

LAIR OF THE ORC LORD

There are two possible ways that the characters can become involved in this adventure. The first assumes the characters have not been through the Karak Azgal adventure for the Dwarves. The second is if they have. The Dwarves would go themselves but cannot leave their small settlement for such a long journey with the Irongrudge clan eyeing their mines. Reluctantly, they have to rely on outsiders which they will reward.

PLAYER INTRODUCTION - V. I

While relaxing in a small town and spending some of your hard-earned loot, you are approached by a gray, dour looking Dwarf who introduces himself as Thongar Stonecrusher of the Grunnson clan. He has a message from his lord, Grimcrag Grunnson. (handout 1)

The journey to Karak Azgal can take as long as the GM desires but should include at least one traveling encounter to spice things up some. If this encounter can be made to include orcs in some way, they should be of the Gorgut clan. The last Orc defeated should gurggle something about how Gorgut will teach them the meaning of respect.

When the PCs arrive, Grimcrag is as good as his word - his men pay 10 silver to each character just for showing up. The characters are conducted to comfortable lodging and given a grand meal, and the following day met with.

Grimcrag has a problem. Some time ago his father Ungrun Grunnarson was killed in the complex not far away, recently cleared by Dwarves. Although this was a loss for the clan, Unrun also had a clan treasure: an amulet. The amulet is not in its self magical, but was given to the Grunnson clan by the Irongrudge clan to commemorate a great Dwarven victory against an orc horde lead by Grishnak the Despicable. Since then the Igonrgudge clan have become great rivals with the Grunnson clan and the loss of the amulet is a significant loss of status that the Irongrudge clan will exploit after losing their clan leader to the dungeon.

Grimcrag says that he lead an expedition to Kkarak Azgal but found no sign of th eamulet. However, he has reason to believe that an evil or shaman named Skabnoze might have it. Skabnoze was no longer in Karak azgal when Grimcrag went bak but has since been seen in an orc lair on the slopes of Mount Gunbad. Grimcrag wants to hire you to go retrieve the amulet, for a proper reward.

PLAYER INTRODUCTION - V. II

While relaxing after an adventure, you are approached by a somewhat familiar dwarf. He introduces himself as Thongar Stonecrusher of the Grunnson Clan, who has a message from his lord Grimcrag Grunnson (handout 2)

The journey is a familiar one, and can be made without any encounter unless the GM wants to spice things up. The same road, same stop off points and same landmarks from the last trip up to Karaz-a-Karak are seen and the PCs are quite welcome when they return. The Blacksmith asks about his work and how it has served them, the Runemaster is welcoming and friendly.

The PCs are welcomed by Grimcrag as a brother, he remembers that he owes these people his life. Grimcrag has a problem; he needs their help once more.

When Ungrun Grunnson was killed in Karak Azgal he had a precious amulet with him. When Grimcrag returned from the deeps, he did not find the amulet and the ghost of Ungrun haunting its halls, demanding the trinket's return. The amulet was given to the Grunnson clan by the Irongrudge clan to commemorate a great Dwarven victory against an orc horde lead by Grishnak the Despicable. Since then the Igonrgudge clan have become great rivals with the Grunnson clan and the loss of the amulet is a significant loss of status that the Irongrudge clan will exploit after losing their clan leader to the dungeon.

When you were in the deep, you remember the amulet being on the skeleton when you found it, but don't remember what happened to it after that. It didn't look terribly valuable at the time. You do remember some unusually intelligent rats moving in a coordinated and aware fashion when there.

Worse yet, you suspect that the cursed orc shaman Skabnoze might have somehow survived and absconded with the amulet. Grimcrag has worked out that Skabnoze is now living in an orc lair in an old mine in the side of Mount Gunbad. Return with the amulet and you will be rewarded.

EITHER WAY

The clan offers help and supplies for the journey:

- A map showing the orc stronghold's entrance
- A week's worth of Lemmang
- A scroll with the magic required to open the door
- Six enchanted bandages, each healing D3 Body
- A 5-meter Dwarf rope treated with Heth, it weighs only 5 kg but can hold 500kg weight (it has a defense of 6).

For the safe reward of the amulet the PCs will be paid a total of 10 gold minus 10 silver per day it takes for them to bring the thing back - with a minimum of 1 gold reward. Plus the Dwarves will repair everything the PCs had damaged, for free.

A FUNNY THING HAPPENED ON THE WAY TO MOUNT GUNBAD

The trip to Mt Gundbad should take at least 2 weeks travel to reach from the Dwarven settlement, and on that trip the GM should have at least one random encounter, and this prepared encounter to hurry the PCs on their way. It should occur the last few days before they reach the Orc Lair.

As you approach the slopes of Mount Gunbad, you get the feeling you are being followed. Although there are no signs of anyone on your trail, you cannot shake the feeling. On your final night in the open you are suddenly awoken by the terrible howling of huge wolves. In the distance, many wolves. They sound bigger and more terrible than any wolf you've heard before [any PC that has encountered wargs before knows what they are].

Worried that the wolves are on your trail, you start moving again, heading quickly to where the map indicates the entrance of the lair to be. At about midday the quiet is suddenly rent by growling barks and looking back you see dark shapes loping along your trail.

Hastening onward you see the nearly vertical rock wall that holds the secret door into the orc lair. A glance backwards shows the pursuers are drawing close, and you can now make out the shape of goblins on the backs of the wargs - huge, brutal, cunning wolves.

Knowing you cannot get the door open before the foe is upon you, you prepare to meet the attack.

A number of Goblin Warg Riders and their mounts equal to the party +1 are D6x10" away from the PCs when they turn to make their stand. At the backs of the PCs is a rock cliff 80 feet high and climbable only with a -2 roll.

The defeated wolves have minor weapons and rough goblin-sized armor, plus mystery meat and rocklike bread for 5 days of travel on each warg. In addition between the goblins they can collect 2D6 copper, various shiny rocks and small skulls, and D6 doses of *Fenu-minas*.

The bodies of the wolves and goblins lie at your feet and you prepare to move on. Suddenly, in the distance you hear another howl. The eerie sound seems to hang in the air and is soon answered by a second, and a third, and more wolves spread in all directions in the wood at the foot of the mountain. It seems that there are many of these groups of hunters on your scent. The spell to open the door is read, with disquieting slowness. As you pass through the opening, you are sure you haven't seen the last of the wolf riders.



DEEP ONE: THE DEN OF DOOM

The first deep of the Orc Lair is populated by goblins who serve Gorgut. He lets them stay in the upper levels as a buffer against intruders and they also serve as farmers, growing useful fungus and herbs for the orcs.

The first part of the dungeon comprises a set of rooms and corridors where most of the goblins live, connected by secret doors to Skabnoze's Den. There is also a room which contains an ancient idol that dates back to when this was a mine many centuries ago. Also here is a fighting pit for the Goblins where the goblins have imprisoned a horrible monster. At the end of Deep One the adventurers will find Skabnoze's Den and the way down to Deep Two.

SPECIAL EVENT: WARG RIDERS

The Goblin Warg Riders from outside know where the secret door is and how to get in. A squad enters the Deep to get the intruders, while the rest head back out into the forest to patrol again. If a Special Event is rolled as a random encounter then the Goblin Warg Riders have arrived, place them in encounter area one (or keep their location secret).

Each turn the goblins, still mounted, move up one square, tracking the players. They will move into the Deep following the path of the PCs. Out of combat, the riders move one tile each time the players move a tile. If the riders are within 1 empty tile of the players, then they can hear the approaching growls and cries of the riders with a straight PER roll (or -1 in combat).

When the goblins reach the tile adjacent to the PCs, put them on the map, and start combat. The warg riders will immediately charge by twos into combat, there are again 1 for each PC, plus an extra 2.

ENCOUNTER AREAS

1: Stairs Down

As the secret door swings open you find yourselves at the top of a set of stone steps leading down in to the darkness. Scratched on the walls are various orc graffiti, best left undescribed. This must be the place.

There are no events on this tile section, it is simply rough hewn stone steps, uneven and well-worn by centuries of use.

2: T-Junction

At the base of the stairs, the passage opens into a T-Junction with branches to the left and to the right. Both passages end in solid-looking wooden doors. The door on the right has a scruffy looking notice tacked onto it that says

**GORTUTZ BESTEST TREASUR RUM
KEEP OUT
DJS MEANZ YOO**

There will be no random encounters in the T-Junction, although a roll of 1 will place the wolf riders on the stairs tile. PCs who have done Karak Azgal and make a successful INT roll recognize this layout: it seems to be popular with goblin and orc guards. Checking the door to 3 with a -2 smell PER roll picks some awful stench and a -3 hearing PER roll picks up a familiar sound of goblins talking.

Moving into either room alerts the goblins in the other room, advancing to attack from the rear.

3: Well of Stench

Immediately obvious is the odor. A pungent stench is emanating from the barred well in the center of the room into which a chain leads. A strange green slime can be seen on the floor which has started to eat away at the rusty old sword lying in it. There is a skeleton in the corner of the room. Another door can be seen on the left hand wall, to the North. Also here are a lot of goblins with spears.

The goblins try to double up on opponents, using ranks. They fight with the front rank using a spear and medium shield, with the second rank stabbing forward with the 1" reach. If the PCs open the door to 4 first, the Goblins hear the combat and move into the hall to fight the PCs from behind. Note: one goblin (the leader, +1 Body and +5 STN) is wearing a Bracer of Warding with +1 DCV and +1 PD/ED armor.

The Skeleton lying on the floor is corroded and old, its helmet, belt, and scabbard rotted and worthless. The old sword is destroyed and corroded. The well has a horrific smell and anyone examining it closely must make a CON roll or they are forced to take a few moments away from it breathing clean air. The goblins are not concerned with the smell (nor are Ratmen). The chain is attached to a brass key, and is long enough to reach the door to area 5. The key can be cut loose, but the chain has 6 DEF and 2 Body (and weapons not designed to cut chains do half damage).

