

Burial Mounds

A One-Round D&D Living Kingdoms of Kalamar Adventure

An Adventure for 1st to 3rd Level Characters

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The thorp of Har'gadu has fallen onto troubled times once again. Jelin, the great-grandson of the farm owner Owin and cousin to the little girl, Mela, from *Old Honor*, has been acting very strangely lately, performing acts of destruction and feats of superhuman strength. But why has he vanished and why do his tracks lead to the Kamarela Mounds?

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Burial Mounds Module Notes

This is a stand-alone module for use in the Living™ Kingdoms of Kalamar campaign setting. It is designed for 3 to 6 characters ranging from 1st to 3rd level. It is advised that PCs go through this module with a full party, as the challenges presented may overwhelm a small party of adventurers. It is also recommended that the PCs have previously played through the *Old Honor* mini-adventure presented in the *Pekal Gazetteer* before playing in this module. You, the judge (the authority figure of the table and the administrator of the adventure), need a copy of the *Dungeons & Dragons*® 3rd Edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* for these events. All the adventures take place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the DM should also have the *Kingdoms of Kalamar*® *Core Sourcebook* and the *Kingdoms of Kalamar Player's Guide*. Since the adventure begins in areas surrounding Bet Rogala, the thorp of Har'gadu and the Kamarela Mounds, the DM should also make sure to have the *Pekal Gazetteer* for reference. Also, as this adventure introduces full-blooded orcs into the Living™ Kingdoms of Kalamar campaign and uses material specific to the orcs of Tellene, the DM is advised to have a copy of the *Fury in the Wastelands*® sourcebook on hand. All information pertaining to orc-specific material is presented in this adventure for ease of reference. Each encounter presented includes abbreviated monster and NPC statistics. Specific statistics for key Non-Player Characters (NPCs) and other material are included in the appendices at the back of this module as well as throughout the module text itself. Certificates that may be photocopied are also included. The DM should read this adventure entirely no fewer than one time before playing in order to ensure a precise flow of movement, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

BACKGROUND

This adventure serves as a follow-up to the mini-adventure *Old Honor*, presented in the *Pekal Gazetteer*. *Old Honor* laid the groundwork for the events that are set to unfold during the course of this adventure by introducing PCs to the townsfolk of Har'gadu and the peril of Mela, the lost little girl. This module builds on the events that take place after the rescue of Mela and the troubles caused by her jealous cousin, Jelin. After Mela's "rescue," she

becomes the center of attention for several days, causing Jelin to become jealous. In an attempt to garner family attention, Jelin begins to wander into the nearby Gaseper Woods for long periods of time (despite the warnings of his family). During one of his walks, Jelin discovers a beautiful gold ring and puts it on. Soon afterward, Jelin becomes uncontrollable, falling into fits of extreme rage. Days later, he disappears.

This module also introduces the Living™ Kingdoms of Kalamar campaign to a classic element of fantasy campaigns, orcs. As the judge, it is important that you have a strong feel for the past events that have occurred leading up to the time in which this module begins.

Old Honor Summary

One month prior to the events that occur in this module, the thorp of Har'gadu faced a night of crisis. A whirlwind of events set into motion and only through the bravery of several heroes (the PCs) was the crisis averted. Initially, the chief concern of the townsfolk was the location and safety of young Mela, the great-granddaughter of Owin (owner of the thorp's largest farm). The young girl had mysteriously vanished, creating a panic from the Owin family. Bravely, the heroes stepped forward to find the girl and in doing so unraveled a larger conspiracy occurring in the thorp.

The Honorable of the thorp, Lukas Trimel (or "Lu" as his friends call him) had been secretly attacked and replaced by a skillful doppelganger. Using his newfound influence, the doppelganger worked closely with a band of goblins camped near the outskirts of the thorp collecting food and preparing for the creature's next nefarious scheme.

Through the chance disappearance of young Mela, the heroes tracked the goblins to a small camp located in the nearby Gaseper Woods. After the goblins were defeated, the heroes discovered Lu bound, beaten and nearing starvation. This immediately raised the suspicions of the heroes, as they had spoken to Lu only a few hours before and agreed to give him aid in the search for Mela. Within minutes, the heroes were informed of the doppelganger's presence and moved (with Lu) to stop the creature.

With the help of Lukas, the heroes tracked the Honorable's double to The Elder Wayhouse. A great battle ensued, and through courage and determination, the heroes triumphed over the foul creature. It would later be during the celebration that little Mela would wander into the inn, sleepy-eyed and confused about all of the cheering. As it was, little

Mela had merely fallen into a deep sleep inside the Owin family woodshed after she consumed too many of the local berries found in the woods. After her return, Mela became the center of attention for several days, much to the chagrin of her jealous cousin, Jelin.

ADVENTURE SYNOPSIS

—**Introduction**—One month passes after the events of *Old Honor*. Yrumyr, the half-elf leatherworker from the thorp of Har'gadu, seeks the PCs for aid. Yrumyr informs the PCs that trouble has come to Har'gadu once again and that the Honorable Lukas Trimel wishes to speak with them.

—**Encounter 1**—The Elder Wayhouse. The PCs arrive in Har'gadu to find the Owin and Kuroper families arguing in the street. The situation is tense as accusations fly and the tension is ready to turn violent. The PCs must step in and allow cooler heads to prevail in an effort to learn what has happened to bring these two families to such a state. During a discussion with Lukas, Owin and Yrumyr, the PCs discover that Owin's great-grandson, Jelin, has disappeared. Owin asks for the PCs' aid.

—**Encounter 2**—After the PCs agree to the terms Owin offers, he urges them to investigate the Kuroper farm and interrogate the half-hobgoblin foreman, Tibadi. A few questions either calm or enrage the wrongfully accused foreman, but the PCs receive a lead nonetheless. He directs them to a new set of tracks he discovered in the woods leading to the west toward the Kamarela Mounds. After a short journey, the PCs encounter a group of *okogn* orcs assaulting a golden halfling. After a harrowing battle, the PCs are left to heal the injured halfling messenger, Rolan.

—**Encounter 3**—Rolan is very grateful for the PCs' aid and offers to give them shelter for a time within the safety of his nearby "village". He leads the PCs to a well-hidden passage that leads to a cave system beneath the Kamarela Mounds. In the caves, the PCs are introduced to the hidden village of Tresana, a golden halfling community. Within minutes, the eager Rolan introduces the PCs to the village elders who quickly ask the PCs to leave, as they do not brook outsiders. In exchange for the safe return of Rolan the elders inform the PCs of the nearby orc outpost and mention the sighting of a young boy in the area. Psionic PCs receive a surprise from the elder Orbin as they are shown to the exit.

—**Encounter 4**—Acting as a guide, Rolan leads the PCs to the outpost of the Black Tusk clan, hidden among a large configuration of mounds. Two *oghors* guard the entrance to the outpost, with six *okogns* guarding the back entrance to the outpost. After the *oghors* are defeated, the PCs hear the sound of a boy crying from within the darkness of the outpost.

—**Encounter 5**—An abandoned storage room on the ground level of the outpost serves as a hiding place for Jelin. When the PCs find him, the ring has already taken hold, and the boy becomes hysterical at the sight of the PCs. If the boy is not subdued quickly, his screams alert the other orcs in the outpost. If they do not flee, the PCs are surely lost, as there are over 20 orcs in the depths of the outpost, some of which are very experienced *anuk* warriors. The PCs have to collect Jelin quickly and make their escape.

—**Conclusion**—The return to Har'gadu is uneventful, but the effects of the ring are becoming critical as Jelin is becoming uncontrollable. Owin, Lukas and Ilathana of the Holy Mother's clergy await the the PCs' arrival. Owin is overjoyed at Jelin's return. Ilathana is able to remove the cursed ring from Jelin's hand. Such a hearty victory deserves a celebration and Owin offers such a feast to the PCs in addition to the originally offered payment.

Appendix I: Treasure Summary

Appendix II: Experience Point Summary

Appendix III: NPCs

Appendix IV: Ring of Garak Okog

Appendix V: Map of the *okogn* ambush site

Appendix VI: Map of the Black Tusk Outpost

INTRODUCTION

SUMMARY: One month has passed since the events from *Old Honor* and once again, troubled times have fallen upon the thorp of Har'gadu. The heroes are called on to give aid to this community standing on the brink of a family feud and hindered by an aging Honorable. Contacted by the thorp's mysterious half-elf leatherworker, Yrumyr, the PCs are asked to return to Har'gadu to locate a small boy who has become a bit of a terror and is now missing.

