

INTRODUCTION

Remember the golden days of role-playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. *Dungeon Crawl Classics* feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Scions of Punjar is designed for five characters of 4th to 6th level, with a total of 20 to 25 total character levels between party members. At least one cleric that can turn undead, one controller, and two fighter-type characters are essential for good game play, and a varied mixture of different character classes is recommended. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play. This adventure also includes a tournament scoring system, similar to the one used for the Annual DCC Team Tournament.

ADVENTURE SUMMARY

While in the city of Punjar, the PCs are hired by the Dev'shir family (a minor noble family), to perform an investigation. Their son, Elam (a foppish aristocrat) recently discovered an amulet, a family heirloom, for sale at a local pawnshop. He purchased it and returned it to his parents. Knowing the heirloom was safely buried with a great aunt at the family mausoleum, the family is enraged, and hires the PCs to "look into the matter." They provide directions to the mausoleum (and a key to unlock the door) and to the pawnshop where the amulet was for sale. The PCs are free to follow whichever lead they desire. As the mystery unfolds throughout Punjar, the PCs discover that the noble family has a few skeletons in their closet (in addition to an undead army about to attack their estate).



GAME MASTER'S SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. Loc – the location number keyed to the map for the encounter. Pg – the module page number that the encounter can be found on. Type – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). Encounter – the key monsters, traps, or NPCs that can be found in the encounter. Names in italics are classed NPCs. EL – the encounter level.

SCALING INFORMATION

Scions of Punjar is designed for five characters of levels 4–6, but you may adjust it to suit parties of different sizes or level. If alterations to the adventure are performed, remember to adjust all treasure accordingly. Consider modifying the adventure as follows:

Weaker parties (4 or fewer characters, or lower than 4th level): Consider the following changes for weaker parties: remove the elite status from the dire stirge in area 1–2; remove one of the dark toxin needle traps in area 1–3; remove 2 levels from Traenor and the Slayer thugs in area 2–1b; remove the glyph of warding trap in area 3–3; remove 4 skeletons and 4 zombies from area 3–4; remove 2 skeletons and 2 zombies from area 3–5; remove 2 bandits from area 4–7; remove 3 bandits from area 4–8; in area 4–11, make Malek a standard wight (remove the cleric template); remove one scarecrow homunculus from area 6–1; remove the solo template from the salt troll zombie in area 6–2 (leave it as an elite); in area 6–10, remove 2 levels from Cadavra and reduce the total number of undead to eight.

Stronger parties (6 or more characters, or higher than 6th level): Although *Scions of Punjar* is sufficiently challenging for higher-level or larger groups; you might consider the following changes: advance the dire stirge in area 1–2 to a solo monster; add 2 more slayer thugs to area 2–1b; add 2 level to Dugesia in area 3–6; add 2 bandits with longbows to area 4–1; make Lem a solo monster in area 4–6; add 2 more orc bandits to area 4–3; add two levels to Fenn and Finn in area 4–7; add 3 levels to Haledon in area 4–12, which places him in the paragon tier (adjust his powers accordingly); add another scarecrow homunculus to area 6–1; advance the salt troll zombie in area 6–2 by 2 levels; add another deathjump spider to area 6–5; make all the zombies in area 6–10 standard zombies.



Location	Pg	Type	Encounter	EL
1-1	6	P/C	<i>Oskar</i> , human rogue Two+ Souk Toughs Diplomacy/Intimidate skill tests	5+
1-2	8	C	Elite dire stirge	3
1-3	9	T	Two dark toxin needle traps	5
2-1a	11	P	Games of Chance	—
2-1b	11	P/C	<i>Traenor</i> , tiefling warlock Two Slayer thugs	5
2-1c	12	P/C	<i>Latimer</i> , half-orc rogue Diplomacy/Intimidate skill tests Pursuit skill test	2+
3-1	14	T	Serpent curse trap	5
3-3	15	T	<i>glyph of warding</i> trap Poisoned parchment trap	3
3-4	16	C	One boneshard skeleton Eight skeletons Eight decrepit skeletons	7
3-5	17	C	Six skeletons Six zombies	7
3-6	18	P/C	<i>Dugesia</i> , tormented ghost Parlaying with <i>Dugesia</i> skill test	3+
4-1	20	C	<i>Selvin</i> , elven archer <i>Bork</i> , human warrior	1
4-2	21	T	Quartet of poisoned crossbows trap	5
4-3	21	C	Four orc bandits Orc cleric	4
4-4	23	T/C	Mine cart trap <i>Kaz-gar</i> , half-orc ranger <i>Aneurin</i> , human rogue	5
4-6	24	T/C	<i>Lem Kipper</i> , gnome wererat rogue	1
4-7	25	C	<i>Fenn</i> , human fighter <i>Finn</i> , human mage Four bandits	5
4-8	26	C	<i>Borsk</i> , half-orc warrior <i>Bramm</i> , human bandit Five bandits	5
4-9	27	C/T	Poison needle trap Deathrattle viper	1+
4-11	28	C	<i>Malek</i> , wight cleric <i>Malicia</i> , elite deathlock wight	4
4-12	30	C/T	<i>Haledon Farod</i> , human fighter Poison needle trap	5
5-1	32	C/P	Raven swarm	4
6-1	33	C	Three scarecrow homunculi Fire glyph trap	5
6-2	33	C	Solo salt troll zombie Gear array and elevator shaft hazard	7
6-3	33	T	Glyph of warding trap + fall	3
6-5	35	C	Three advanced deathjump spiders	3
6-7	37	C	Four advanced zombies Corruption corpse	4+
6-8	37	T/C	Pit Trap Skeletal claw swarm	2
6-9	39	P	Four patches of green slime	3
6-10	41	C	<i>Cadavra</i> , human deathmaster Four zombies Four zombie rotters Four vampire spawn fleshrippers	

GETTING THE PLAYERS INVOLVED

There are several ways the PCs can become embroiled in the sordid past of the Dev'shir family. Below are a few sample hooks, but the GM is encouraged to use the one that suits his home campaign the best, or create a new one.