The door to 5 is locked with a -4 penalty to lockpick but the key on the chain will reach and open it easy enough.

4: Guard Room

You see that the floor of the room is tiled with alternating black and white stone. In the dim light you can see barrels and stools—the room is obviously in use. To the north is a closed door, and in the room are six goblins with bows and daggers.

The archers will try to keep range on the PCs, spreading out and backing away when not engaged, but can use daggers as well. Naturally, fighting the goblins in area 3 will alert these goblins who move into the T-Junction and fire into the room at the intruders.

In the room is a stone well with a stone lid to it, sunk into the floor in the northwest corner. It has blue paste in it that smells very odd and feels disgusting, but when applied to wounds will heal D6 as if it is damage. It can only heal each individual wound once. The well can be scooped out, but if not applied to a wound within an hour it loses its properties. The well replenishes its supply in 24 hours, and has 3D6+6 doses.

5: Corridor

The corridor is dark and damp but otherwise unremarkable. At the far end is an open doorway.

No random encounters happen in this room except Special Events (thus, roll normally, but unless the Warg Riders are triggered, nothing occurs).

6: Corridor

Ahead is another roughly hewn corridor with one other exit.

The corridor seems quite empty, but once the PCs are all in, a Darkling drops from the ledge above the door they just stepped through and grabs the light source the PCs are using (if the PCs have multiple light sources, Bogoff the Darkling does not show its self). The little creature runs as fast as its little feet can move it, running in a circle constantly: areas 2-8 are in a square layout that the little stinker just uses to keep ahead of the PCs. Bogoff is not some special trick by the goblins, they hate the little thing as it does this to them all the time as well.

Bogoff will try to stay ahead of the PCs as much as possible, and he might move quick enough to leave some of them several tiles back in the darkness. If this happens, immediately check for a random event. If Bogoff is hit or someone gets close enough to grab his amazingly agile self, he'll drop the light source and high tail it to the secret door to area 9. He might be spotted running through the door if the PCs are close enough behind. Bogoff is very annoying and giggles constantly as he runs with a high pitched laugh. If he gets a long range he'll moon the PCs mocking them and waving the light source.

Area 7: Club Room

No, this isn't a room where a club meets, unless you end that with ...someone's skull. The PCs can come from either area 8 or area 6, but no matter which way they come, the room is darkened and its inhabitants ready.

The room seems to swallow up the light without giving up the secret of its shadows. However, the light does reveal a spiked club on the floor and another exit from the room. There is a scratching noise in the shadows and you sense that you're being watched.

Watched, that is, by a number of net teams equal to the PCs. They attack from concealment (made their rolls by 2) and try to ambush anyone entering. The goblins heard either the combat in 4 or the chase of Bogoff in 6 and are ready when the PCs come in. Between the net team members is a whopping 40 silver, these are the elites of the goblins who get the most loot.

8: Corridor

The corridor has a rough stone floor and leads directly to an opening at the far end.

No random encounters happen in this room except Special Events (thus, roll normally, but unless the Warg Riders are triggered, nothing occurs).

9: Corridor

Behind the secret door is a corridor that is damp and smelly. The walls are covered with moss, mold and fungi. At the far end is a rusted iron-bound door.

The corridor is not entirely uninhabited, however, growing on the walls are olive Polyps, a total of 6. If the walls are searched carefully, a -2 PER roll spots a door on the East wall. The polyps have no treasure.

10: Idol Chamber

At the far end of the room is a platform with a fire burning in front of a horrible idol. At the base of the platform there is a pile of bones and skulls. The room is roughly hewn and reinforced with ancient wooden structures. Peering into the darkness you can just see some movement at the far end of the room. The firelight is being reflected off a pile of coins at the foot of the idol.

When the adventurers enter this room, place a number of unknown figures at the far end of the room equal to the PCs plus 2. These are Trogg Balls, but they are not quite visible enough to identify yet. These creatures are odd and difficult to predict, each turn roll on the table below for their actions, once for each Trogg Ball:

TROGG BALL REACTION	
ROLL	RESULT
1	Move randomly in a small area, ignoring everything else.
2-4	Attack the nearest PC
5-6	Attack the nearest monster

These creatures are wild, no Troglodyte has ever trained or raised them so they are nearly mindless and very chaotic. Their actions and reactions are almost unpredictable and bizarre, without logic or pattern.

Once the Trogg Ball menace has been dealt with, the idol can be examined (or, some PC might do so, ignoring the monsters). Once any PC approaches the idol with the intent of interacting with it in any way, the idol booms out with a huge voice:

WHO DARES ENTER HERE? PAY ME TRIBUTE OR DIE!

The idol has nothing to do with the orcs or goblins, they aren't even aware it exists. The bones by the idol are ancient and crumbling, and the only thing that can come close to the structure safely is mindless matter like the Trogg Balls.

When the idol begins speaking, the door to the room slams shut with a sudden finality of a coffin lid closing.

The door cannot be opened until the idol is appeased. It can be magically destroyed or passed by, it can be chopped or bashed to pieces, but it will not open. The door is made of stone and has 6 DEF and 12 Body to make a hole big enough to escape (normal weapons doing half damage). However, trying to do so upsets the idol, which fires a megahex-sized ball of fire at the door every 4 segments doing a 2D6 energy based KA.

Each character must contribute at least 20 silver worth of money to the glittering, obviously valuable pile. If one character does not pay, the door does not open. If one character tries to take any coins, the fireball fires at his hex, every 4 segments, until he puts the money back or exits the room somehow. In this manner the idol's attention can be distracted from the door, assuming the victim can survive. If the characters seem confused or are wasting time, the idol booms once more:

THERE IS NO WAY OUT! PLACE OFFERINGS BEFORE ME OR DIE IN AGONY!

When all the characters have placed at least 20 silver in the bowl - and each character must place coins - the door swings open and the idol speaks one last time:

YOUR TRIBUTE IS ACCEPTED. YOU MAY NOW LEAVE OUR PRESENCE.

The idol can be destroyed, it has a defense of 7 and once it has suffered 25 Body, it is demolished enough to be inactive. It will blast anyone who tries this, of course.

Attacking the idol or the door makes a lot of noise, between the clanging weapons and the booming of fireballs. Once the crashing and booming is done, and the door opened (it can be opened freely if the idol is demolished), and behind it will be a random encounter; or if the warg riders have not been met yet, they are waiting.

Naturally, the PCs may worship at the idol too if they choose to. Doing so is an act of evil, and all characters who do so will lose any holy status they had until they can atone for the act. However, there is a reward, of sorts. The idol booms

THANK YOU MY SERVANT. YOU WILL BE REWARDED WELL FOR YOUR OBEISANCE.

The fire in the bowl goes out temporarily, and in the bottom of the bowl is a ring for each character that worshipped the idol. The ring is golden with a single red Velune crystal set in it.

This ring grants 3 Strength but also grants 1D6 unluck and binds the character to the demon of the idol. He has terrible nightmares every night (recovering half LTE if any was lost) and further their aura has shifted to be slightly evil.

Evil monsters will not choose any target wearing one of these rings unless there is nobody else to fight, although they will fight back. The ring cannot be removed, *ever*, unless that finger is lopped off or the character has a 75 point curse dispelled from them.

11: Pit of War

A deep, dark pit fills most of the room. The walls of the pit are lined with sharp spikes and broken weapons are scattered on the hard packed dirt floor with chewed bones. You can see a weapons rack near the Western wall.

As you place the room, put the weapons rack in the southwest corner of the pit interior. The goblins prefer to execute prisoners by hurling them into the pit to be devoured by the monster within.

In the pit is a Rageclaw, which stays because it is regularly fed and the goblins spear it repeatedly for trying to escape. Characters who are led here are stripped of all their gear and tossed in (3D6 for the fall)

Any obvious spellcaster will be beaten to 0 STN, waking up just as they are placed (hurled) into the pit. They have their main hand (seen by when they fought be PCs) tied behind their back with strong rope and a gag in their mouth. The rope acts like a 4DEF, 1 Body entangle that has double defenses against blunt attacks.

The pit is 2" below the floor of the room and has downward facing spikes around the top. The weapons rack has poor quality weapons in it, doing 1DC less and having half the defense of the normal weapon of its type. It contains four each short swords, spears, maces, and battle axes. The goblins stay up top with spears to poke anyone who tries to escape.

If the PCs beat the Rageclaw, the goblins flee, abandoning the bag full of their gear, and will not be back until the PCs get reequipped - if they do it immediately. If they dawdle or explore, the goblins show up before they are reequipped, or halfway through (some armor, main weapon, no other gear).

If the PCs find this room exploring, they aren't forced in the pit and have their full gear, but if they fight the monster, goblins show up to watch and don't flee when the monster is killed. There will be 2 goblins for each PC with a spear that he uses to discourage climbing up.

The bottom of the pit has doors painted on the North wall but they are not real doors. However, in the dirt of the northwest side there is a hollow sound, which is revealed to be a trapdoor. Underneath the trapdoor is a leather jerkin (areas 8-13) of Beasthide of Shieldinga and an Arcane Short Sword. This was the treasure of Bigrot the Gross, the warboss of the Gorgut orcs before Gorgut took them over. The goblins like being called Gorgut more than Gross tribe, but they made a mistake putting the monster in the pit without asking permission. Gorgut hid the treasure in this spot without telling anyone, and he was enraged when the goblins filled his spot with a horrible beast.

The pit room has one more secret to it: it is the backup mechanism to a nearby secret door. The weapons rack is secured to the floor with bolts, but if closely examined, only the front of the rack is tied down. It will tip forward, reluctantly, and a grinding, screeching sound of mechanics accompanies the movement.

This opens the secret door to area 12.

12: Corridor

The secret door reveals a dark and moldy corridor leading straight to another door.

This area can only be accessed by the secret door, which opens either for Skabnoze and his magic word “cheezy poofs” or the mechanism in the fighting pit. No random encounters happen in this room except Special Events (thus, roll normally, but unless the Warg Riders are triggered, nothing occurs).