DM NOTE: The PCs may all be together at the tavern, or sitting separately. Not all the PCs are required to be present, but a few need to be at least. Once the PCs are ready to begin the adventure, read the following aloud:

Life in Bet Rogala has become more complicated in recent months. Whispered discussions of war and internal conflict spread like wildfire across the city, as an overwhelming sense of tension hangs over the capital like a storm cloud. Cautious (if not suspicious) looks are cast upon newcomers to the city and the level of paranoia rises with each passing day.

Dark clouds hang over Bet Rogala today, but the rain has yet to fall. Only the most dedicated of merchants remain in the streets, as most expect the looming presence of harsh weather to become a bitter reality. So too have you this day, seeking a moment of rest in a more comfortable atmosphere. The choice of shelter today is the Red Barrel Inn, a small, yet cozy tavern located near the main thoroughfare of the city.

As you raise a tankard of your favorite drink, a familiar voice speaks from nearby. Thick with a Fhokki accent, you recognize the voice of Yrumyr the half-elf leatherworker from the small thorp of Har'gadu.

"Hello my friends! I am relieved to finally find you. Har'gadu has fallen upon troubled times once again and the Honorable fears that it is beyond his control. You may be our only hope. I have been sent to ask if you will you accompany me back to Har'gadu to speak with him?"

—PCs Answer is "No"—

Yrumyr presents a disheartened look, speaks of his understanding that PCs are busy and leaves. The module is over.

—What has happened Yrumyr?—

"I do not know of all the details. I had only just returned to the thorp from Lebolegido when Lu requested that I make haste to the city to find you. He mentioned that another child has disappeared. There must be more at work if the Honorable has asked me to seek you out. Lukas wishes to speak with you at The Elder Wayhouse."

—PCs Begin Asking More Questions of Yrumyr?—

Yrumyr listens to the PCs' questions and answers (in a somewhat hurried tone), ***"I am afraid I do not have the answers to these questions, as I am only the messenger. I do know that our time is short and that Lu wishes to speak with you as soon as possible."***

DM NOTE: Yrumyr knows very little of what has happened, but will be as accommodating to the PCs as he can. When the PCs are done and accept Yrumyr's offer to return to Har'gadu, read the following aloud:

Yrumyr smiles and says, "I am glad to see that you are the heroes I remember. I am sure that your aid will lift the clouds that loom over our community."

DM NOTE: The PCs are urged by Yrumyr to depart for Har'gadu as soon possible, but he allows some time for the purchase of supplies and/or equipment from the few remaining vendors on the city streets (again, most of the vendors have called it a day due to the looming storm clouds).

Before Yrumyr can leave, he needs to pick up a special package for Lu. If the PCs are all together, he'll ask them to accompany him to the Home Foundation where he receives a small wooden box.. If they are not, he asks the PCs present to find the rest of their friends and meet him at the Gate of the South Merchant Way.

Once they've left, the PCs should have no troubles locating Har'gadu, as they know the way. Upon arriving in Har'gadu, Yrumyr leads the PCs directly to The Elder Wayhouse for the meeting with the thorp's Honorable, Lukas Trimel.

ENCOUNTER 1: The Elder Wayhouse

SUMMARY: After their arrival in Har'gadu, the PCs are lead toward The Elder Wayhouse to meet with Lukas Trimel. As they approach the inn, a small crowd has gathered in front of the building and raised voices are heard. The raised voices in question belong to Owin (owner of the thorp's largest farm),

Old Man Kuroper (owner of the second largest farm and Owin's rival) and the Honorable Lukas Trimel. The two farm owners are arguing over the disappearance of Owin's great-grandson, Jelin, and Owin's accusations of the involvement of Kuroper's foreman, the half-hobgoblin Tibadi. Lu is attempting to diffuse the situation before it becomes violent.

DM NOTE: This encounter is full of PC/NPC interaction. If the PCs attempt to end the conflict with simple violence, the situation may turn bad, as Lu will be duty-bound to enforce the law and punish the PCs for whatever laws they violate. Such acts could result in injury, imprisonment or death.

When the PCs choose to approach the scene read the following aloud:

The Elder Way winds throughout the humble; yet cozy surroundings of this simple thorp. Along the way local townfolk take the time to give a quick nod or wave of welcome, despite moving with a hurried pace. Such a pace may be due to the looming storm clouds that grow darker by the hour. Or there may be something else that quickens the step of these usually kind-hearted people. As Yrumyr leads the way through the thorp, his face begins to show signs of worry and increased concern.

"Everyone is walking so quickly. I fear the worst. We must hurry to The Elder Wayhouse and speak with Lu."

As you approach the wayhouse itself, you hear raised voices muffled by the low wind that is increasing in strength and regularity. A rumble of thunder cracks in the distance, but the echo is lost in the shouts of two elderly gentlemen standing in front of the inn. A small crowd has gathered, surrounding the two men, forming a circle about the two. The two old men wave clenched fists and their faces contort with anger. In the middle of the conflict stands the Honorable Lukas Trimel. Lu turns his attention from one man to another, attempting to calm each of them, but appears to have little luck.

Through the rumble of voices, one of the two men, you recognize him as Owin, the owner of the largest farm in the Har'gadu, shouts, "Do not tell me to calm down Lukas! It was his foreman that took Jelin and he knows it! Now I want that silcarg's head in a noose!"

In a louder tone, the other gentleman, Kuroper, owner of Owin's neighboring farm, replies, "What? Tibadi would never do such a thing! You are just using this as an excuse to bring suspicion to my family! Well we will not stand for it. Don't come around my ranch causing

trouble like that little brat of yours, Owin. Your family has caused enough trouble already." Kuroper's family members raise their voices in approval, clapping and cheering. Owin's family roars in disapproval until the scene breaks down into unintelligible shouting. Lukas, stuck in the middle, pleads for peace, but such pleas fall on deaf ears.

DM NOTE: At this moment, Lu sees Yrumyr and exits the group, taking the half-elf to the side and receiving the box he had him pick up from the Home Foundation. With a successful **Spot Check** (DC 14) the PCs can see the exchange. If they ask, Lu says the box is a favor owed from an old friend that may eventually help Jelin's situation. If pressed on the matter, Lu says he'll explain more later.

The PCs have the opportunity to step in and gain a reasonable amount of control on the situation or they can follow Lu and allow the villagers to continue to argue.

Handling the Situation

If one or more of the PCs walk into the middle of the crowd in an attempt to calm the situation, the crowd calms for a moment to hear what the PCs have to say (as they have drawn their direct attention away from combat).

***Succeeding at a properly worded Diplomacy Check (DC 15)**—The crowd is calmed momentarily, but they each maintain their side of the argument, pleading with the PCs to agree with them. Continued successfully diplomacy checks end the altercation, but not the argument. Kuroper takes his family home and does not aid Owin's family, Lukas or the PCs in the search efforts to find Jelin.

—If the PCs try to use force (weapons, attacks, visible magic, etc.) to calm the situation—

The two families do not respond well to outsiders coming in and bullying them to calm the situation. If this sort of action is taken, the townfolk rally together, insisting that Lu send the PCs back to Bet Rogala. They don't want big city folk coming in and pushing them around.

***A properly worded Diplomacy Check (DC 20)**—Calms the crowd so that they do not attempt to expel the PCs from the thorp, but Kuroper still takes his family home and does not aid Owin's family, Lukas or the PCs in the search efforts to find Jelin. Lukas and Owin verbally disapprove of the PCs actions, but still ask to speak with them (if no one is injured during the encounter).

DM NOTE: This is a tense situation and requires a good amount of role playing to calm everyone involved. Any kind of hostility, whether physical or verbal, will only incense the crowd. The appropriate bonuses or penalties to Diplomacy checks should be applied based on how the PCs navigate the bickering rivals.

After the situation is resolved on the street, Owin sends his family away to continue the search for Jelin and joins the PCs inside of The Elder Wayhouse with Lukas. Once everyone is inside read the following aloud:

The atmosphere in The Elder Wayhouse is one typically of merriment and cheer, but today is a different day. The inn appears to be empty except for the owner, Coldarran. A large man, he stands behind the bar cleaning a row long row of tankards. As you enter, he looks up from a moment of thought and says, "Afternoon to you fine visitors. Lu, Yrumyr already has a table for you. And you strangers, what can I get you to drink?"

Coldarran will bring the PCs any food or drink they ask for and otherwise remove himself from their conversation. He'll clean his mugs and pretend not to listen.

