



King Kerkin's House



Kerkin was the Warrior King of not one, but two orcish tribes. His might in battle had earned him a place, and his ability to intimidate people into doing what he wanted solidified it. But those one trusts are the ones with the greatest ability to harm you, and his second in command, one Trgrat Grence, undermined his authority then led an uprising against Kerkin. In the end, Kerkin was banished to human lands for actually caring about humans. Not that Kerkin particularly cared about humans, his people were his passion. But that is what he was accused of, and his trade agreements, mercenaries working for human employers, and friendly relations with The Raiderspoint Alliance were all used to frame him as soft on those who inevitably brought harm to the orcish people as a whole. Given no real choice, he accepted his banishment, and has been

planning his return ever since.

Introduction

Kerkin lives in a smaller house with his one loyal bodyguard, Emkhar. Emkhar still treats Kerkin as a Warrior King, and will kill or die to protect his liege. For more information about Kerkin and Emkhar, see the [blog about Kerkin](#).

Kerkin's house is in The Free City of Raiderspoint, a rough and tumble place that is the center of a loose organization of humans and humanoids called The Raiderspoint Alliance. He appears in *AT-3: The Free City of Raiderspoint*, this house being in the northwest corner of area #60. He also appears in *ONA-12: The Ruby Order*. These are merely references for those who own or are interested in these modules... This resource is stand-alone and can be dropped into any world with minor tweaking.

Outside

The district that Kerkin's house is located in is an entertainer's district, with the entertainment leaning toward the shadier side. The houses tend to be ornate, even gaudy, inside and out. His house stands out like a sore thumb. It is the same fieldstone foundation and wood construction of the rest of the block, but there is no decoration on the outside anywhere. Instead of brightly colored curtains behind stained glass windows, Kerkin's house has plain glass panes. The town guard is more common in this part of town because it needs to be, and their white and black cloaks can regularly be seen passing Kerkin's house.

There is no porch on Kerkin's house, visitors standing on the steps to ring the small bronze bell that he keeps next to the door. On the right side of the house there is a wooden sword training dummy on a turnstile that will spin about with its many arms to 'attack' anyone who hits it.



Inside

Kerkin lives simply. He is growing wealthy enough to buy the loyalty of important members of the tribes, and has no interest in squandering his wealth. He also thinks that the human tendency to over decorate everything is a weakness. He outfits rooms that visitors might see neatly but not ostentatiously, and his private rooms are all about utility. This is reflected throughout the house.

Area Key

1. Living Room

This room is one of the few actually decorated for receiving guests. A large carpet covers the majority of the floor, with a chandelier above it casting light everywhere. Two chairs sit around a fireplace, and a third sits in front of a desk that is covered with papers and books. Two bookshelves hold all of the classics of war – *The Wizard's Flame*, *Friends from Above*, *Uneven Ground: A Study of Natural Combat*, *More than Bread: Feeding an Army*, and more.

Most people are surprised to find that both Kerkin and Emkhar are well read. Their countenance implies sheer violence, but both are educated in human and elven languages, and seek out books concerning the practicalities of war and combat. Should a party come to them with such a book, Kerkin will pay handsomely for it. Emkhar has less means, but will pay well to get such a book as a gift for his king.

Under the carpet is a safe hole. At one point in the building's history it was a root cellar, then bricked in, now it sits unused. Three man-sized people can sit/lay in the safe hole, but Kerkin disdains its use. He keeps it in case he ever needs a backup location for his accumulated wealth, but would not consider hiding in it.

2. Practice Room

This room holds an armor stand designed to hold two suits of armor, a table with bladed weapons, and a shelf containing blunt weapons. A red circle has been painted onto the floor, and scratch marks abound across floor and walls. Even though the room is obviously cleaned regularly, still dark brown stains linger between boards and in deeper scratch marks.

Part of Kerkin and Emkhar's daily routine includes practice. While they practice regularly in the yard, they also practice indoors on a daily basis, and this room is their practice area.