13: Skabnoze’s Den

The room smells terrible, but anyone with magical ability can sense enchantment emanating from it. In the gloom you can see a set of steps leading to a raised platform and a door to the North on the platform.

Skabnoze picked this room on purpose, even if it is a major traffic area for getting to the lower deeps. It is a high mana area, granting +1 magic skill rolls and costing every second spell -1 mana. At the top of the raised area are two visible orc Big’Uns. These brutes guard the steps, and if the PCs attempt to move up the steps, they attack. From the corridor come 4 more Big’Uns taking up their places around the steps to prevent movement. In the Northwest corner, Skabnoze and his bodyguard are standing, not visible from the floor level.

Skabnoze can only cast spells on characters at the top of the stairs or on the platform. He’ll wait til he can see anyone then begin casting spells at them, using his spell chart. His bodyguard will protect Skabnoze from any missile attacks he can. If the Big’Uns all die or Skabnoze takes more than half his stun in damage, he’ll put on his ring of wraithform and slip away, crying

I’ll do for ya yet, you’ll see! Me an’ me mate Gorgut, we’ll see the color of yer gutz! Youze is trapped now, I’ze got da only key! No wait... aw crap!

Skabnoze unfortunately doesn’t have the *only* key but doesn’t care to stick around and get the other one. He flees, and two portcullises slam shut: one behind him, and one in the other door. Skabnoze’s key opens both, the key he left behind opens only the one to the North. In Skabnoze’s den there is a lot of junk like dried lizards and bottles of blood and dust. Also here is a healing potion, a scroll that is Handout 4, and the key to the portcullis, lying under a table where it fell. Also each of the orcs that was killed has their weapons and armor, plus their coin. Skabnoze’s bodyguard has 3D6 silver in addition to the usual loot for an orc.

Either Portcullis can be opened without the keys, but it will take considerable effort. They can be lifted with 45 Strength (each person helping past the first adds 5 STR, and only 3 can fit in the doorway). It can be broken down (it is 7 Defense and 15 Body - remember weapons not designed to cut metal do half damage). Any such attempts will make enough noise that the GM should check for an event twice.

14: Corridor and Stairs

A corridor turns to the right into the darkness, smelling dank and feeling cooler.

Unfortunately the troubles aren’t over yet: there’s a pit trap here. The pit is 3” deep and has spikes at the bottom, turning the damage into a penetrating KA. The pit trap can be spotted with a - 2 PER roll by anyone looking, -5 if not. Around the corner is a set of steps leading to the second deep.

DEEP ONE RANDOM MONSTERS	
ROLL	RESULT
2	Orc Big’Uns (D3)
3	Orcs (D6)
4	Goblin Warg Riders (D6)
5	Sewer Rats (2D6)
6-7	Goblins (2D6)
8	Hunter Bats (D6+2)
9	Alpha Rat and 2D6 Sewer Rats
10	Goblin Archers (D6)
11	Junk Flies (2D6)
12	Rot Crawlers (D6)

DEEP TWO: SKABNOZE STRIKES BACK

Deep Two is mostly populated with orcs. To get to the main part of the dungeon the adventurers must first find a key which is guarded by Orcs Big'Uns. Once the PCs have the key they can get to the fire-chasm where they must fight their way across the bridge. Finally they must reach a room divided by archways where Skabnoze is performing evil magic to summon more monsters. At the end, the warriors have a chance to rest a while before going on to Deep Three.

SPECIAL EVENT - ALPHA RATS

Skabnoze like many goblin shaman experiments with the form and shape of life, resulting in such horrors as Goblin Wolves. One of the monsters that results from this unholy effort is the Alpha Rat, a super rat. Although not much more powerful physically than ordinary Sewer Rats, the Alpha Rat is far more intelligent and malevolent.

The Alpha Rats of the Orc Lair all serve Skabnoze and act as his spies, lieutenants, and thieves.

If the encounter calls for Alpha Rats, this may not be a mere attack. It certainly can be, and if so will be D6+6 Sewer Rats in formation attacking with a dire intelligence and purpose not seen normally in rats. These brutes will fight to the death, using coordinated attacks and flanking, disrupting spellcasting and so on. However, the encounter is more likely to be the theft of a useful item, the destruction of food, or merely spying on the characters' intentions.

For example, if you roll an Alpha Rat encounter, the PCs next critical decision is spied on by the rats and Skabnoze is aware of their intent and plans. Or perhaps the key to open a door is stolen by a rat and must be retrieved. Or the food supplies, potions, or other expendable items are destroyed or stolen.

Alpha Rats are easy to underestimate; easy and *unwise* to.



1: Corridor

At the bottom of the stairs is a dank corridor, slimy and rank. At the far end is a doorway.

No random events can be rolled in this room other than Alpha Rats. That is, if an event is rolled and it comes up anything other than a Special Event, it should be ignored.

2: T-Junction

The passageway splits into two directions, and you see a wooden door to the West and to the East.

If the PCs head to the East, to the door that leads to area 7, read the following to them:

You try to open the door but nothing happens, it is obviously locked. On examination you see that the door is well made with heavy looking hinges and a solid lock. There is no way through here without the right key.

The key is in a chest in room 6. There is no other way to open the door, the lock cannot be picked, although conceivably a spell could open the door somehow (the lock has 5 Body and the door has 6 defense and 9 Body total). Searching this tile, however, will reveal a secret door in the north wall with a -2 PER roll (not searching will never reveal it).

3: Guard Room

This is a concealed hideout for Skabnoze's guards. From this room they may spy on any approaching intruders. There are six orc warriors and two Big'Uns in this room.

One of three things will happen when the PCs reach the T-Junction:

- The PCs try to get through the locked door. Without the key, this is likely impossible; trying to force the door or destroy it will make a tremendous amount of noise. Making noise causes the guards to burst out of this room behind the PCs
- If the PCs find the secret door, they can enter, but the Big'Uns will be flanking the door to bash anyone who enters.
- If the PCs head immediately to area 6, the orcs ambush them in area 2 upon their return.

If the PCs are indecisive or decide to camp in this hall, the orcs pour out at an inopportune moment and attack.

One of the orcs (a Big'Un) is wielding a crossbow that magically cranks its self. It can be fired once a phase and never needs ammunition; when it cocks, it loads its self with a fresh quarrel. Half of the orcs have a dose of *Fire Brew* (remember, it drives the drinker berserk).

4: Corridor

The passageway leads off to the North and is dark and foreboding.

No random events can be rolled in this room other than Alpha Rats. That is, if an event is rolled and it comes up anything other than a Special Event, it should be ignored.

5: Corner

The corner takes a sharp turn West ahead. A chittering sound can be heard from above and looking up you can see your light reflected off of many beady red eyes above.

This corridor is clustered with Hunter Bats, kept in this room and released to patrol the halls nightly. They are fed little but have learned to fear orcs and goblins, so they attack anything else fiercely. There are double the number of PCs in ravenous Hunter Bats here.

6: The Fountain

Through the doorway you can see a very large room, the floor in a state of disrepair. As you listen for the sounds of possible inhabitants you can hear the sound of running, splashing water. You can dimly make out a large shape at the far end of the room, a box or chest. Moving about the room are a half dozen large, hulking shapes.

Place the chest counter at the far end of the room as shown. This room is home to eight Big'Un orcs from a different tribe. They decided to join Gorgut but keep to themselves except when beating up weaker orcs and goblins. Luckily for the PCs, Skabnoze did not have time to warn these orcs of their approach so there is no ambush prepared. These Big'Uns are wearing full Lamellar armor for 5 PD, 4 ED armor and wield poleaxes.

Once the orcs are defeated, the PCs may search the room. The room is magical, and any water drunk in this room will heal all Body damage and drained stats or abilities to full, once a day. The water has no special virtue: the fountain is not magical, the room enchants all water within it (even water from a PC's supplies will heal while in this room, once a day).

The chest is large and promises great wealth, but is protected by a trap. A pit trap is in front of the chest, and can be found with a -3 roll. The trap opens if the chest is opened, dropping anyone in front of the chest to its spiked depths. The pit is again 3" deep with spikes on the bottom (penetrating killing damage) but the spikes in this case are also coated with Madweed, which increases the strength of anyone affected, but also makes them incredibly unstable in combat, attacking anything near them without tactics or reason.

Within the chest is treasure, however. First, there's a parchment (Handout 7) wrapped around a brass key. The key opens the door to Area 7. Also in the chest is 5D6+12 copper and 2D6+6 silver. There is also an enchanted item. It is a scabbard that will hold any straight sword up to long or broadsword size, and is obviously valuable. When a sword is kept in it at least a minute, it enchants the weapon. For the next D6 hits or until the end of the day (whichever comes first), the sword has +1 DC damage and is +1 to hit. The enchantment will only function once a day. This was to be the present brought to Gorgut if they decided he was worthy to serve.

7: Corridor

Behind the heavy locked door is a corridor leading off to the North. It ends in another heavy, metal bound door.

No random events can be rolled in this room other than Alpha Rats. That is, if an event is rolled and it comes up anything other than a Special Event, it should be ignored.

8: Firechasm

The door is hard to open being so heavy, and it feels as if something is pushing on the other side. As you push it open you feel a blast of hot air from the room beyond it. Pushing the door wide you can see flames dancing from a chasm stretching the width of a very large chamber. Spanning the middle of the chasm is a weak looking, poorly made bridge. On the other side of the room is the statue of a dragon with a pile of coins at its feet. Standing at the far end of the bridge is a big orc, clearly waiting for you.

This Big'Un has been charged with preventing the warriors from crossing the room. When the PCs come in, he whistles and four more orc warriors and four orc archers come and take up positions on the far side of the chasm.