Yrumyr sits at one of the small round tables near the corner, drinking a cup of hot tea and taking a deep breath of relief. A second cup sits waiting for Lu. After a long sip of tea the Honorable looks your way and says, "I must say, I could not be any happier to see you and at the most opportune time as well. The situation has become grim in this community..." He pauses as the front door opens and Owin enters to join the discussion. Lukas continues, "As I was saying, things are bad. Several days ago, Owin's great-grandson Jelin disappeared from the family farm. To make matters worse, the boy had been acting very strangely. With Owin's accusation of treachery toward Kuroper's foreman, Tibadi, things have gotten out of control."

"It is no mere accusation Lu," Owin chimes in. "When that silcargs' prized bull was killed he swore to get even with the boy. Tibadi has something to do with my grandson's disappearance; I know it to be so. But all I want is to find Jelin and bring him home safe. He is a young boy, only nine years old this year. Can you people help us like you did before? I can give you what I did before, 40 Victories for the each of you. It's every coin I have to spare."

DM NOTE: Allow the PCs to answer and mention that the rain finally begins to fall outside.

—If the PCs answer "No"—

Owin and Lukas look disappointed but seem to understand. They wish the PCs well and leave to continue the search effort. The module is over.

—PCs bargain for more gold—

***Diplomacy Check (DC 15).** If the check is successful, Owin reluctantly agrees to 50 Victories per person. However, both Lukas and Owin seem shaken by the hero's sudden impulse of greed in such a desperate hour.

—PCs want more specifics—

Owin attempts to tell the PCs of Jelin's behavior, the child's run-ins with Tibadi and whatever information he feels is relevant. He doesn't know too much, though.

- Jelin has been acting ornery every since Mela disappeared. Owin admits to spoiling the girl a little too much.
- The boy was prone to wandering off into the woods most of the day, refusing to play with Mela.
- Nothing happened with Kuroper until Jelin stole a pie off of her windowsill. He continued such mischief for a few weeks or so, scaring chickens and throwing rocks at their dog.
- At the beginning of last week, Jelin came home with a gold ring. He was chastised for taking more of the Kuroper's things, but the ring turned out not to be theirs, so the boy was allowed to keep it.
- After finding the ring, the boy threw constant tantrums, refusing to do anything his great-grandfather has said. It culminated when Tibadi found the boy standing over the foreman's prized bull. The beast had had its throat torn out. Jelin's hands were bloody and the half-hobgoblin insisted that the boy had somehow slaughtered the animal.
- When Owin tried to question the boy, Jelin struck him hard enough to knock him to the floor. He fled the house and hasn't been seen since. It has been seven days and the boy's family is terrified.

—PCs agree to the terms—

Read the following aloud:

With a look of relief, Owin, Yrumyr and Lukas take deep breaths and smile. "You have no idea how grateful I am to hear you say that," says Owin. "I feel in my heart that Tibadi has something to do with Jelin's disappearance and I

want you to go to the Kuroper farm to find out what happened. They will not talk to me, or even Lu for that matter. Maybe your reputation within this community will help.”

Lukas adds, “Yes, tell them you are there as an impartial party merely searching for the boy or clues to his whereabouts. Kuroper should not have any objections to that.”

If the PCs have no other questions, the group finishes their drinks, explaining that they have searched the entirety of Owin’s property, including the woodshed and closer to the forest.

ENCOUNTER 2: Road to the Kamarela Mounds

SUMMARY: From The Elder Wayhouse the PCs travel to the Kuroper farm and search for clues leading to a trail that takes them west to the Kamarela Mounds. Along the trail the PCs discover a grim signature of Pekal and the hatred displayed for those gifted with psionic powers or “mind magic” as referred to by the community. It is when the PCs enter the mounds that they gaze upon the sight of orcs for the first time as two assault a badly wounded golden halfling in need of aid.

DM NOTE: Once the PCs leave The Elder Wayhouse and travel to the Kuroper farm read the following aloud:

The rain that began to fall during the conversation with Owin and Lukas has become a mild drizzle that is accompanied by the occasional crack of thunder and the flash of lightning. The road to the Kuroper farm is wet, but by no means soggy as the rain has only poured for a few moments and will take time to fully saturate the countryside at its current downfall.

The gates leading into the Kuroper farm are closed, but a single lantern can be seen from the road as you approach. Standing at the gate is the half-hobgoblin foreman of the farm, Tibadi. He wears a heavy cloak to keep the drizzle off of his head and wears an equally drab expression on his face. With a scowl he says, “What do you want here? Have you come to accuse me as well? Well you can save your breath! I did not harm the boy. I want to see him returned safely as much as anyone else does. I’ll be damned if I sit through another round of accusations, especially not by strangers to this town.”

To gain Tibadi’s trust and aid the PCs must succeed at a successfully worded Diplomacy Check (DC 15). If the PCs fail, Tibadi throws them off the ranch, insisting that he’ll gather his men if the PCs don’t leave.

Although this conversation may see Tibadi’s attitude swing back and forth, his final reaction is based off of the method in which the PCs confront him. He sincerely wants to help the boy and believes the PCs can accomplish what others haven’t, but at the same time he won’t stand for any more accusations or insults.

DM NOTE: If the PCs win Tibadi’s approval, he is willing to answer a few questions.

He has never physically accosted Jelin, although the boy has been harassing the ranch for the past few weeks.

He has never had trouble with the boy, Owin or anyone else in Har’gadu until this incident.

Although he can’t explain how it is possible, he saw his prize bull fall to the ground with Jelin holding onto its neck. Although he did not witness the actual deathblow, he cannot conceive of any other explanation as to who killed the bull as such little time had passed between when the bull was killed and when Tibadi caught Jelin.

He also tells the PCs of a secret fort Jelin used to play in in the woods. He caught the boy sneaking from there to the ranch a few times. Characters with the Track feat (**Wilderness Lore Check** DC 18) do indeed find the fort and the boy’s tracks in the woods. They lead away from the fort to the west, toward the Kamarela Mounds. On the path to the Mounds, the PCs encounter a disturbing sight. A young woman accused of using “mind magic” (psionics) has been lynched and left hanging from a tree with a warning to all others who use psionic abilities in Pekal.

As the PCs travel and approach the scene on the Elders Way read the following:

With the rumble of thunder echoing in the distance, the drizzle of rain gains a slight amount of strength. The night sky and rain lay a blanket of darkness over the countryside. However, through the darkness, two large torches burn brightly in the distance despite the rainfall.

DM NOTE: Stop reading at this point and roll a d20 for no reason other than to instill paranoia in the players at the table. As they approach, continue reading the following aloud:

As you approach, the sight horrifies you. A young woman, no more than 20 years old, hangs by her

hands, tried to a large wooden pole. Her wounds are too extensive to identify her heritage (other than human) and her head appears to be completely caved in from some sort of blunt object or weapon. Pinned to the front of her torn clothing, a note reads in Low Kalamaran, “The price of Mind Magic”.

DM NOTE: The PCs may remove the body if they choose. There are no traps or magical effects that could complicate this situation.

After witnessing the grizzly sight, the PCs must move forward into the fringes of the Kamarela Mounds. As the PCs enter the mounds, they follow the trail over a small mound to enter a dire situation. As they reach the top of the mound, read the following aloud:

The rain has intensified and the thunder cracks louder than ever before. As you travel over a small mound, the view of the horizon is lost for a moment in the darkness. Through the sound of rain on armor and weapons, you hear the distinct sounds of combat from the other side of the mound as a high-pitched male voice cries out, “Leave me alone you beasts! I have nothing of value to you! Ack!” His voice stops as you hear the distinct thud of metal striking leather followed by several deep, gut-wrenching roars that sound like some sort of battle cry.

DM NOTE: If the PCs move to the top of the mound to see what is happening, they clearly see four humanoid figures standing at the bottom of the mound surrounding a figure lying motionless on the ground. With a successful **Spot Check (DC 15)**, the PCs notice that the figure lying motionless on the ground is a male halfling (from the distance, darkness and rain the PCs are not able to tell what type he is until they approach him). He is not moving.. Also with the successful Spot check, the PCs notice the animalistic features of the halfling’s attackers. They are a common orc raiding party of *okogn* from the Black Tusk clan located in the Kamarela Mounds who were patrolling the area and prepared an ambush for the golden halfling when he was spotted walking along the trail.

—If the PCs are spotted by the orcs (although the orcs are in combat, they still have a small chance to see the party and may make a **Spot Check** vs the PCs’ **Hide Check+10**)—

If the PCs are spotted, the orcs fall into position and attack the PCs as a unit.

—If the PCs are not spotted by the orcs—

If the PCs are not spotted, the orcs rummage through the halfling’s things. Once they find nothing of interest, they kill the halfling, gather what little loot they’ve scavenged and return to the outpost detailed in Encounter Four. If the halfling dies, the PCs do not journey to the golden halfling village of IIsani nearby and therefore skip Encounter Three. If the PCs do not follow the *okogn* raiding party back to the outpost, the module is over, as the rain eventually ruins Jelin’s trail. A successful **Sense Motive Check (DC 13)** allows the PCs to read the body language of the *okogn* and see the death blow approaching.