- The PCs are renowned for being adventurers. Lady Dev'shir summons them to a meeting at the Dev'shir estate. She relates the information contained in the adventure summary section above. She provides the PCs with directions to the family tomb (and a key to the front door), and directions to Oskar's Pawnshop. She offers the PCs 1,000 gp each to investigate the situation, and to bring the responsible person to justice.
- The PCs get into a bar fight while in the Devil's Thumb section of Punjar. During the fight, Elam Dev'shir gets injured and threatens legal action against the PCs. The PCs can avoid jail time if they perform a small service for the Dev'shir family. Lady Dev'shir fills the PCs in on Elam's discovery of the amulet, and provides the PCs with directions to the family tomb (and a key to the front door), and directions to Oskar's Pawnshop. If the PCs discover Lakaisha is the culprit and foil her plan of revenge, they avoid all legal issues incurred during the bar fight. Perhaps a bribe is in order to keep the PCs silent regarding the insane daughter of the Dev'shirs.
- Elam Dev'shir seeks approval from his parents. After finding and purchasing the amulet at Oskar's Pawnshop, he takes it upon himself to locate and hire the PCs. Likely, this occurs in a tavern somewhere, and the naïve aristocrat is easily duped into increasing the payment to 1,500 gp per PC (although he can only provide a small initial deposit). He provides the PCs with the information on the amulet, and directions to the tomb and the pawnshop. He doesn't have the key to the tomb, however, so the PCs need to enter via their own resources.

BACKGROUND STORY

THE FORGOTTEN DAUGHTER

Although it appears the Dev shir family has a single son and thus heir, this is not the case. The scions of the Dev shir family once included two older daughters. Dugesia Dev shir was the eldest, and stood to inherit control and the considerable wealth of the family. Lakaisha Dev shir, the middle daughter, was always a volatile, mentally unstable individual. The youngest was Elam Dev shir, a naïve, precocious boy, certainly unfit to assume control of the family when his parents moved on. Dugesia was spoiled and pampered throughout her life, always having the finest clothes, the wisest tutors, and numerous friends. Meanwhile, Lakaisha was a brooding, bitter middle child, the recipient of second-hand goods, and merely adequate teachers, at best. Over the years, her mistreatment wore

on her fragile psyche, and she developed dark aspirations to one day assume control of the family. Her affinity for magic could have been her passage to greatness in the family, but instead it was ignored, while Dugesia was tutored in the magical arts. Lady Dev'shir believed the only asset her middle daughter possessed was as a commodity to be married off to another noble family.

About 10 years ago, it became obvious to Lakaisha that with Dugesia in line for the mantle of the family, Lakaisha would never amount to much more than an afterthought. The final straw was an arranged marriage to an arrogant, boorish minor noble. This caused the already unstable Lakaisha to slip further into the grip of mental illness, and she developed a seething hatred for her mother, and a destructive jealousy of her sister. Driven by rage and envy, Lakaisha arranged an unfortunate incident for her sister.

Dugesia was ambushed by Lakaisha, and subdued with a minor spell while tending her favorite steed at one of the family stables located outside of Punjar. Lakaisha barred the door, and torched the barn, with only her cackling laughter audible over the eager flames as a witness. After years of plotting, the deed was finally done, and Lakaisha assumed she would ascend to the role of eldest, and inherit the family fortune. However, Lady Dev'shir suspected foul play, and purposely named Elam (barely 16 years old at the time) the heir of the house in an attempt to draw out a confession. The ploy worked, as Lakaisha confessed the deed to her parents, at first looking for approval, and then mocking her sibling in a jealous, insane rage. Her judgment clouded, Lakaisha flew into a murderous rage, and attempted to snuff out the lives of her parents. However, she was outnumbered, and of somewhat frail stature, and was easily overpowered.

The Dev'shir family needed to save face, or lose tremendous status among the noble circles of Punjar. They concocted a story that Lakaisha too perished in the unfortunate blaze, and that Elam, now the last living scion, would indeed become their heir. But what to do with an unstable, power-hungry daughter? The family could not turn her over to the authorities; this would result in a considerable loss of influence among the nobles. They were not barbaric enough to take matters in their own hands, either. So in the end, and after a hefty bribe, Lakaisha was sent to the distant Asherton Asylum in the city of Tarresine, and cursed to spend her remaining days sheltered from the world of the sane. After a few years, her new "home" pushed her deeper and deeper into the throes of insanity, as her frail body continued to weaken under the strain of her failed aspirations of greatness.

AN UNLIKELY BENEFACTOR

A necromancer named Agilis often combed the asylum for suitable subjects, and with no questions asked (and suitable transfer of funds), often assisted the staff by removing particularly hostile inhabitants. Typically, these subjects were used for experimental purposes, or simply used to create undead servants. However, Agilis became quite smitten with the frail Lakaisha, and recognized her potential for the arcane arts, specifically necromantic