Crossing the firechasm is somewhat risky. The chasm its self is 4" across and 30" deep. Characters who fight on the bridge must make a DEX roll or fall down. If the fall, roll luck/unluck. Any levels of luck mean their foe is tripped also. A level of unluck means the PC dropped their weapon. Two levels means the weapon dropped off the side into the chasm. Three levels means the PC also fell and is clinging to the bridge, hanging over the chasm. They suffer 1/2D6 penetrating KA each segment while in this predicament from the searing magical flames.

The orcs will attempt to use the chasm and the bridge to fight anyone who crosses with withering bow fire and a choke point that only allows one person at a time to fight on the bridge (although long weapons would still work).

Should all the monsters be killed, the PCs can cross in peace and examine the dead and that statue. In front of the statue is a large pile of gems, jewelry, precious metals, and coins big as a wagon. Six black-fletched arrows lie on the floor nearby, perhaps scattered by the orcs.

The pile of gold is in fact an illusion over a nest of Arrowhead Rattlers. The snakes are unhappy with all the noise and motion and don't care to climb out of their nice warm pit, but anyone reaching in is likely to be struck. These are asps and have poisonous bites. Their bite is only a 1/2D6 KA, so armor might turn their fang, but if not, then their venom afflicts the victim.

The illusion covers the snakes and their sounds, but it might be noticed as an illusion by a keen observer. Anyone looking closely at the treasure (say, looking for traps or wondering why this huge hoard is here) can try to peer through the -3 hearing and -4 sight PER images.

The gold might be fake, but the arrows are not. The orcs didn't care to reach that close to the pit of snakes to get arrows and relied on their own. There are six Sureflight Arrows here.

In a corner is a weapons rack, this time the weapons are all welded into place, but one can be moved like a lever, causing the secret door to be revealed.

9: Corridor

Behind the secret door a passageway stretches ahead into the gloom with another door at the end.

No random events can be rolled in this room other than Alpha Rats. That is, if an event is rolled and it comes up anything other than a Special Event, it should be ignored.

10: The Circle of Power

Two rooms are connected together here as one room with double archways.

The room before you is dirty and odorous with a skeleton on the floor. The strangest thing about it is that it is illuminated not so much by your light source but by the greenish glow coming from the archways beyond. The glow reveals quite clearly a welcoming committee.

Four goblin spearmen are on the far side of the room, by the archways. A row of orcs are in front of the goblins. In the far room, beyond the arches, is Skabnoze in the center.

Beyond the ranks of goblins and orcs, you can see Skabnoze standing in the middle of a glowing circle on the floor. As you watch, there is a sudden noise like tearing fabric and a huge serpent appears next to Skabnoze, dazed and under his spell. Skabnoze cackles with glee and then begins the spell again.

Now there's a Burnfang here in addition to the other monsters. Each turn at Skabnoze's DEX on phase 12, he summons another Burnfang if uninterrupted. The Burnfang is dazed for one phase, then is under Skabnoze's control. The circle allows Skabnoze to summon up to eight Burnfang, and they remain for an hour of service or until killed. He also has a +4 to his Ego roll to control the brutes, so he's not likely to fail to control them.

Skabnoze will stop summoning Burnfangs if anyone enters his room, and again if he's hurt badly enough, Skabnoze will use his ring and flee.

Any character can, if uninterrupted, use their magical ability to summon a Burnfang here. Since they don't know the circle well enough, they can only summon one and don't get the bonus Ego to control the brute, and cannot benefit from the extended service; it is treated as a normal summon spell.

After killing all the monsters, the PCs can find some loot. Thrown in the corner of a room is a leather bag with a note (Handout 4) and a stylized lightning bolt amulet made of brass and silver. The amulet is magical, it has 10 mana in it that recovers at 1 mana per hour.

There is a ring in the bag as well, a ring that grants regeneration of 1 body per hour on an 11- activation. The ring is a holy item and made the orcs very uncomfortable, but they knew it was valuable in some way. It never did anything and since it is not magical, Skabnoze couldn't work out what it did.

11: Corridor

The corridor is dark and clammy and there is a huge trapdoor at the end which is partially open. Obviously Skabnoze escaped this way. The trapdoor has a large wooden bar that can be used to lock it from this side.

No random events can be rolled in this room, it is safe. Nothing will come up from beneath and the rooms above have been cleared out. If the PCs camp here, select one randomly. While the others rest, this PC finds a brooch wedge in the wall.

This is a magic item, and it is cursed. It has a -5 images on it to Detect to seem to be an amulet of Arrow Ward, but is in fact a failure by Skabnoze. Annoyed with ranged attacks he worked on an enchanted item to protect him constantly from the annoyance, and failed. When testing it, he put it on a goblin in front of goblin archers and he ended up a pincushion. Skabnoze threw away the amulet in disgust, embedding it in the wall.

The brooch *attracts* rather than repels arrows. In effect, any time an NPC chooses a target to fire at with arrows, they will pick the wearer. The wearer is -3 DCV against arrows. There's no indication that this is happening, it just seems like really bad luck (or good rolling on the part of the archer). Only discarding the amulet will eliminate this.

Growing in this room are D3 doses of Horlost, a very powerful healing herb that can be seen as pinkish striations in the floor and walls.

DEEP TWO RANDOM MONSTERS	
ROLL	RESULT
2	Rot Crawlers (D6)
3	Hunter Bats (2D6)
4	Orc Big'uns (D3)
5	Orc Archers D3+2
6-7	Orc Warriors (D6)
8	Goblin Spearmen (2D3)
9	Goblin Archers (D3+3)
10	Sewer Rats (2D6)
11	Burnfang (1)
12	Alpha Rats (1 plus D6+1 sewer rats)

DEEP THREE: TO THE DEATH

Deep three is populated with a variety of more powerful beasts, including ogres. The adventurers have to deal with Gubbinz the lunatic jester goblin and Bogoff returns. Before finally reaching Gorgut's lair, the PCs have their final confrontation with Skabnoze, then it is on to Gorgut's lair and the battle with the warlord himself.

SPECIAL EVENT - GORGUT'S BIG'UNS

Skabnoze has gone ahead to warn the monsters of the PC invasion, and Gorgut immediately gathered his elite corps of Big'Uns and set them on patrols. A special event at this level results in an ambush by a number of Big'Uns equal to one less than the party total. They will surprise the PCs unless some unusual ability prevents this (danger sense, for example).

1: Stairs Down

Unbarring and opening the trapdoor you find a set of stairs leading down into the dark.

There are no random encounters on the stairs down.

2: Corridor

At the bottom of the stairs a corridor leads East, ending in a door.

There are no random encounters in this hall unless a Special Event is rolled - a Big'Un ambush. Thus, roll as normal, but only if a Special Event is rolled is there any encounter.

3: Monster's Lair

The stink from this room is awful. A red cloth lies upon a pile of straw in one corner, and you can hear a shuffling noise in the darkness.

Once skabnoze warned Gorgut that the PCs were coming, he ordered some Ogres into this room to kill and eat any non-orc or goblin that enters the room. So far they've eaten several rats and spiders, and are a bit confused. There are a number of Ogres here equal to the party half the PC party's total.

The dead ogres have no loot on them, using only their massive fists to fight with. However, in the straw is a dirty red cloak that is covered with Ogre snot but is in otherwise good shape. It is in fact a *Watchman's Cloak*.

4: Corner

The corridor from the room turns sharply North. Sitting at the corner is a goblin dressed in a full jester's motley, including the funny hat and pointy shoes.

This is Gubbinz the Goblin Jester. His usual job is to keep the Warchief amused but he's bored with that and wants to watch the PCs, keeping them company with various jokes and gags.

Gubbinz will talk constantly, joking about things, mocking people, speaking in strange voices, juggling, and generally being disruptive. He pulls scarves out of people's ears, coins from noses, makes their nose disappear, and so on. A series of suggested jokes for Gubbinz to tell is at the end of this adventure. He especially likes to mock people in serious discussion, disrupting them with absurd suggestions and goofy comments.

However, there's more to Gubbinz than being a slightly obnoxious jokester. First, he has a pet Veth Hound named Growler (which does not growl). Second, Gubbinz is particularly fond of making noise just as the PCs are trying to be quiet, jangling his bells and loudly saying "sneak, sneak, sneak" as people are trying to be stealthy. He points at people trying to hide and giggles. He loudly asks people spying on a location "what's all this, then!?"

While Gubbinz is active, there's +1 to the random event roll (a 1 or 2 results in an event). Gubbinz will, when monsters attack, try subtly to mess things up. He'll stand in front of people firing bows to show them a new juggling trick, he'll grab the arm of a gesturing caster to tell them a joke, he'll run in front of a charging warrior by accident and trip them up.

If you look at Gubbinz' character sheet, you can see that he has several special moves that he uses. First, he's very adept at snatching ranged attacks out of the air. He's also got a special trip maneuver he can do with a full move that he's fond of. He has immense reflexes as represented by a massive lightning reflexes bonus and high speed. However, Gubbinz is not very tough and if he's finally hit (not easy) he'll die easy in a very theatrical, Bugs Bunny-like scene. In fact, if he's hit at *all* he goes into this routine. Note that Growler goes berserk if Gubbinz seems to die.

5: Narrow Passage

The corridor has been partially blocked by a cave-in and the PCs will need to advance single file. Growing amongst the rubble are some obvious fungi. At the end of the corridor is a door.

Watch closely as the PCs move onto this board section. As soon as the first character steps onto the first square of the caved in portion, the rubble moves and rockpiles attack! There are a total of four rockpiles here, under the control of Skabnoze. Skabnoze summoned these brutes with friendly loyalty, which means they will stay for two rounds of combat, then vanish without him here to compel them to stay.

Among the rubble of the Rockpiles is some Superior Coal Which may merely look like an ordinary piece of coal to someone without spellsmithing or familiarity with elementals. There are two total pieces of the stuff.

6: Torture Chamber

The room has a bare stone floor and does not appear to have another exit. There is a weapons rack in the Northwest corner with a pile of bones next to it. Also here are orcs. A lot of orcs.