A benevolent DM may give the PCs a random roll on a d10. On a roll of a ten, the PCs, roaming blindly through the mounds, stumble on the orc raiding party nearing their outpost. If they successfully defeat the orcs, a **Search Check (DC 17)** reveals orc tracks leading back to their hideout.

Fury in the Wastelands

Much of the information provided in this module regarding orcs is pulled directly from the *Fury in the Wastelands* accessory from Kenzer and Co. In the accessory, the orcs of Tellene are brought to life in new ways through new sub-races (such as common, gray, and black orcs), new equipment, and a completely comprehensive guild to the society of orcs. The DM does not need *Fury in the Wastelands* to act as a judge for this module, but owning the accessory gives the DM a much better understanding of the orcs of Tellene and how they differ from typical orcs in fantasy gaming.

—Enemy Tactics—

All of the orcs facing the party fight to the death (a sign of prestige among the Black Tusk clan). There is no surrender condition for these *okogn* as the fight and the passage into death are never feared, but revered. When engaged, two *okogn* take positions behind rocks that grant them half cover and use shortbows until engaged in melee, at which time they fall into the tactics of the remaining two *okogn*. The remaining *okogn* engage the PCs in direct melee, working to flank opponents if possible.

Orc Titles

Throughout this module the DM may notice new terminology for referencing the social or military standing of a particular type of orc, such as *okogn*, *oghor*, and *anuk*. To better understand these titles, reference the quick guide listed below compiled from more in-depth information provided in the *Fury in the Wastelands* accessory.

Okogn—“Blood spillers” in the orc tongue are the bulk of the orc society and serve as foot soldiers in orc armies.

Oghor—“Lowest leaders” in the orc tongue are the sergeants of the orc society and serve as low-ranking leaders on the battlefield.

Anuk—“Leader of many” in the orc tongue is the highest-ranking soldiers in the orc society and serves as leaders on the battlefield.

Other titles exist in the orc society for differing ranks and branches of military and detailed fully in *Fury in the Wastelands*.

APL 2

Black Tusk Okogn x4

Male, Common Orc, Warrior 1, Medium-size humanoid; HD 1d8; Hp 5; Init +0; Spd 30 ft; AC 15 (+3 studded leather, +2 large Shield); Orc scimitar +3 Melee (1d6+2) or shortbow +1 ranged (1d6); Al CE; SV Fort +2, Ref +1, Wil -1; Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8; Skills Listen +4, Spot +4; Feats: Alertness; Possessions: studded leather armor, Orc scimitar, shortbow, 15 arrows each, breeches, worn hide boots, potion of cure light wounds.

Languages: Orcish

APL 1

Remove two of the okogn raiding party members, reducing the total to two.

APL 3

*As APL2, with the following additions:
1. Add two additional okogn raiding party members, increasing the total number to six.

New Weapon: Orc Scimitar

Martial Weapons—Melee

Weapon	Cost	DMG	Crit	Rng	Wt	Type
Orc scimitar	10gp	1d6	19-20/x2		4 lb.	Slashing

Medium-size

New Weapons: Orc Javelin and Shortbow

Simple Weapons—Ranged

Weapon	Cost	DMG	Crit	Rng	Wt	Type
Orc javelin	5sp	1d6	x2	20ft.	3lb.	Piercing
Orc shortbow	20gp	1d6	x2	40ft.	3lb.	Piercing

Medium-size

Orc javelin	5sp	1d6	x2	20ft.	3lb.	Piercing
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Medium-size

Martial Weapons—Ranged

Weapon	Cost	DMG	Crit	Rng	Wt	Type
Orc shortbow	20gp	1d6	x2	40ft.	3lb.	Piercing

Medium-size

—*Post Combat*—

With the *okogn* slain, there is only the matter of healing and identifying the attacked golden halfling. His name is Rolan Kaprana and he is a messenger for the Tresana halfling village located near the ambush site. He was returning home from a successful mission when he was attacked by the *okogn* raiding party. When the PCs reach him, he is at dying with –1 hit points. If the PCs are able to restore Rolan’s hit points (through the use of potions, spells, etc.) read the following aloud to the following to the PCs:

Within a few moments, the color returns to the face of the young golden halfling. As he stirs you take a second to notice his distinctive features. A trim build for one so small, his golden hair almost seems to produce a slight glow even in the darkness and rain that permeates the landscape. As he finally awakens, the sight of his rich, emerald-green eyes are unnaturally shocking. He clears his throat and says, “Well, hello my friends, I take it I have you to thank for my narrow escape from the grasp of the Harvester?”

—*Who are you?*—

Read the following:

Well my friends I am Rolan, Rolan Kaprana, personal messenger for the council elders of Tresana, and I’m at your service.

—*What Happened?*—

Read the following:

“Well, as I am sure that you can see, I was returning home when I found myself in a tight spot with these...things! I was minding my own business when WHAM, there they were growling, hissing and going for my throat. Good thing I had already delivered my message to our sister clan to the north requesting aid against these beasts. They are becoming bolder by the day.”

—*Where are you going now?*—

Well I am on my way back to my village. Look, I hate to ask you this after everything you have done for me, but would you mind coming with me, you know, just to be safe? I am sure that I

can get you something to eat and a little shelter until this weather breaks. What do you say? Come on, it is the least that I can do."

ENCOUNTER 3: The Village of Tresana

SUMMARY: After the defeat of the *okogn* raiding party and the rescue of the halfling messenger Rolan, the party is led back to the village of Tresana by the grateful halfling. While within the safety of the village, the PCs are introduced to the elders of this halfling community who quickly ask them to leave, pointing them into the direction of the *Black Tusk* outpost in appreciation for the safe return of Rolan.

After a few hours of travel across the Kamarela Mounds, Rolan leads you through a series of twists and turns within a large cluster of mounds and approaches a small burrow hole hidden by the natural shadows of the mounds and the unusual rock formations that surround the entrance.

With a wink Rolan says, "Let me do all the talking. The Elders can be pretty protective." With that said, he leads the way into the burrow.

DM NOTE: Small PCs have no trouble navigating the passage leading down into the hidden village of Tresana. The passage allows only a narrow birth. Medium-size PCs can navigate the tunnel with more difficulty, but it has been fashioned to admit the occasional, if rarely tolerated, visitor. Once the PCs reach the bottom of the passage a grand sight stands before them. Read the following aloud:

As you exit the winding passage, a large cavern extends beneath the Kamarela Mounds, revealing a small halfling village buried beneath the earth, hidden from the dangers above. With large burrows and small gardens, the village resembles any halfling village a person would find above ground. Rich lumber and masonry make up the construction of the homes and structures present, while deep earthen washes are used to add individuality and accent to each home.

Amberhair Halflings populate the entire village. Although there are the occasional visitors, these are always psions looking for shelter. As the party is most certainly not all psions, villagers stare in awe, some going so far as to run away. None welcome the PCs although a few manage an exclamation toward Rolan.

The village appears quite natural, although the streets are lined with odd crystal-looking glass that glows a bright yellow. The unmoving shadows crisscross as the magical lamps overlap. It is disorienting to any who are not used to magic torchlight.

Rolan does not stop to answer anyone who criticizes, but takes the PCs directly to a large building, what one would guess to be the town hall. The two guards that stand at the door challenge Rolan in a hostile manner.

"Rolan! What is the meaning of this? No one is allowed into the village without the permission of the council!"

The guards are considered hostile, as described in the DMG. Although Rolan attempts to sway their opinion of the PCs, they must add their own assurances that they're not here to persecute any of the halflings, but were merely escorting Rolan home.

Neither Rolan nor the guards openly comment about psions or the village's purpose.

If the PCs role play the situation properly, the guards admit them to the town hall.

Once admitted, you see a large audience chamber revealed inside. The room features several rows of pews and seating for town meetings as well as several torch sconces bearing the same peculiar crystalline glass. The smell of smoking apples fills the air. The audience chamber is dominated by a large council bench occupied by three older golden halflings, one male and two females. Each halfling wears a stern expression.

"Rolan! What is the meaning of this? No one is allowed into the village without our approval!" shouts the male halfling.

"So I've been told, Ordin, but these people saved my life from the orcs! I thought we could at least let them stay for a night until the rain stops," replies Rolan.

"Enter strangers and we shall speak briefly," replies one of the female halflings. "Tell us why you are here".