There are two each of scimitars, longswords, short swords, and halberds on and next to the table. There are also four ornate daggers (25 gold piece value each) on the table. The shelf holds pairs of wooden mauls, iron mauls, maces, flails, and quarterstaves. All are immaculately clean and well maintained. At night the armor stand will hold a suit of plate facing the wall, and a suit of studded leather facing the room. Both armors are high quality and clean.

Emkhar wakes early each day and cleans weapons and armor. They sleep with their normal use weapons, so he goes and collects Kerkins before cleaning everything.

3. Kerkin's Bedroom

This room holds a bed, a dresser, a fireplace with a chair in front of it, a dresser and a privy. A carpet with the stylized red hand print of the Bloody Hand Band of orcs graces the floor near the bed. The furniture is all serviceable, but none of it particularly nice.



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This is the only room in the house with functional shutters. Kerkin closes them at night so that he is not surprised in his sleep. This is also the only room with locks on the doors, both Kerkin and Emkhar having keys.

At night, Kerkin will be here sleeping. If it is early after dark, he may be in his chair by the fireplace reading. Except each morning when Emkhar cleans it, Kerkin never leaves his sword out of reach. If he had his way, he would sit with Emkhar and clean his own weapons, but this is one of the compromises they have reached – he allows Emkhar to clean weapons and armor, and Emkhar allows him to otherwise share in daily chores.

Under the rug is a well disguised safe hole. It is two feet by four feet, and the door above looks exactly like the rest of the floor. He has it covered with a rug to disguise the fact that it sounds hollow when hard boots step on the access door. Inside is a locked large chest that bears a poison needle trap on the lock. The chest holds all that he has accumulated over the years – 200 platinum pieces, 120 gold pieces, and three diamonds worth 1000 gold each. He has decided that when he has enough to equal 10,000 gold pieces, he will return and take back his rightful place. Anyone who steals from this treasure will be hunted mercilessly by both Kerkin and Emkhar.

4. Study

This room has a desk and a workbench, both next to windows. A storage cabinet stands against one wall, and a fireplace sits in the center of the opposite wall.

This is where Kerkin and Emkhar spend their evenings. The desk is covered with papers researching weapon types and famous orcish leaders like King Akbarken, while the workbench has half sharpened knives, tooled bits of leather, and full sets of leatherworking and weapons maintenance tools. Among the various bits is a dagger with a ruby in the handle that has a large notch taken out of the blade.

5. Dining Area

This room holds a nice enough table with four chairs, two built in storage cabinets, and one armoire.

The storage cabinets hold china and silverware that is usable, but not anywhere near ornate. The armoire holds weapons. The weapons in the armoire are longswords, short swords, halberds, and throwing daggers. There is also a small shrine to their god in the cabinet that they pray at only during high holy days.

Kerkin would just as soon fortify this room and use it as a place to retreat to if attacked, but Emkhar insists they have it available for entertaining. When other members of the Ruby Order come to visit, Kerkin does feed them here before taking them to the living room for drinks, so he allows Emkhar to have his way on this issue... But keeps a cabinet full of weapons here, just in case.

6. Kitchens

This room holds both a stove and a fireplace, cabinets, a table and chairs, and a large wooden bathtub. Both Kerkin and Emkhar bathe here, and when they have no company, they eat in this room also. The cupboards hold settings for two plus food, wine, and ale. They share cooking responsibilities, Kerkin preferring to burn their meals over the open fireplace, while Emkhar prefers to actually cook on the stove. Over the years they have learned not to complain about the others' style, and Emkhar is well



aware that when the King returns to orcish lands, he'll have to be willing to eat a fair amount of food cooked in the manner that Kerkin prefers.