This room has ten orcs in it, with four of them archers, against the West wall. One of the orcs, the commander, wields a Winged Axe, which he uses gleefully to hurl at anyone lurking in the back.

By now the PCs will believe that weapon racks open secret doors, with good reason. However, this one is a trap. When pulled, it rotates and with a grinding sound a rock falls from the ceiling on the square in front of the weapon rack at 3 OCV (the PC should be 0 DCV unless he has danger sense or specifically was looking out for a trap). The rock does 6D6 to location D6+2). If the PCs find the secret door (-3 PER with a careful search), they discover it cannot be opened from this side.

However, when the trap is set off, a goblin enchanted by Skabnoze with barkskin and hopped up on madweed bursts out through the secret door, leaving it open. He has +3 OCV to do sweep maneuvers and wields a huge flail that does 2D6 damage if it hits. If the PCs are doing well or this isn't much of a threat add more fanatics.

Barkskin puts a 5 DEF, 2D6 entangle on the target that does not hinder them in any way; it just protects them til the entangle is destroyed. Madweed drives the user berserk, giving 3D6 STR that fades each turn.

The fanatics have nothing but their flail, they are buck naked except for the barkskin and symbols painted all over their bodies.

7: Corridor

Behind the secret door a dark, moss lined corridor leads off into the gloom. A small, empty pot of pigment lies discarded by the door.

There are no random encounters in this hall unless a Special Event is rolled - a Big'Un ambush. Thus, roll as normal, but only if a Special Event is rolled is there any encounter. The pigment is what the fanatics used to pain their bodies with.

8: Corridor

The corridor turns West here, and in the darkness at the far end your light reflects off many red eyes near the floor

The eyes belong to rats, rats hopped up on madweed and led by two Alpha Rats. There are two rats for each PC, with enormous strength and insane fighting fury. The Alpha Rats are able to direct these lesser rats so that they won't attack each other, until they are in combat.

9: T-Junction

The corridor branches into two directions, both ending in a door. The door to the West is ajar, the one to the North is closed and solid looking.

If the jester is still with the PCs at this point, he grabs something valuable by surprise and runs giggling into area 10, straight West. He slams the door behind him. If the PCs have dealt with Gubbinz, then Bogoff returns, doing the same thing. This would be the light source if the PCs still only have one, but if not, it is something else, like a preferred weapon or a bag of treasure. Either way, roll dice, but the little bugger gets what he's after and runs, breaking the rules.

10: Tomb Chamber

The room has a small flight of stairs up to a tomb of some unknown figure. In the light you can see many figures arrayed against you.

This is Skabnoze's last stand. His Wraithform ring is out of charges, the magic ended. He can, with time, re-enchanted it but he hasn't had the time.

- Skabnoze is standing behind the tomb, barely visible. He will peek around to fire spells off but is relying on the tomb to protect him from ranged attacks.
- Next to Skabnoze are the Alpha Rats, one on each side.
- Atop the tomb leap six Goblin Archers with Accuracy cast on them for +1 OCV, this plus their skill negating range modifiers in the room.
- Goblin spearmen step from the sides of the room, equal to double the PCs in number. They fight in ranks, using their spear's reach.
- In the middle of the room, behind the spearmen is a rickety looking contraption of bones and skins like a tent. From the tent each of Skabnoze's phases D3 Sewer Rats come out and are directed by the Alpha Rats to attack. The device can be destroyed with any melee attack, but missile attacks (other than large rocks or a thrown hammer) simply pass through the structure.

Skabnoze is frightened, he keeps facing these PCs and keeps getting beaten, and he knows there's no escape this time. As a result, each round roll a Presence Roll for the wretched creature. If he fails, he simply spends the round dithering and cowering, feeling sorry for himself. When he dies, Skabnoze coughs a few times and snarls

*Why d'yer keep pickin' on me? Wat yer want den, gold?
Why d'yer keep botherin' me and da boyz?*

If told about the amulet, he'll look shocked and confused, as he dies.

Wot? All dis for a scabby bit o' metal?

Skabnoze's body has the key that fits both portcullis in his room and a necklace of lucky teef. Each of the goblins has 5 sp and 15 cp on them as payment to make this last stand, in addition to their usual loot.

11: Dungeon Cell

The room is filthy and smells of decaying flesh. On the floor is a skeleton chained by the ankle. On the far side is another door. You feel that the end of your quest must be near.

This room is where Gorgut keeps his visitors, so he has easy access to torture or eat them and it's funny to have helpless people chained up to laugh at them.

The skeleton has a bit of parchment hidden under the pelvis, a square closely folded up that would have been in a back pocket if rats hadn't eaten all of its clothing. They tried to eat the parchment but the magic made them ill and it hurt to chew on.

This parchment unfolds into a scroll of Ice Armor, never used by the unfortunate who left his bones behind. It is written in *Arcanum*.

12: Gorgut's Lair

As the door swings open the warriors see the object of their quest ahead of them, the lair of the dread orc Warboss, Gorgut. Stairs lead up both sides of a deep pit and two huge trolls stand at the top. Meanwhile Gorgut is looking on from a throne on a raised platform.

If Gubbinz survived and ran away at some point he's here. So is Bogoff, if he survived. In addition to the two trolls there are six Big'Un orcs, three a side in the room by the steps.

Gorgut will prefer to let the orcs and trolls deal with these guys and weaken them. He's plenty tough and courageous, he's just not stupid: they made it this far, so they are nothing to be taken lightly. He will fight if anyone gets to the top of the platform, however, and will fight using sweep whenever possible. His Basalt Armor makes him incredibly tough against initial attacks in a phase, and his *Wraps of Speed* make him very tough to restrain.

This should be a very, very tough fight that takes all the resources of the PCs. If this isn't enough to challenge them, you should add more Big'Uns or even a shaman up by Gorgut. Gorgut himself should be an epic fight, and he'll use every dirty trick he can, like kicking people into the firepit.

Anyone who falls into the firepit takes 1/2D6 penetrating energy KA per segment while in the flames, and an initial 3D6 from the fall 3" into the pit. It will be a tough climb out with the fires licking at the PC the whole time - and all their gear.

The amulet the PCs are after is hanging from the back of Gorgut's throne, it's just a gold amulet with a picture of a dwarf killing an orc. It has no magical properties, although it is very well crafted.

There is a chest in the back, open and spilling coins out. Inside the chest is 10D6 silver, the magical hammer Ruin (use carefully), a suit of Dwarf Plate, a Ring of Blood (grants *does not bleed* automaton ability and 1 Body/day regeneration), and a Robe of the Archmage.

With Skabnoze and Gorgut both dead, the Gorgut tribe is destroyed. Any remaining members will disband and find other tribes to join with strength and a leader.

The PCs can now make it back to the Dwarven settlement, and the GM should keep careful track of time that has passed - every day means a smaller reward.

DEEP THREE RANDOM MONSTERS	
ROLL	RESULT
2	Rockpile (1)
3	Alpha Rat (1 plus 2D6 Sewer Rats)
4	Orc Big'Uns (D3+1)
5	Goblin Spearmen (2D3+1)
6-7	Orc Warriors (D6+2)
8	Orc Archers (D6)
9	Rot Crawlers (D3)
10	Hunter Bats (2D6)
11	Junk Flies (2D6)
12	Burnfang (1)

RANDOM EVENTS

In this adventure, the GM should roll a D6 each room the PCs go into. If a 1 is rolled, then consult this chart by rolling 3D6.

3: Challenge!

A massive Orc strides into the room and roars "which wun of yooz iz gonna fight me, Skullbasha?" Behind him in the hall you can see more orcs, watching and waiting, exchanging bets.

Treat Skullbasha as Gorgut, without the Basalt Armor. He wields the fearsome Tombstone Hammer, but only has 3 speed. Skullbasha came to challenge Gorgut for Warboss and would lose, but he met the PCs first.

If one of the characters fights Skullbasha solo, the orcs make bets and watch. If the PC loses, the orcs exchange money and head out with the victorious Skullbasha. If they gang up on Skullbasha, the other 3 orcs in the hall join in, ordinary orcs who try to give 'basha a hand. If Skullbasha is defeated, the orcs flee in terror and this encounter is treated as a Special Event! Encounter from now on if it is re-rolled.

4: Idol of Gork

In a niche in the wall there is a golden idol standing by its self. If any PC tries to take the idol, roll on the table below:

ROLL	RESULT
1-2	The statue is cursed, and as the PC reaches for it, a harsh bellowing is heard. The PC suffers a curse of 1D6 unluck for the rest of the adventure. The statue cannot be moved from its location.
3	As the statue is removed an orcish voice cries one word: "eadbutt!" and the character suffers an attack to the head equal to 1D6 normal per 25 points they are built on. The statue can be removed, after the attack. However, as long as it is held, during combat there is an 11- chance per phase that the character suffers another 'eadbutt.
4-5	The statue is made of gold and is worth 50 silver. However, holding the statue makes the PC -1 DCV versus yrch of any kind, and they will attack him first if given any choice.
6	The statue is made of gold and is worth 50 silver. It can be removed safely and taken to sell.

Roll immediately to check for a random event.

5: Lights Out!

A trap here casts a 10D6 dispel on the PCs light sources. This will tend to extinguish any mundane light source and almost any magical source. Roll 2D6 for another random event immediately.

6: Warg Poo

As the characters cautiously move through the dungeon, they step on some wolf crap. Randomly select a PC, they must make a DEX roll at -3 or fall down face first into the poo. The entire tile is littered with wolf dung, making movement risky. Anyone making more than a half move must make a DEX roll at -1 per 1" of move past a half move or fall down. Anyone missing in combat must make a DEX roll at -1 per roll they missed by or fall down. Immediately check twice for another encounter.

7: Orc Hoard!