DM NOTE: The PCs are led into the audience chamber and allowed to speak to the elders of Tresana on the events that have led to this moment and the search for the boy Jelin. The conversation should be brief but extensive, as the elders do not trust strangers. They want to know who the PCs are, where they are from, why they are in the Mounds and what their intentions are.

—Who are you?—

“We are the elders of this village. I am Orbin Tericos; this is Flell Undros and her sister, Tarina Undros. We have watched over and guided the people of this village for many years. We have survived life in the Mounds through secrecy, stealth and silence.”

—If the PCs ask for any other type of aid?—

“While we are sympathetic to your troubles, we do not allow outsiders to reside within our community, not even for a night. I am sorry, but you must leave now. In exchange for your aid to Rolan, I shall give you this. Our scouts reported the sighting of a small boy near the Black Tusk outpost a few days past, but were unable to reach him for fear of detection and capture. Since that time, we have not seen the boy. The outpost is only a few hours to the west of here. You should have no difficulties finding it. Good luck to all of you. Now go.”

DM NOTE: As Orbin speaks, he uses his telepathic abilities to scan the group for the presence of psionic talents (psions or psychic warriors). If there is a psionic character present, pull the player aside and read the following message from Orbin:

“Be cautious my friend. The peoples of this land will fear you and your gifts. When your time is less occupied, return and we will speak of our mutual gifts together.”

DM NOTE: The elders ask Rolan to escort the PCs out of the village. As he does so, he is apologetic about the hasty manner in which the PCs were asked to leave, but wishes to aid them on their journey. To thank them for their help earlier, he gives them his only magic item, a *potion of sneaking*.

ENCOUNTER 4: Black Tusk Outpost

SUMMARY: After receiving the lead on the whereabouts of Jelin, the PCs move to the west, further into the Kamarela Mounds to find the outpost of the Black Tusk orc clan. Upon discovering the entrance to the outpost and dispatching the guards, the PCs enter the outpost to discover Jelin hiding in an unused storage area. His transformation into an orc has progressed and he is beginning to fall into deeper rages. The PCs must escape with Jelin or risk alerting the well-trained and experienced orcs that dwell within the outpost’s living quarters below.

As you depart from the village of Tresana, the rain continues to fall and the clouds remove any rays of moonlight that could possibly aid you in your journey. The rain has fallen so steadily that even your most recent tracks have washed away. You have no idea where the outpost could be or the location of Jelin.

Just as the path seems to have reached its most hopeless state, a familiar voice calls out from behind, “After giving it some thought, I figured that you could use a guild to the outpost. That and I don’t want to face the elders right now anyway.” It is Rolan. With a gleam in his eye and spring in his step he appears to be ready to lead the way for you.

DM NOTE: Rolan leads the PCs for several hours to the mounds near the entrance to the *Black Tusk* outpost, but he does not go in to the outpost with the PCs. Instead, he acts as a watchman for the PCs in the event of a returning raiding party’s unexpected arrival. Once the PCs near the entrance, read the following:

Rolan looks over the top of a high rising mound and gives the hand motion for you to keep your heads low and to keep quiet. “The entrance is just over this rise. I can see a single guard watching the front entrance.” Rolan whispers. “I know of a back entrance, but it is guarded as well. Both are dangerous, I’m sure.”

DM NOTE: The PCs have a decision to make; do they go into the front entrance or the rear entrance? If the PCs take the time to move far enough around the perimeter, they can avoid detection from the guard standing at the closest entrance. However, moving to the entrance to the far west of the mound reveals four *okogn* warriors standing watch and takes twice as long to reach that entrance.

Unlike the previous encounter with the *okogn* raiding party, the guard standing watch is far more experienced in the art of war. These orcs are referred to as *oghor* (or sergeants, in the human idea of military) and are fiercer than the *okogn*. If engaged directly the *oghor* cry out for reinforcements and the sounds of combat echos across the countryside, but the thunderstorm hinders the Listen checks of the other *okogn* standing watch on the far side of the mound at the second entrance and the other orcs dwelling below. With a successful **Listen Check (DC 25)** the other *okogn* hear the sounds of battle and rush to aid in 1d4 rounds.

There is twice the number of orcs at the west entrance, if the PCs decide to investigate that option.

Unlike the eastern entrance, though, a small patch of trees and brush grows 100 feet away from the western entrance. Although a direct assault may be dangerous (and would certainly raise the alarm) a cunning party may be able to distract the guards and enter this way if they'd like to avoid combat all together.

—*Enemy Tactics*—

The *oghor* engage the most physically imposing PC in the group, to keep that PC off balance. If an *oghor* loses more than 10 hit points, he rages and makes full use of his Power Attack feat to increase his damage with each attack. If reduced to 3 or fewer hit points, an *oghor* retreats into the outpost in an attempt to gather reinforcements. If allowed to do so, the PCs have only six rounds to collect Jelin and run for their lives as the remaining orc forces in the outpost gather weapons and move to intercept the PCs. There are more than 20 orcs in the lower levels of the outpost, some of which are referred to as *anuk* (7th-level barbarian orcs who act as leaders for the clan). If the PCs stand their ground here, they are sure to die a most painful death as 20 fully armed orcs swarm them in a frenzy of rage and bloodlust.

APL 2

Black Tusk Oghor Guards x2

Male, Common Orc, Barbarian 3, Medium-size humanoid; HD 3d12+6; Hp 25; Init +0; Spd 40 ft; AC 15 (+3 studded leather, +2 large Shield); Orc scimitar +8 melee (1d6+5/19-20x2) or javelin +3 ranged (1d6+5/x2); AI CE; SV Fort +5, Ref +1, Wil +2; Str 20, Dex 10, Con 14, Int 9, Wis 13, Cha 9; Skills Climb +3, Intuit Direction +3, Jump +3, Listen +5, Spot +4; Wilderness Lore +6; Feats: Power Attack, Cleave; Possessions: studded leather armor, orc scimitar, 2 orc javelins, potion of blur.

Languages: Orcish

APL 1

Replace the *oghor* with two *okogn*'s as described below:

Black Tusk Okogn x2

Male, Common Orc, Warrior 1, Medium-size humanoid; HD 1d8+2; Hp 6; Init +0; Spd 30 ft; AC 15 (+3 studded leather, +2 large Shield); Orc scimitar +3 Melee (1d6+5/19-20x2) or shortbow +1 ranged (1d6/x3); AI CE; SV Fort +4, Ref +0, Wil +2; Str 20, Dex 10, Con 14, Int 9, Wis 14, Cha 9; Skills Listen +7, Spot +7; Feats: Alertness; Possessions: studded

leather armor, Orc scimitar, shortbow, 15 arrows each, breeches, worn hide boots, potion of blur.
Languages: Orcish

APL 3

*As APL2, but add a third *Oghor* guard.

DM NOTE: Two of the orcs carry *potions of blur* (provided by numerous raids and clan spellcasters). However, they are not proficient with using such aids in combat and only use them if given ample time to do so (one round or more).

—*Post Combat*—

If the PCs manage to defeat the *oghor*'s without alerting the other orcs within the outpost, there is plenty of time to gather Jelin (see Encounter 5) and retreat back toward Har'gadu. With the cover of night, a thunderstorm and little clues to follow, the orcs have very little chance to track the PCs (if the PCs suggest waiting for morning, a simple Wisdom check to realize that Rolan mentioned a raiding party may be returning should be incentive to encourage them to leave early).

If the PCs enter through the western entrance, they will have to move extremely quietly past the tunnel leading to the second level. Although the orcs are too loud to actually cause a PC's movement to alert them, careless PCs may alert the guards outside.

Those that are entering from western entrance have enough time to distinguish at least a dozen different voices coming from below.

ENCOUNTER 5: Jelin's Rage

SUMMARY: Upon entering the Black Tusk outpost, the PCs manage to find Jelin hiding in an unused storage room on the ground level. Once the decision is made on how to save the boy from the curse of the ring, the PCs must escape detection from the roaming orc guards and return Jelin to Har'gadu unharmed. If the PCs manage to defeat the *oghor*'s without being detected ready the following aloud:

Through the darkness and the hard rains that beat down upon your head, you can see the entrance to the Black Tusk outpost. The entrance itself is nothing more than a hole in the side of the mound that resembles a crude cave opening. For the human eye, the passage is filled with darkness.

If the PCs allowed one of the *oghors* to escape into the passage to call for reinforcements read the following aloud:

The sounds of rolling thunder are now overshadowed by the deep bellow of the Orcish tongue, echoing throughout the Black Tusk outpost. Even now, you can hear the sounds cries and war calls of orc coming from the deeper regions of the darkness. It will only be a matter of time before they come. However, through the war calls, you can also hear the faint cries of what sounds to be a young boy closer, within the darkness.

