-208: Clothes closet containing wearing apparel appropriate to the occupant of the attached bedroom.

207: Rupert's Bedroom. The room will be unoccupied. It contains a canopy bed, a desk, a bureau filled with clothes, and several chests full of boots, clothing and armor appropriate to Rupert. There will be a stack of weapons in one corner of the room. No treasure will be found.

205: Susentir's Bedroom. Will be more heavily furnished than most (canopy bed, pair of bureaus, dressing table, chairs, eating table and chairs, chests of clothes). There is a 95% chance that Susentir will be here during the day and an 80% chance that she will be here at night. One of the chests will contain several bags of gold and silver coins worth D10x100 silver pennies and a bag of gems worth D10x500 silver pennies.

209: A bedroom containing 3 Dwarves and 2 Scullions. There will be beds, two bureaus, four chests of clothes and armor, and a chest of weapons.

210: A clothes closet. The door will be kept locked. The closet will contain a small locked casket filled with D x 400 silver pennies worth of coins.

211-223: A bedroom containing D-1 Brigands and 2 Harlots. Furniture and other contents will be the same as for 105 and 113.

212-214: Empty **clothes closet.**

213: Gorch's Bedroom. The room will contain only a huge pile of filthy rags and furs in the middle of the floor. There is a 70% chance that Gorch will be present (regardless of the time).

215: Gianotta's Bedroom. Contains furniture similar to that in Susentir's room. If not with Kurin, Gianetta will be present 80% of the time (day or night).

216-218: Clothes closets containing clothing appropriate to the occupants of the adjoining bedrooms.

219-220: Hallways.

217: Florian and Lorin's Bedroom. Contains a small number of magic scrolls, a few potions and poisons of low Rank and a small chest of coins (Dx300 silver pennies worth) in addition to a bed, bureaus, chests of boots and clothing, and a desk and dressing table. There is a 90% chance that Florian and Lorin will be present if not previously discovered.

221: Balcony over Common Room.

222: Loft over stable. Contains a stack of hay bales, a pile of mowing and reaping tools and a sturdy block and tackle over the trap door at G.

228-229: Unoccupied rooms full of disused furniture.

224-226: Empty closets.

225: Rotigar's Bedroom. There is a 70% chance that Rotigar will be found in this room if not encountered elsewhere. He will be accompanied by 10 Wolves. If Rotigar is not in this room, there is a 50% chance that D+4 Wolves (9 maximum) will still be present. The room will contain a massive pile of old clothing and furs which both Rotigar and the Wolves will be using as bedding and a scattering of chests full of armor, weapons and tools (and some clothes). There will be a modest amount of treasure (Dx200 Silver Pennies) in coins scattered among the chests.

227: A long-forgotten secret **store room** cunningly concealed as part of a brick wall.

11. THE CELLAR

The Cellar is used by Kurin to store food supplies (its original use) and to hold prisoners. It is also the preferred domain of the Goblins and Hobgoblins in the band.

301: The Root Cellar. There is a 50% chance that D10 rats will be present. The trapdoor at S leads into a long-forgotten escape tunnel that Buchlar intends to employ to breach Kurin's magical defenses.

302: A smokehouse and meat hanger. Now disused and full of broken furniture, tools and old clothing.

303: A bolthole in time of need. A trapdoor leads up into the closet at 116. All 9 Goblins and 3 Hobgoblins will be present 90% of cases. In 10% of cases, D-2 Goblins and D-3 Hobgoblins will be absent. All will be heavily armed. The floor will be strewn with rushes and rags as bedding and there will be Dx200 Silver Pennies worth of treasure present.

306: The wine cellar. Contains 2 great tuns of wine and 2 of ale. Also scattered about are a score of beer barrels.

305: Gurchluk's Alcove. A small, curtained-off area where Gurchluk makes his home. The room contains a pallette of rags and a stack of weapons in one corner. Beneath the rags is a small bag of gems (worth Dx500 Silver Pennies).

307: A tunnel carved out of the bedrock. Leading off of it are 11 small cells (also carved out of the bedrock) designed as storage rooms for the tavern above. This larder is almost empty now and Kurin uses many of the cells to contain his prisoners. They are billeted as follows: 309 contains Chustar Brachian; 310 contains Squire Groll; 313 contains Garston; 314 contains Flannigan; 315 contains Bardo; 316 contains Rinn; 317 contains Rupert; 308 and 318 are empty; 311 contains 40 sacks of corn and grain; 312 contains three dozen huge crocks which contain weapons (including all types of swords, knives, axes, maces, picks, clubs, and polearms). There are also several crossbows and arbalests, a pair of slings and all types of missiles for use in such weapons. One of the crocks will contain some leather armor and half a dozen mail shirts.