The PCs stumble across a pile of bones, coins, and other materials. There is 3D6 in copper here, and the PCs can search for more. Roll on this table if they do:

ROLL	RESULT
1	Nothing more of value is found, but check for a random event.
2	The PCs find 2D6 more copper after a long and filthy search. Check for a random event (2 chances)
3-4	The warriors might find more coins. Each PC rolls as many D6 as they wish, if they roll any 1's, they find nothing. If they roll no ones, add up the dice, that's how much silver is found.
5	Roll on the Random Treasure chart, unadjusted. The PCs each get one roll. Immediately check twice for another encounter.
6	Roll on the Random Treasure chart, unadjusted. The PCs each get one roll.

8: Spidaz!

Have each PC roll a D6. Add this up and divide it by half: that many Spiderlings attack the PCs, pouring out of a hole in the wall. There is no treasure for this encounter, unless someone can harvest poison from the many fangs.

9-11: Special Event!

The results of this depends on which deep the characters are on, consult the individual deeps for exact information.

12-14: Monstaz!

Roll a random monster from the appropriate chart for the Deep.

15: Da' Evil Eye

The ceiling above the PCs' heads is carved into the leering face of a massive orc. As the PCs pass below, the eyes in the bestial face glow red, and tendrils of smoke issues from the mouth. Each PC is sought out by a tendril of smoke, it is OCV 7.

Any character touched by a tendril is cursed! For the next 2D6 combat phases they must choose one: -1 OCV, -1 DC damage, or -1 DCV. Keep track of each character separately.

16: Krunch!

Any figures standing near a wall are struck by falling rubble, suffering a 5D6 normal physical attack. As the dust clears a door is revealed! Place a doorway on a wall that can have a room behind it. Beyond the door is a room with two rolls on the Random Event table within, if it is explored.

17: Map

Wedged between two loose bricks in a crack there is a parchment with a map on it. The character who made the best PER roll spots this. Roll on this table:

ROLL	RESULT
1	The map is bait to a clever trap. It shows a secret door back in a room the PCs have been through already, which can be opened easily. Have a player roll a D6: that's how many rolls on the Random Event table are behind that door! Inside there is no treasure other than what the events dictate.
2	The map misleads the warriors. It shows a secret door where there is none, but while they search and bang around, roll for a random event.
3-4	This is the map of a dungeon elsewhere, it does not say where the dungeon is directly, but there are runes in some language none of the PCs know indicating the location. Supposedly it has fabulous treasure. The GM can work out where and what it contains.
5	The map shows a route back to civilization, knocking half the time off the travel back to the Dwarf settlement.
6	Although badly faded, the map may be useful, it is part of a complex carefully laid out, but does not indicate where. In the next dungeon, the characters recognize part of the map and can use it to avoid any traps and special tricks (secret doors, etc) for three rooms and their connecting corridors.

18: Sporez!

This tile has fungus and lichen growing all over the walls and floor. All PCs must roll a DEX roll, and if any fail, they kick up spores in the room. As the luminescent orange powder settles, all characters in the room must roll a CON roll. If any fail, they suffer a D6 drain to all their stats at once, recovering per day.

TREASURES OF THE ORC LAIR

Some of the treasures found in the Lair of the Orc Lord require greater detail. This is a summary of the various special items and their statistics.

Arcane Short Sword

This short sword is steel, but has been enchanted with a process effect. On an 11- activation roll, the sword also does a 3D6 energy magical attack on the target.

Autoloading Crossbow

A medium crossbow of normal materials, this has an enchantment that makes it load as soon as the owner desires, placing a new quarrel into place to fire. Thus, it takes no time to load and crank the crossbow.

Beasthide Jerkin of Shielding

Made of Urkin hide, the jerkin covers areas 8-13. It has extra defense because of the enchantment.

Bracer of Warding

This is a Dwarven Steel and Wyrmskin bracer with a swirling design of a broken bow on the top. Worn with any armor (or none at all), it grants +1 DCV and missile deflection with +1 DCV, up to arrows. Worth 35 silver

Brooch of Arrow Attraction

A cursed item, this attracts all arrow fire. It looks like a gold plated brooch with arrows on the front. It is cursed to reduce the victim's CV against arrows by -3 (including missile deflection attempts) and makes archers pick the wearer as their target. Further, it is enchanted to seem like an arrow ward item, protecting against missile attacks. Any detect must beat a -5 perception roll modifier to see through the Images.

Dwarf Plate

Full suit of *Dwarven Steel* plate armor with +2 DCV vs missile attacks and +4" running; only to increase half move.

Enchanted Scabbard

This blood red dyed Basilisk hide and *Felstone* scabbard can hold any straight bladed weapon from a dagger to a greatsword. If a weapon is kept in the scabbard at least a minute, it gains an enchantment that lasts D6 hits, dealing +1 DC damage at +1 OCV. Only one weapon at a time can be so enchanted, and the enchantment ends at midnight even if no combat has taken place. Worth 45 silver

Fire Brew

This potion tastes like a cross between tabasco sauce and tequila. It takes a CON roll to keep it down, but if successful it heals 2D6 (rolled like normal damage) and gives the character an enraged in combat of 14- with a recovery of 8-. This effect lasts one full hour. While enraged, the character is +2 rPD and has lightning reflexes of +3 DEX. This madness automatically fades out of combat. The potion has no effect other than flavor if it cannot heal any body damage. Worth 12 silver

Healing Potion

This potion tastes of peaches and has a sparkling pinkish color. When quaffed, it heals 4D6 as if rolling normal damage. Worth 20 silver

Lucky Teef

This is a crude string made of dried gut with various teeth strung on it, from rats, people, goblins, wolves and so on. While worn, the Teef grants +1D6 luck. Worth 25 silver

Mana Amulet

This amulet has 10 mana stored in it for spellcasting, and recovers 1 mana per hour, as long as any mana is left in the amulet. If all the mana is used up, it takes a full 24 hours after that point to regain the first mana, then 1 hour per mana after. The amulet is made of brass with silver accents and a stylized lightning bolt design. Worth 10 silver

Ring of Blood

This is a red Velune ring with ithilnaur designs on the inside giving it a very muted, subtle glow in starlight when worn. The wearer of the Ring of Blood gains the automaton ability *Does not Bleed*. Worth 45 silver

Ring of Weak Regeneration

This ring is a holy item made of gold with a white ve-lune hand on the front. While worn, the ring grants Regeneration 1 body per hour, with an 11- activation per hour. In other words, it works about half the time. Worth 24 silver

Robe of the Archmage

Made of woven *Fenen*, this robe of deep purple and gold is very impressive and expensive looking. It grants a +3 Magic Roll, +2 OCV with spells, 4D6 Suppress on all side effects at once (self only), and 4 PD, ED armor. Worth 75 silver

Ruin

This is a very powerful magical weapon. The only reason that Gorgut is not using the hammer is that it is quite dangerous to use indoors. Ruin is a *Bloodiron* Warhammer with +1 OCV; it does +1D6 KA and all damage AP in hex effect vs structures only, with an 11- activation roll.

Scroll of Ice Armor

This vellum scroll can be read in a single phase of 1/2DCV concentration, out loud. It grants Ice Armor to the reader for no Mana, lasting until the character is stunned, knocked out, or put to sleep. Worth 15 sp

Sureflight Arrows

These arrows are black, with Dwarven Steel heads and pegasus feather fletching. They are each +1 OCV and have +4 range modifier. Each has 4 Defense and 1 Body. Worth 12 cp each

Watchman's Cloak

This cloak is an ordinary cloak enchanted to give the wearer UV vision and Life Support vs food, drink, and sleep. Worth 44 sp

Winged Axe: Felstone battle axe that can be thrown, doing its damage at up to 12" range, then returning to the hand of the wielder unerringly. Also +1 OCV.

For specific stats on weapons and armor, consult the chart below.

HERBS IN THE ORC LORDS LAIR

If any PC searches for herbs, these are the ones that could possibly be discovered. For more detail on these herbs, check the Jolrhos Cyclopedia volume 4.

ROLL	RESULT
2	Alastor (regen 1 Bod/5 hrs for 1 day)
3	Ellinrue (True Sight for one hour)
4	Pech Alar (Aid 1D6 to Recovery, fades 1pt /day)
5	Mithyave (LS: breathe bad air 5 hours)
6	Lammang (week's rations)
7	Tseath (glows for 1 hour bright as a candle)
8	Klathull (IR Vision 5 hours)
9	Casrath (Paramadic +8 one application)
10	Joef (Heals any disease)
11	Trufina (Aid 4cD6 as damage, fades 1pt/hour)
12	Horlost (6D6 heal as if normal damage)

ARMOR TREASURE SUMMARY								
ARMOR	rPD	rED	PD	ED	KG WT	ARMOR DEF	BOD	CP VALUE
Basalt Armor	8	10	8	10	40	8	18	n/a
Beasthide Jerkin of Shielding	6	6	6	6	6	6	12	850
Dwarf Plate	10	8	10	9	36.0	20	15	2000

WEAPONS TREASURE SUMMARY (* see text)									
WEAPON	OCV	RNG MOD	DAM	STN MOD	STR MIN	DEF	BOD	KG WT	CP VALUE
Arcane Shortsword	+1	--	1D6*	--	8	6	4	2.75	105
Autoloading Crossbow	--	+1	1½D6	--	12	5	5	3.0	130
Gorgut's Slasha	+1	--	2D6+1*	--	13	7	6	3.6	90
Ruin	--	--	D6+1*	+1	11	6	4	2.02	2500
Winged Axe	--	--	1½D6	--	8/10	8	6	5	270

NPCS IN THE LAIR OF THE ORC LORD

There are various special personalities in this adventure that deserve a specific writeup. Most of these are simply variants on existing creatures such as orcs and goblins. The first section of NPCs here belong to this latter category, they can be found in the Jolrhos Bestiary but special notes here describe them specifically for *The Lair of the Orc Lord*.