DM NOTE: No matter which scenario is in place, Jelin is located in the abandoned storage room on the ground level. He wandered into the outpost (by avoiding the guards during shift changes) drawn there by the ring. He has been hiding there since he arrived, too afraid to come out. The ring itself has almost reached the final stages of placing its curse on Jelin.

Once the PCs are in the outpost, a successful **Listen Check (DC 15)** allows them to locate Jelin crying in fear as he has heard the sounds of the combat the PCs had with the *oghor's* from within the storage room and is assuming the worst. The outpost is totally dark (since the orcs have darkvision) so PCs without darkvision need to establish a light source before entering the outpost. When the PCs open the door to the storage room read the following aloud:

The rotten wood door swings open to reveal a small chamber carved from the rock of the Mounds. The moisture of the rain from above has seeped into the chamber, creating a mildewed smell of rotten food and the remains of ancient animal fur. Cowering in the farthest corner of the room is a young boy. He is covered in mud and his clothes are heavily soiled.

Through messy, rain soaked hair, the boy looks at you with frenzied eyes and screams, "Who are you? You're here to hurt me aren't you? Well you can't take me, you can't!" As he screams he stands with his back to the wall, apparently ready for combat.

DM NOTE: The boy is Jelin. He is frenzied by the rage ability of the ring and attempts to harm the PCs if they move toward him. For this purpose, consider Jelin to have a +2 to melee, a +2 to damage and 6 hit points. His behavior is confused and volatile. He snarls at the PCs only to begin crying, asking for his

great-grandfather. He repeatedly says that he wants to go home, only to scream whenever someone approaches, yelling that they cannot take him again (it is of note that the PCs have never interacted with Jelin extensively before and have never taken him anywhere).

Jelin is becoming an Orc and is fighting with himself, part of him wanting to go home and part of him wanting to go downstairs and claim leadership of the clan. This struggle has rendered him paralyzed in the storage room. If he remains for the night, he changes completely to an Orc and alerts the compound (if this happens, the Ring of Garak Okog is lost to the PCs).

The larger concern however is the screaming of Jelin. His screams are closer to the *okogn* standing watch at the rear entrance of the outpost (if they have not already become involved). A successful **Listen check (DC 20)** from the four *okogn* brings two of them running to the storage room in 1d4+1 rounds, prepared to sound the alarm. This Listen check also applies for the orcs below in the living areas of the outpost. With a successful check (with a -5 penalty), the orcs below are alerted and arrive at the storage room in 10 rounds. If the orcs are alerted, it is a race against time to either convince the boy to calm down or incapacitate him to the point where he can be moved for a hasty escape from the outpost.

A successful **Diplomacy Check (DC 25)** allows the PCs to calm Jelin and convince him to escape with the PCs. Otherwise, he must be taken by force with spells or subdual damage. If Jelin is killed, the module is over.

If the PCs wish to simply pick the boy up, a PC with a 17 Strength or higher, with a successful grapple check, may hold the boy and move simultaneously. Jelin attempts to break the hold every round.

—*Enemy Tactics*—

The orc guards enter the storage room doorway, looking to see what is making all the noise. PCs have one round to fell the guards, draw them into the room and shut the doors or prevent them from sounding the alarm in some other fashion. They also sound the alert as soon as they discover the PCs. Six *okogn*, four *oghor* and two *anuks* from below arrive in 2d4 rounds (*anuks* are 7th level barbarians and no stats are given as the PCs that choose to fight them will die horrible deaths). All the orcs facing the party fight to the death (a sign of prestige among the Black Tusk clan).

When engaged, the *okogn* take flanking positions at the door, gaining full cover from ranged weapons and spells and forcing the PCs to enter into melee outside the storage room. Both *okogn* have

readied actions to attack the first person out of the door and are considered flanking.

APL 2

Black Tusk Oghor Guards x2

Male, Common Orc, Barbarian 3, Medium-size humanoid; HD 3d12+6; Hp 25; Init +0; Spd 40 ft; AC 15 (+3 studded leather, + 2 large Shield); Orc scimitar +8 melee (1d6+5/19-20x2) or javelin +3 ranged (1d6+5/x2); AI CE; SV Fort +5, Ref +1, Wil +2; Str 20, Dex 10, Con 14, Int 9, Wis 13, Cha 9; Skills Climb +3, Intuit Direction +3, Jump +3, Listen +5, Spot +4; Wilderness Lore +6; Feats: Power Attack, Cleave; Possessions: studded leather armor, orc scimitar, 2 orc javelins.

Languages: Orcish

APL 1

Replace the two oghor guards with okogn.

APL 3

Increase the number of oghor guards to four (the maximum allowed for this encounter, as only four were mentioned previously).

—Post Combat—

With the orcs slain, there is only the matter of escaping from the outpost before becoming overwhelmed by the orc forces dwelling on the level below.

CONCLUSION

SUMMARY: After the escape from the Black Tusk outpost, the PCs return to Har'gadu with Jelin and the cursed ring. Awaiting the PCs return are Owin, Lukas and Ilathana from the Holy Mother's clergy, who has arrived to greet the PCs and remove the cursed ring from Jelin's hand. After this is completed, the PCs are thanked and the adventure ends.

Before the PCs are able to return to the thorp, Jelin's transformation begins its final stages. The boy, if unconscious, awakes. He begins to thrash about, screaming that his hand is burning. He'll punch, kick and bite anyone that is carrying him until he's dropped to the ground (his Strength is now effectively 18). If he's not being carried, he falls to the ground and begins rocking back and forth.

DM NOTE: A PC with an 18 Strength or higher may attempt to pull the ring off. This requires an apposed Strength roll against the boy. If no one in the party is this strong, the finger may also be cut off, ending the curse. If the PCs are unwilling to take this course of action, Jelin falls comatose and turns into an orc. If the PCs choose to return him to Har'gadu, he does not awake for the remainder of the trip (skip to Conclusion B).

Conclusion A

Investigating the ring reveals an inscription on the inside of a band, written in Orc. It says "I am Strength". At this point, the DM may explain to the PCs exactly what the ring is, referring to Appendix IV.

If the PCs choose not to keep it, they can sell it to Ilathana, who says she is capable of destroying the ring. She rewards the PCs 50 Victories for retrieving such a dangerous item.

As the rains finally end, the Elders Way twists into the heart of Har'gadu and leads to The Elder Wayhouse, where your adventure began. As you make your way down the path, the townsfolk on the street give cheers and congratulations on the safe return of Jelin. The scowl from the boys face seems to fade to allow a moment of happiness, as he is now the child receiving the attention of the thorp.

As you approach The Elder Wayhouse, you see Lukas, Owin and a young woman standing on the front porch of the inn. Upon seeing his great-grandson again, Owin bursts into tears of joy and embraces the child with both arms. Lukas offers a hearty congratulations and eternal gratitude.

DM NOTE: At this point Lu introduces Mother Ilathana, bringing Jelin into the inn and allowing her to inspect the child. Ilathana notices that the boy is no longer affected by any evil magic and asks the PCs to explain what happened. After they tell their story, read the following:

"You have removed a great trouble from this boy, his family and this community. By doing so and risking your lives, you have earned my trust today and the trust of my clergy and I shall tell them your names and the tale of your deeds in this community. You are heroes in a time when heroes are needed the most. Thank you. The Holy Mother will most certainly reward you in the years to come."

As she continues to inspect the boy, Owin speaks up. "Thank you again. I cannot put a price on the life of my family, but I will gladly pay the price we agreed to and offer you a warm meal with my family tonight. It is cause for a celebration and the guests of honor should attend. Will you please attend?"

DM NOTE: Allow the PCs to respond. If they agree, he heartily ushers the PCs to his farm for a feast and a family reunion. If they decline, he respectfully understands and leaves to reunite Jelin with the rest of the family and make his formal apology to Tibadi for his accusations. Regardless of the answer however, Owin is happy to have his great-grandson back and places a large cloth bag in the hands of one PC, it is the payment agreed upon.

CONCLUSION B

As the rains finally end, the Elders Way twists into the heart of Har'gadu and leads to The Elder Wayhouse, where your adventure began. As you make your way down the path, the townsfolk on the street stare with a mixture of confusion and horror as you carry the body of a small orc.

As you approach The Elder Wayhouse, you see Lu, Owin and a young woman standing on the front porch of the inn. Owin falls to the ground when he learns that the orc before him was once his great-grandson. He sobs uncontrollably, pounding his fists on the ground.

Lu calls Yrumyr over, giving him the child. Mother Ilathana helps Owin to his feat and leads him away without comment.