VI. RUNNING THE ADVENTURE

In running *The House of Kurin*, the GM should assume that once inside the house, the party is always in extreme danger and should make an Encounter Check every 15 minutes by rolling on the Tavern Encounter Table (12). The type of character opposite the number rolled (if any) is the type encountered, and the number before the type is added to a D10 die roll to determine the number encountered. Numbers less than 1 are treated as 1. Numbers greater than the greatest number of a type of NPC or monster that can be encountered (i.e. that are present in the building) are treated as the greatest number that can be encountered. Note that the GM must keep track of how many of each type of character have been encountered so that the

party does not face more foes of each type than the designer intended. Also note that it is possible to meet fewer foes of a type than intended. This possibility is intentional and is predicated on the assumption that some of the band may well be out on a raid during the adventure.

A Special Encounter Check should be made whenever the party causes any loud disturbance and one Encounter Check should be made at the end of each Round of combat (which is certainly going to alert the occupants of the tavern that something is afoot). Once any captain appears (Kurin, Gurchluk, Anwar or Rotigar) during a melee or whenever *anyone* attached to the band escapes from the melee, the GM should make the assumption (except in extraordinary circumstances) that the entire house is aroused and should add 30 to all Encounter Checks and make such other alterations as he may feel appropriate to reflect the alerting of Kurin's folk.

If all of the prisoners have been found, all of the rooms have been examined and there have been no random encounters for 10 straight encounter Checks, the adventure is over and the tavern is considered clear of occupants. A new adventure may be run predicated on the theory that any of Kurin's band not destroyed were on a raid and will return at a later time.

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12. TAVERN ENCOUNTER TABLE

DICE	Day Cellar	Day Ground	Day Second	Night Cellar	Night Ground	Night Second
01-10	-	-	-	-	-	-
11-15	-	-8 Scullion	-	-	-	-
16-20	-	-7 Scullion	-	-	-	-
21-25	-	-6 Scullion	-	-	-	-
26-30	-	-5 Scullion	-	-	-	-
31-35	-	-4 Scullion	-	-	-8 Scullion	-
36-40	-	-3 Scullion	-	-	-6 Scullion	-
41-45	-	-2 Scullion	-	-	-5 Scullion	-
46-50	-	-1 Scullion	-	-	-8 Harlot	-
51-55	-	Lorin	-	-	-6 Harlot	-
56-60	-	Lorin	-	-	-6 Brigand	-
61-65	-	-9 Brigand	-	-	-3 Brigand	-
66-70	-	-7 Brigand	-	-	Anwar	-
71-75	-	-5 Brigand	-	-8 Scullion	Kurin	-8 Brigand
76-80	-	-3 Brigand	-8 Scullion	-8 Goblin	Susentir	Susentir
81-83	-	Kurin	-6 Scullion	-5 Goblin	Gorch	Gorch
84-86	-	Florian	Florian	-3 Goblin	Florian	Florian
87-89	-8 Scullion	Anwar	Kurin	Gurchluk	Gurchluk	Kurin
90-91	-8 Brigand	Gorch	Gorch	-6 Brigand	-5 Goblin	-7 Brigand
92-93	-5 Goblin	-8 Harlot	-8 Harlot	-6 Scullion	-3 Goblin	-6 Brigand
94-95	-3 Goblin	-8 Dwarf	-8 Dwarf	-1 Goblin	-8 Dwarf	-8 Harlot
96-97	-1 Goblin	-1 Brigand	-6 Brigand	-8 Hobgoblin	-7 Dwarf	-8 Dwarf
98	-9 Hobgoblin	Susentir	Susentir	-5 Brigand	-8 Hobgoblin	Anwar
99	Gurchluk	Rotigar*	Anwar	-7 Hobgoblin	Rotigar*	Rotigar*
100	Gurchluk	Gianetta*	Gianetta*	Gurchluk	Gianetta*	Gianetta*

* Plus one Wolf. # **Creature:** A number of the given creature appears that is equal to a roll on D10 plus the number given.