ALPHA RATS

Alpha Rats are generally not combatants. They prefer to let lesser rats die in the cause, directing and guiding them from a safe distance. However, if they must fight, Alpha Rats will go for vulnerable areas. They will focus on healers first, then casters, they will attack areas less armored, and they will attempt to disrupt spellcasting. Alpha Rats will attack archers because they are easier to hit (half DCV) and avoid heavily armored, obviously tough targets they cannot harm with their vicious bite.

GOBLIN ARCHERS

Description: These are more or less standard Goblins who have been trained in archery. They wear orange hoods and consider themselves an elite, although they bow to the Warg Riders.

Powers and Tactics: Goblin Archers will try to stay out of close combat, preferring the maximum range on their targets they can achieve. These archers have medium self bows and 3D6 arrows each (some have not been taking care of their equipment) in a pouch at their side. If the foe is too close, they have a short sword as well. Goblin Archers have +1 OCV with their bows and the short sword gives +1 OCV so their OCV overall is a basic 6. Goblin Archers also wear leather armor for 2 PD and ED armor on areas 3-4, 6, and 9-14.

GOBLIN NETTERS

Description: Goblin Netters are the elites within the Orc Lair. They equal the Goblin Warg Riders, these goblins wear black hoods.

Powers and Tactics: Goblin Net Teams work in pairs, one Goblin with a net, another with a spiked club equal to a Heavy Mace. Both members wear leather for 2PD, ED armor on their whole body.

In combat, the clubbers hold back, and the netters try to snare a target. They have +1 OCV with their net (OCV total 6) and each try to snare a single target. Each net has a defense of 4 and a Body of 2, but most attacks can be used without harming the net (AE attacks and large slashing weapons will cut the net, most other attacks will poke through a hole - blunt weapons ignore the net as well). Once the victim is netted and helpless, the clubbers beat on the trapped victim with their bludgeon until they are soft and pliable.

Netters carry a short spear in addition to their net, and will wield that once a victim is trapped, to keep attackers off the clubber. The short spear is the same as a normal spear but without the reach.

GOBLIN SPEARMEN

Description: Goblin Spearmen are the rank and file of the Gorgut tribe's goblins. They are lesser in status than the archers, above. Goblin spearmen wear red hoods.

Powers and Tactics: Armed only with spears and daggers, these goblins are drilled by Gorgut in basic phalanx tactics, and are fairly good at it. They have +1 OCV with their spear and their medium shield gives +2 DCV. They are good at the Shield Wall maneuver which protects the unit well. In the Shield Wall, no goblin has a flank or open side, and can attack with their spears over the shields with greater safety.

When Goblin Spearmen run up against a foe, they form two ranks and set up the shield wall as a half phase maneuver, then hold. They will not advance or attack since they feel safer in the shields. If they have to they can all take cover behind their shields from ranged attacks. Goblin spears have a 1" range, so both ranks can attack any target adjacent to the front rank. Goblin Archers also wear leather armor for 2 PD and ED armor on areas 3-4, and 9-14.

GOBLIN WARG RIDERS

Description: Warg Riders are the top of the goblin ranks, almost the equal of an orc warrior. Together with their warg, a rider is tougher than an orc and the orcs know it. Warg riders wear finer armor and have a green hood and cloak.

Powers and Tactics: Goblin Warg Riders fight with their Wargs, from the back of their mount. Skilled with riding (12-) and familiar with mounted combat. They know no special maneuvers, but have trained together and thus can do coordinated attacks and have Tactics 11-. While mounted, Goblin Warg Riders have +1 OCV and an additional level for move by attacks (to offset the OCV penalty).

Armed with a small self bow, 2D6+6 arrows, a sabre equal to a broadsword, and a dagger, Warg Riders wear ringmail on areas 3-4 and 8-14 for 4 PD, 3 ED armor. The Warg has boiled leather barding on it as well for 3 PD, ED armor on the same areas as the goblins.

GROWLER

Growler is a more or less standard Veth Hound from the underdeeps. It hates bright light, although it is technically blind, and smells absolutely horrible. Veth Hounds look like a mouth on four legs, they are hideous creatures with a screaming, wailing cry that is unnerving. Gifted with an incredibly powerful bite, the Veth Hound protects Growler with his life. It is a more or less standard Veth Hound with a Berserk when it thinks Gubbinz is dead: 14- to go berserk, 8- to break

ORC ARCHERS

Description: Orc Archers are not much different than Orc Warriors, they've just been given bows instead of swords.

Powers and Tactics: Unlike the Goblins who have been drilled into being a fairly good tactical force, the orcs have not been willing to train, yet, and thus are like most of their kin: dull and mean and tough, but dumb as a hammer in combat. Orc Archers will tend to stay back to use their bows, but if they get hit by any attack they throw the bow down and attack with their preferred weapon, usually a scimitar (longsword) or battleaxe.

Orc tactics are to pick a target and hit it until it stops moving. They especially like hurting casters. Orc Archers do have some protection, they are wearing leather for 2 PD, ED armor on areas 9-13.

ORC WARRIORS

Description: Orc Warrior describes the rank and file orc in the Lair. They are just mean and dumb and tough.

Powers and Tactics: The average Orc Warrior is armed with a 4DC killing weapon, either a blade or a crushing weapon: mace, axe, or sword. They have some skill in any of these weapons, +1 OCV. The mace has +1 stun multiple, the axe can be thrown and the sword is +1 OCV because of the long blade.

In combat, the Orc Warrior will use his strength to shove and bowl over opponents, and are tough enough to take pretty good hits and keep going.

Orc Warriors wear slightly better armor than Archers, they have studded leather for 3 PD, ED armor, in areas 3-4, 9-14.



GUBBINZ THE GOBLIN JESTER

Val	Char	Cost	Roll	Notes	
11	STR	1	11-	Lift: 120kg: 2D6	
14/18	DEX	12	12-	OCV: 5 DCV: 7*	
11	CON	2	11-		
8	BOD	-4	11-		
8	INT	-2	11-	PER Roll: 11-	
10	EGO	-4	11-	EGO Roll: 11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2D6	
10	COM	0	11-		
4	PD	2		Total: 4 (0 rPD)	
4	ED	2		Total: 4 (0 rPD)	
4	SPD	16		Phases: 3, 6, 12	
5	REC	2			
22	END	0			
20	STN	0		Total Characteristics Cost: 27	

Movement: Running: 7/14"
Leaping: 3/6"

Cost	Powers	END
2	Swift: Running +1"	1
5	Night Vision: IR Vision	-
5	Hardy: Power Defense 5	-
2	Keen Nose: Enhanced Perception +1 (smell)	-
8	Small: Shrinking (1 level) +3" KB, -2 PER to be seen; 0 END, Persistent, Inherent, Always On (*)	0
16	Missile Deflection (arrows) +3	-
45	Follower: Growler (227 pts)	
	Skills and Talents	
2	Familiarity: Goblin weapons	
3	Breakfall 12-	
3	Acrobatics 12-	
3	Survival 11-	
5	Trip (+1 OCV, +1 DCV, target falls, full move)	
6	Combat Skill Levels: +3 with roll with the punch	
6	Lightning Reflexes (all) +4	
5	PS: jester 14-	
6	Skill Levels: +2 all Dex based skills	

Total Powers & Skills Cost: 122

Total Cost: 149

PTS Disadvantages

20 Psych Lim: wise guy, joker VC/S

Total Disadvantage Points: -20

Ecology: Gubbinz the Goblin is a particularly skilled at entertainment and being goofy, and he's a big hit with the Orcs when he's on the job cheering up Gorgut. However, he doesn't know when to turn it off, and as a result his welcome wears thin rapidly.

Personality/Motivation: Goblins are uncivilized, crude, brutal, and dim. They consider the torture and eating alive of a captive great fun, and fight amongst each other for the slightest reason unless restrained by a powerful leader.

Powers/Tactics: Goblins are decent fighters, and while Gubbinz can use weapons well, he's not a combatant. He'll spend his whole time telling jokes and doing pratfalls, being goofy and trying to entertain at the audience's expense.

Gubbinz is very spry and has incredible reflexes, granting him greater speed than most goblins and a faster reaction time. He also has a special maneuver that he uses to bowl over targets, rolling into them with a tumbling move that knocks them over. Gubbinz also uses delayed phases and his extra skill at both Missile Deflection and Roll With the Punch to survive, but he has no armor and is not especially tough. He relies on Growler for combat.

Campaign Use: Gubbinz has a whole array of goofy falls, faces he makes, acrobatic tricks, and jokes to pull out to entertain and keep himself from being killed. Here are a few sample jokes for the GM to use:

What do you get when you cross a duck with an otter?
I dunno but it would be otterly reduckulous!

A horse walks into a bar, and the bartender says "why the long face?"

A duck walks into an apothecary, says "give me some medicine, and *put it on my bill!*"

What Do Fish Say When They Hit a Concrete Wall?
Dam!

How Do Crazy People Go Through The Forest?
They Take The Psycho Path

Where Do You Find a Dog With No Legs?
Right Where You Left Him.

What's The Difference Between Roast Beef And Pea Soup?
Anyone Can Roast Beef.

Q: What is cleverer than a talking cat?
A: A spelling bee!

Appearance: Gubbinz is small and skinny, with sharp snag-gled teeth, a long and pointy nose and ears, and green skin. He stands a full four feet tall and has jester's gear on, with bells and tassles and bright colors. He has a scepter with a frowning orcy face on it to represent Gorgut.