"Dark times certainly are upon us if such an innocent child can fall victim to such horrible magic. I fear for the future, my friends." Lukas wipes a tear off his face and recomposes himself. He pulls a scroll case out his pocket and forces a smile.

"I had Yrumyr retrieve this for me from the Home Foundation in Bet Rogala. Its magic breaks curses, something I thought we may be able to use. It seems we were too late. Thank you for your efforts, friends. Although it may not show, it is greatly appreciated." Lu also hands you a cloth bag. "Owin's payment, as promised."

A short time later, Yrumyr arrives with a wagon to take you back to Bet Rogala. As you leave the thorp of Har'gadu, the rains return.

THE END

Appendix I: TREASURE SUMMARY

Encounter 2 (3 day units):

Battle-worn studded leather armor x4 (can be sold for 7gp each)

Orc scimitar x4 (can be sold for 2 gp each)

Orc shortbow x4 (can be sold for 5 gp each)

Potion of *cure light wounds* x4 (can be sold for 30gp each)

Looted gold this encounter: 48 gp + 4 potions of *cure light wounds*

Total possible gold (with value from potions included) is 168 gp

Encounter 3 (0 day units):

Potion of sneaking (can be sold for 80gp)—*Only if Rolan is rescued and leads the PCs to the village of Tresana.

Total possible gold this encounter (with value from potions included) is 80 gp

Encounter 4 (1 day unit):

Battle-worn studded leather armor x2 (can be sold for 7gp each)

Orc scimitar x2 (can be sold for 2 gp each)

Orc javelin x4 (can be sold for 1 sp each)

Potion of blur x2 (can be sold for 175gp each)

Looted gold this encounter: 18.4 gp + 2 *potions of blur*

Total possible gold (with value from potions included) is 368.4 gp

Encounter 5 (0 day units) (**DM NOTE** that this encounter may have been avoided):

Battle-worn studded leather armor x2 (can be sold for 7gp each)

Orc scimitar x2 (can be sold for 2 gp each)

Orc shortbow x2 (can be sold for 5 gp each)

Looted gold this encounter: 28 gp

Conclusion (3 day units):

40gp (or 50gp) each character for finding and returning Jelin

Total treasure this module: 94.4 gp + (40 gp (50 gp if the PCs haggled) per player)
Potion of cure light wounds x4
Potion of blur x2
Potion of sneaking
Ring of Garak Okogn

THESE REWARDS COME AT THE EXPENSE OF 7* DAY UNITS

*This number increases equally to any days spent resting or for any other delays in the PCs progress. If the module ends early, modify the expenditure of day units accordingly.

Appendix II: EXPERIENCE POINT SUMMARY

— Encounter 1: Meeting with Yrummyr and agreeing to meet with Lukas	25 experience points
Attempting to stop the family riot in Har'gadu	25 experience points
Actually preventing the riot and agreeing to find Jelin	25 experience points
— Encounter 2: Attempting to save Rolan from the <i>okogn</i>	25 experience points
Actually saving Rolan from the <i>okogn</i>	25 experience points
— Encounter 3: Meeting with the elders of village Tresana	25 experience points
— Encounter 4: Getting past the <i>oghor's</i> and entering the orc outpost	50 experience points
— Encounter 5: Finding Jelin and escaping from the outpost	25 experience points
— Conclusion: Returning Jelin to Har'gadu (regardless of whether he's an orc)	25 experience points
*Discretionary Experience for Role Playing	<u>50 experience points</u>
	300 experience points

APPENDIX III: NPCs

—The Black Tusk Clan —

This small clan of common orcs recently entered Pecal from regions to the south. Currently the clan operates from a small outpost located in the Kamarela Mounds. The clan is identified by the use of dark brown armor and clothing, accompanied by a tattered black sash that the orcs wear around their wastes. However, the most notable feature of the clan members is the ritual of teeth blackening that every black tusk orc undergoes as a rite of passage and initiation. Details on the groups leaders and notable personalities is limited, as the clan is new to the area and currently only utilizes small raiding parties against nearby caravans and travelers. Rumors have begun to circulate that the clan was summoned to Pecal by an unknown noble operating from Bet Rogala for purposes unknown, but this rumor has yet to be confirmed or any clues surface as to why the clan would be in Pecal.

—The Elders of Tresana Village —

The elders of the hidden village Tresana, located in the Kamarela Mounds, are a triad of three elderly golden halflings (Orbin Tericos, Fiefl Undros and her sister Tarina Undros) who lead and protect the people of the village. There is little information regarding the village of Tresana and the elders who protect it, but it is a common rumor that one or all of the elders possess the gifts of “mind magic” (psionics), which would explain the elders desire for secrecy and stealth. At the current time, the elders are allowing more action to be taken against the Black Tusk clan of orcs that have taken residence within the Kamarela Mounds. To date, their efforts have been in vain as the orcs have killed several of the elders’ best warriors and the three leaders have been forced to devise another course of action.

—Owin (mixed human), Owner of the Owin farm in Har’gadu—

Owin has lived in Har’gadu for many decades and his multi-building farm is the largest in the thorp (as well as being the first). Owin and his wife Veka have raised six children and since have welcomed both grandchildren and great-grandchildren to the ever-growing family. Owin still carries a power presence, even for a man of his advanced years and his drive to protect his family grows stronger with each day.

**Role-playing Tips—*Owin is a kind-hearted man. He loves children and hard workers. He respects people who make their own way in life and gives aid to those he feels deserve it. He is well spoken and honest. In regards to the safety of his family, nothing is more important.

**Com3/Exp3; AL NG; STR 10, DEX 10, CON 11, INT 13, WIS 14, CHA 14; hp 11*

—The Honorable Lukas Trimel (Kalamaran); Honorable of Har’gadu—

Lukas Trimel (or “Lu” as his friends call him) is the kind-hearted Honorable of Har’gadu. In his youth, Lukas was a city watchman and this mentality still drives him today. He is often referred to as, “The grandfather of Har’gadu” for his presence at thorp weddings and as a councilor to all in need.

**Role-playing Tips—*Lukas is a good man who genuinely loves Har’gadu and the people who live there. In times of crisis, Lukas is the first to take action or lend a hand (even if his 74-year old body is less than willing). He loves good stories and good food. In recent months he has also developed a fondness for making pottery.

**War 2; AL LG; STR 14, DEX 12, CON 16, INT 7, WIS 9, CHA 15; hp 17*

—Yrumyr (Fhokki Half-Elf), Artisan (leatherworker) in Har’gadu—

Yrumyr is the mysterious half-elf leatherworker from Har’gadu. While he is not very talkative, he loves to listen to good stories and watch the everyday behavior of people. To the casual observer, his human heritage would appear to be Kalamaran, as his hair is streaked with a deep red color. In fact, his direct human lineage is Fhokki. In regards to his business, Yrumyr’s work is top quality and he puts much of himself into everything he does, as he feels a satisfied customer is a reflection of his own worth.

**Role-playing Tips—* Yrumyr is a quiet man of very few words. However, in times of trouble he rises to meet any challenge and works closely with Lukas Trimel (whom he views as a father figure).

**Wiz1/Rog1; AL NG; STR 11, DEX 15, CON 13, INT 14, WIS 11, CHA 11; hp 12*

—Rolan Kaprana (Golden Halfling), Messenger for the village of Tresana—

Rolan is an energetic golden halfling from the hidden village of Tresana. At 20 years of age, Rolan has earned the duty of messenger for the villages' council of elders. He is good spirited and typically does not care for physicality, opting instead to run from combat. In appearance, Rolan favors loose fitting clothing and typically wears his long blonde hair in a ponytail. His most striking feature is his deep green eyes, which seem to display Rolan's zest for life.

**Role-playing Tips—* Rolan is a friendly jokester at heart who loves to laugh never forgets a debt that he owes someone. At anytime he feels the morale of a situation dropping, he makes an extra effort to put a smile on to everyone's faces.

**War1; AL NG; STR 11, DEX 13, CON 13, INT 10, WIS 10, CHA 13; hp 10*

—Jelin (mixed human), Great-Grandson of Owin from Har'gadu—

Once a quiet boy, Jelin has become an attention-starved young boy with a mean streak (caused by the ring). His short, dark hair is always messed about and his clothes have become soiled and ragged. After several days of walking to the *Black Tusk* outpost (possibly drawn there by the ring), his feet are blistered and bruised, while he himself appears to malnourished.

**Role-playing Tips—* Under the effects of the ring, Jelin is the embodiment of rage and anguish. He has become distrusting of everyone and falls into fits of destructive rage when approached. It is possible to calm him for short periods of time, but only through pure acts of diplomacy.