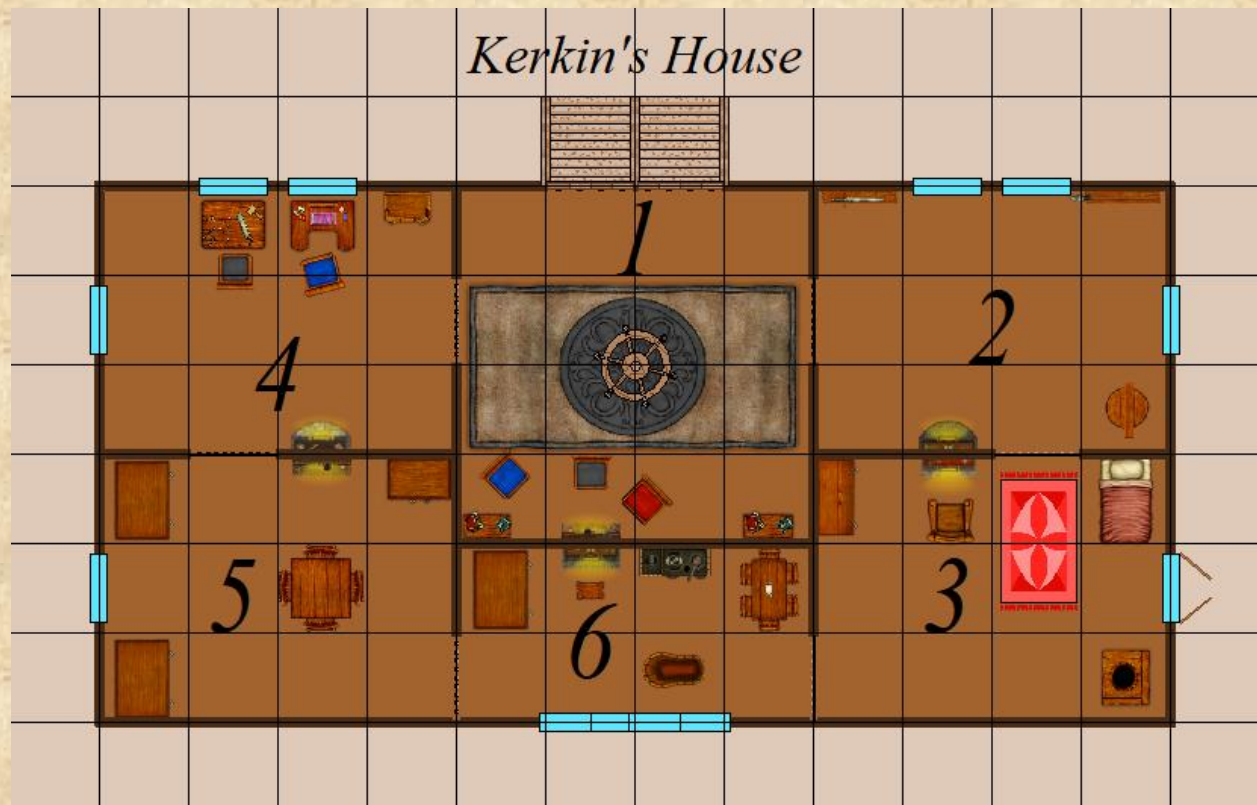
A jar in the storage cabinets holds the food money for the month – two gold and seven silver. It is hoped that robbers will find that and see the plain furnishings in the house, and assume that is all that is here of value.

If playing in Raiderspoint

If playing *AT-3 The Free City of Raiderspoint*, as noted in the module, Kerkin is working for Ghellin Nashorn as the manager of this entertainment district. Regular visitors will include entertainers, ladies of the evening, and stage managers, all looking to curry Kerkin's favor. Most of them are dealt with by Emkhar and never get to talk with Kerkin, but a few even get invited in for dinner. Kerkin will not accept bribes, but does not mention overpayments by those who owe rents or fees. Word has gotten around, and he collects far more than he passes on to Ghellin, but Ghellin doesn't care, as long as he's making money and participating in The Ruby Order.

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We hope you enjoy this small add-on for your cities. Please come check out our offerings at [our website](#) or on [DriveThruRPG](#), follow us on [Facebook](#), [MeWe](#), or [Twitter](#). This supplement was inspired by the campaign that can be built by playing AT-1 The Village of Ensington, AT-2 The Road to Raiderspoint, and AT-3 The Free City of Raiderspoint along with their associated One Night Adventures (ONA-1 to ONA-12) in succession. We'll see you around the table – or VTT – or both! --*The Hellebarde Team*





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One square equals five feet in normal scaling. It is possible to use one square equals ten feet if the GM requires, but all of the furniture will look off-sized in that case.

North is where the GM needs it to be. We do not reference compass direction in the text.