—Ilathana (Kalamaran), Cleric of the Holy Mother—

Ilathana is a striking woman in her late 20's. Her red hair is long and typically worn up with the raiment's of the holy mother worn proudly. She carries herself well and is never seen without a smile on her face. Ilathana enjoys her trips to Har'gadu, as she like the people there and enjoys the stories of the Honorable Lukas Trimel.

**Role-playing Tips—* Ilathana is soft-spoken and kind. She loves to hear Lukas' stories of his youth and enjoys the food served at The Elder Wayhouse very much.

**Clr5; AL LG; STR 11, DEX 11, CON 12, INT 10, WIS 15, CHA 13; hp 32*

APPENDIX IV: The Ring of Garak Okog

DM NOTE: The Ring of Garak Okog is a chance for PCs to play Orc characters, using the information documented in *Fury in the Wastelands*. To be cursed by this ring is the PCs CHOICE. If he wears the ring and does not want any of its affects, nothing happens and the ring can be sold. If he chooses to keep the ring, however, the PC must accept all the consequences that go with it. Those PCs that have their alignment changed to evil are removed from the campaign. The PC MUST be made aware of all the benefits and drawbacks of this item before it is accepted.

The wearer of this ring must willfully choose to keep it. Once accepted, the ring can only be removed by a *remove curse*, *limited wish*, *wish* or *miracle* spell. After the ring has been accepted, the PC must make a will save DC 13. The DC increases by +1 for Fighters and Rangers and +2 for Barbarians. A failed will save moves the PC's alignment one step closer to evil (thus a Chaotic Good character becomes Chaotic Neutral and a Lawful Neutral character becomes Lawful Evil). If a PC becomes evil, his character is removed from the campaign without exception. As an amendment to the core rules, a PC may willfully fail this saving throw if a neutral alignment would fit his new character concept. Barbarians are not allowed to rage during this saving throw. It takes place after the module has been completed and is considered meta-gaming.

Until the PC levels, the Ring of Garak Okog grants him the ability to rage as a barbarian of equivalent character level. This bonus stacks with a barbarian's class ability to rage so that a 1st level barbarian could rage twice a day. Once the PC levels, this ability is lost.

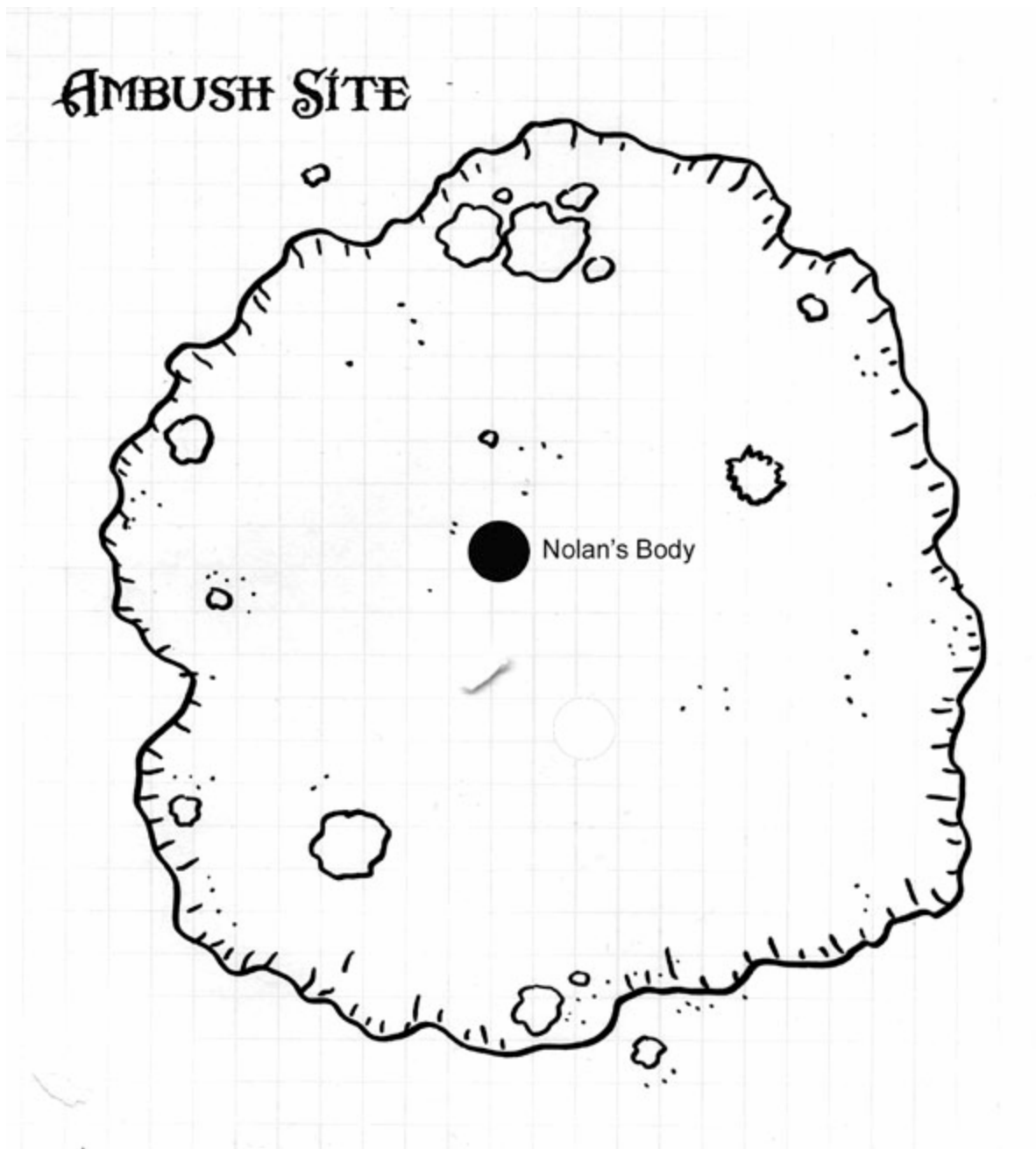
Once the PC reaches his next character level, he changes race to an Orc (a "common" orc as described in *Fury in the Wastelands: the Orcs of Tellene*). If the PC levels during *Burial Mounds* the change happens instantaneously. A transformed PC loses any ability score modifiers based on previous race and applies those of an Orc. Any bonus feats and skill points for being human are also lost. He may trade any and/or all of his current levels for an equivalent number of levels in Barbarian and that class becomes his new favored class. This trade also permits the changing of any and all feats and skills previously taken. This is of note as Orcs speak their own language and are considered illiterate regardless of class. To read and write, the appropriate amount of skill points must be spent. This new Orc PC has no memory of his former life, languages or history. Players are encouraged to develop a character around this idea of loss and the search for the past. In terms of game mechanics, the character is considered to have been an Orc from character creation and has no benefits of his previous incarnation.

Once the change has happened, the PC can only regain his original form through a *wish* or *miracle* spell, but such a change does not restore any traded levels, skills or feats.

The Ring of Garak Okog may not be removed even after the change has happened without a *remove curse*, *limited wish*, *wish* or *miracle* spell. While worn, the transformed PC is considered to be an heir of Garak Okog by other common Orcs and gains a +4 racial bonus to all charisma based skills when dealing with those of his race (but not other sub-breeds of Orc) and his charisma is considered to be four points higher in terms of leadership when recruiting common Orc followers.

Please note that, although Orcs as a race are villainous, there are exceptions. This cert does not provide license to any player to violate the rules of the campaign in terms of inter-player combat or the rules of the RPGA and the ethics of good play. Likewise, although Hobgoblins are suspected of being sinister, some have proven their worth. Orc PCs are considered to be of a similar lot. Other PCs are not permitted to attack the player simply based on race. Race should be made known to the table immediately and if it is still an issue, players should change tables to accommodate as many players as possible.

APPENDIX V: Map of the Okogn Ambush Site



APPENDIX VI: Map of the Black Tusk Outpost



After Action Report

Based on the decisions the players made during the course of this module, it will affect the actions and possibilities of future modules. Please take a moment to respond to the following questions so that we may better determine the course of the campaign.

- Did the PCs haggle with Owin for more money?
- Did the PCs save Rolan?
- Did they accompany him to the village of Tresana?
- Were there psions in the group and did they believe Orbin's message?
- Did the PCs find the Black Tusk lair?
- Did they rescue Jelin?
- Were the *anuks* alerted to their presence?
- Did Jelin turn into an orc?
- Did a PC choose to keep the Ring of Garak Okogn?

Please return this form to the Living Kingdoms of Kalamar representative at your convention or email the results to joe@kenzerco.com with "Burial Mounds AAR" in the subject line.