ORC BIG'UN

Val	Char	Cost	Roll	Notes	Yrch
23	STR	13	14-	Lift 640kg; 4 1/2D6	
17	DEX	21	12-	OCV: 7 DCV: 6	
18	CON	16	13-		
13	BOD	6	12-		
10	INT	0	11-	PER Roll: 12-	
11	EGO	2	11-	EGO Roll: 11-	ECV: 4
18/28	PRE	8	13-	PRE Attack: 3 1/2D6	
6	COM	-2	10-		
10	PD	5		Total: 10 (3 rPD)	
8	ED	4		Total: 8 (3 rED)	
4	SPD	13		Phases: 4, 8, 12	
9	REC	0			
50	END	7			
35	STN	1		Total Characteristics Cost: 94	

Movement: Running: 8"/16"
Leaping: 3 1/2"/7"

Cost	Powers	END
6	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
3	Tough: Damage Resistance 3 PD, 3 ED	-
5	Night Eyes: Infrared Vision	-
4	Swift: Running +2" (8" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
5	Fearless: Presence +10; Defensive Only	-

Cost Skills and Talents

3	Combat Skill Levels: OCV +1 with one weapon
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
2	Weapon Familiarity: Common melee weapons
2	Weapon Familiarity: Common ranged weapons
2	Weapon Familiarity: two handed weapons

Total Powers & Skills Cost: 56

Total Cost: 150

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Orc Big'Uns are the toughest meanest bullies in the Orc tribe, brutal and strong, they can crush weaker orcs.

Personality/Motivation: Like all orcs, the Big'Uns are brutal, rough, and merciless. They approach each problem with how to do it the easiest and most violent, and revel in blood, conquest, rape, and destruction. Orcs are just plain bad guys, although each one might have his own reasons and personality.

Powers/Tactics: Orc Big'Uns would be chieftains in any other tribe, these orcs are just big and tough in general, and the Big'Uns are even bigger and tougher.

Orcs are tough and can fight without tiring long after other races have collapsed. Orcs also have resistance to cold and heat, and are protected from draining magics. Most orcs speak a little local language other than their own, especially trade languages.

Having the best weapons and armor that a tribe has discovered, Big'Uns are more dangerous than your average orc. Most have scale mail on 9-13 (5 PD, 4 ED armor) and an iron helmet on areas 3-5 (7 PD, 5 ED armor). They wield larger weapons, usually two handers such as a great axe, battle flail, or great sword. None use shields.

Appearance: The Gorgut orcs are big and mean, with dark green mottled skin and black hair. Big'Uns are a bigger version of the ordinary orc, standing a full six inches or more taller, and broader. Overall, Big'Un orcs have long arms, short legs, very broad, strong bodies, a wide, strong jaw, sloping forehead, small eyes, and pointed ears. Their fingernails grow into points like claws, and their skin is tough and strong.

Treasure: Orc Big'Uns will tend to have any usable treasure that is found in a room because they'd have beaten anything else up around and taken it. They will use this treasure against the PCs if they can.

A Big'Un will have 3D6 copper on them

There is a 14- chance they will have 2D6 more copper

Am 11- chance they will have D6 silver

8- chance they will have a bottle of Fire Brew

An 11- chance they will have a dose of an herb, roll below for the type.

ROLL	RESULT
1	Loncath (cures disablement)
2	Ansark (stops bleeding)
3	Fenuminas (2D6 heal, as damage, twice)
4	Renk (Heal 2D6 Body, 2D6 Stun)
5	Shorlin (+5 paramedic roll, once)
6	Gamring (heal 2D6 as normal damage)

SKABNOZE THE ORC SHAMAN

Yrch

Val	Char	Cost	Roll	Notes	
18	STR	8	13-	Lift 320kg; 3 1/2D6	
14	DEX	12	12-	OCV: 5/6 DCV: 5	
15	CON	10	12-		
11	BOD	2	11-		
15	INT	-2	11-	PER Roll: 12-	
14	EGO	-4	11-	EGO Roll: 12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3D6	
6	COM	-2	10-		
8	PD	4		Total: 8 (2 rPD)	
6	ED	3		Total: 6 (2 rED)	
3	SPD	6		Phases: 4, 8, 12	
7	REC	0		Mana: 29	MRec: 6
40	END	5			
30	STN	2		Total Characteristics Cost: 49	

Movement: Running: 8"/16"
Leaping: 3 1/2"/7"

Cost	Powers	END
4	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
2	Tough: Damage Resistance 2 PD, 2 ED	-
5	Night Eyes: Infrared Vision	-
4	Swift: Running +2" (8" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
36	Spells	-

Cost	Skills and Talents
3	Combat Skill Levels: OCV +1 with one weapon
3	Survival 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
4	Weapon Familiarity: Common weapons
11	Magic Skill 15-

Total Powers & Skills Cost: 94

Total Cost: 143

PTS Disadvantages

-15 Psychological Limitation C/S (cowardice)

Total Disadvantage Points: -15

Ecology: Skabnoze is the most powerful Orc in the first two Deeps. The Orc Shaman is rare, which makes him a powerful commodity for any tribe. Skabnoze is after the medalion Gorgut has on his throne because he mistakenly thinks it is an item of great power.

Personality/Motivation: Orcs are brutal, rough, and merciless. They approach each problem with how to do it the easiest and most violent, and revel in blood, conquest, rape, and destruction. Orcs are just plain bad guys, although each one might have his own reasons and personality. Skabnoze is no exception, and while he's quick witted for an orc, he's still rather dull.

Powers/Tactics: Skabnoze tries to let others do his fighting, using his magic to assist others and befuddle his enemies.

Orcs are tough and can fight without tiring long after other races have collapsed. Orcs also have resistance to cold and heat, and are protected from draining magics. Most orcs speak a little local language other than their own, especially trade languages.

Orc weapons can be of any kind, but they tend toward the cheaper, lower maintenance weapons like bows and spears. Armor is equally varied, since these brutes tend to scavenge and salvage for their equipment.

Campaign Use: Skabnoze is the main bad guy for the first two Deeps, the connecting story line that helps move the PCs in the right direction.

Appearance: Skabnoze is grayish in color, with tusks he's had decorated like scrimshaw and is bald other than a top-knot he ties in to knots and has hung various trinkets and magical looking doodads from. He wears a robe of sorts and carries a large, impressive looking staff that is his focus for any spell that requires one.

Spells: Skabnoze is primarily a shaman, although he knows a few other spells. Skabnoze will use Balm to heal himself or another leader such as his bodyguard or himself (2D6 heal as damage, can restore limbs). In combat, roll on the table below:

ROLL	SPELL NAME AND EFFECT	ROLL
2	Boar Spirit Totem (+5 CON vs stunning, +10 Stun)	-2
3	Bear Spirit Totem (+10 STR, 1/2 END STR)	-2
4-5	Eyeblight (3D6 Flash)	-1
6-7	'Eadbash (4D6 energy blast, +4 to hit head)	-3
8-9	Fireburst (1D6 KA Hex Effect)	-2
10	Rune of Warding (+1 DCV Aid) on self or ally	-1
11	Feeble (Drain 2D6 STR, ranged)	-3
12	Snake Venom (Drain 1D6 STR and CON)	-3

Treasures: Skabnoze has a ring that casts Wraithform, allowing him to escape before dying. The ring has two charges left and he cannot walk through walls with it. The Wraithform makes Skabnoze invulnerable to harm and able to move through doors and people. He uses it to rapidly flee when in danger.

Skabnoze also has 20+2D6 copper and 5+D6 silver on him. He had more treasure, but Gorgut took it all.

WARBOSS GORGUT

Yrch

Val	Char	Cost	Roll	Notes	
25*	STR	10	14-	Lift 800kg; 5D6	
16	DEX	18	12-	OCV: 7 DCV: 7	
23	CON	26	13-		
14*	BOD	6	12-		
10	INT	0	11-	PER Roll: 12-	
13	EGO	6	11-	EGO Roll: 13-	ECV: 5
20/30	PRE	10	13-	PRE Attack: 4D6	
6	COM	-2	10-		
10	PD	6		Total: 10 (13 rPD)	
10	ED	5		Total: 16 (11 rED)	
4	SPD	14		Phases: 3, 6, 9, 12	
9	REC	0			
50	END	2			
40*	STN	4		Total Characteristics Cost: 105	

*: Includes bonuses from Growth

Movement: Running: 14"/28"
Leaping: 3 1/2"/7"

Cost	Powers	END
6	Tireless: Strength 1/2 END Cost	1
3	Tireless: Running 1/2 END Cost	1
3	Tough: Damage Resistance 3 PD, 3 ED	-
5	Night Eyes: Infrared Vision	-
4	Swift: Running +2" (8" total)	1
3	Hardy: Life Support vs temperature extremes	-
10	Hardy: Power Defense 10	-
3	Keen Senses: Enhanced Perception +1 (all)	-
5	Fearless: Presence +10; Defensive Only	-
7	Huge: Growth 1 level; always on, 0 END Cost, 0 Persistent, Inherent	0

Cost	Skills and Talents
3	Combat Skill Levels: OCV +1 with one weapon
3	Survival 11-
3	Tactics 11-
2	Language: local trade language (fluent conversation)
1	Language: local human language (basic conversation)
2	Weapon Familiarity: Common melee weapons
2	Weapon Familiarity: Common ranged weapons
2	Weapon Familiarity: two handed weapons

Total Powers & Skills Cost: 65

Total Cost: 170

PTS Disadvantages

Total Disadvantage Points: -0

Ecology: Wherever Orcs are found, the only tribes that survive are the ones with a strong chieftain to keep them in line and organize the group. The Orc Chieftain is the strongest and most capable in a tribe, a warrior of surpassing strength and cleverness who rises to the top and by force of will and arms commands the others. The more success a Chieftain has, the greater number of Orcs he will attract to his tribe.

Personality/Motivation: Gorgut lives for power and control, he brutally beats anyone who gets close enough to challenge him. Cruel and strong, Gorgut is still very capable and skilled in leadership, and is training his orcs and goblins to be more deadly and organized, making his tribe a real threat. That plus the Big'Un's and Warg Riders and Gorgut could mount a genuine danger. Gorgut is simple and brutal, but clever and no fool.

Powers/Tactics: Orc Chieftains are larger and tougher than even ordinary orcs, but Gorgut is a monster. He stands over eight feet tall and is broad as a linebacker.

Orcs are tough and can fight without tiring long after other races have collapsed. Orcs also have resistance to cold and heat, and are protected from draining magics.

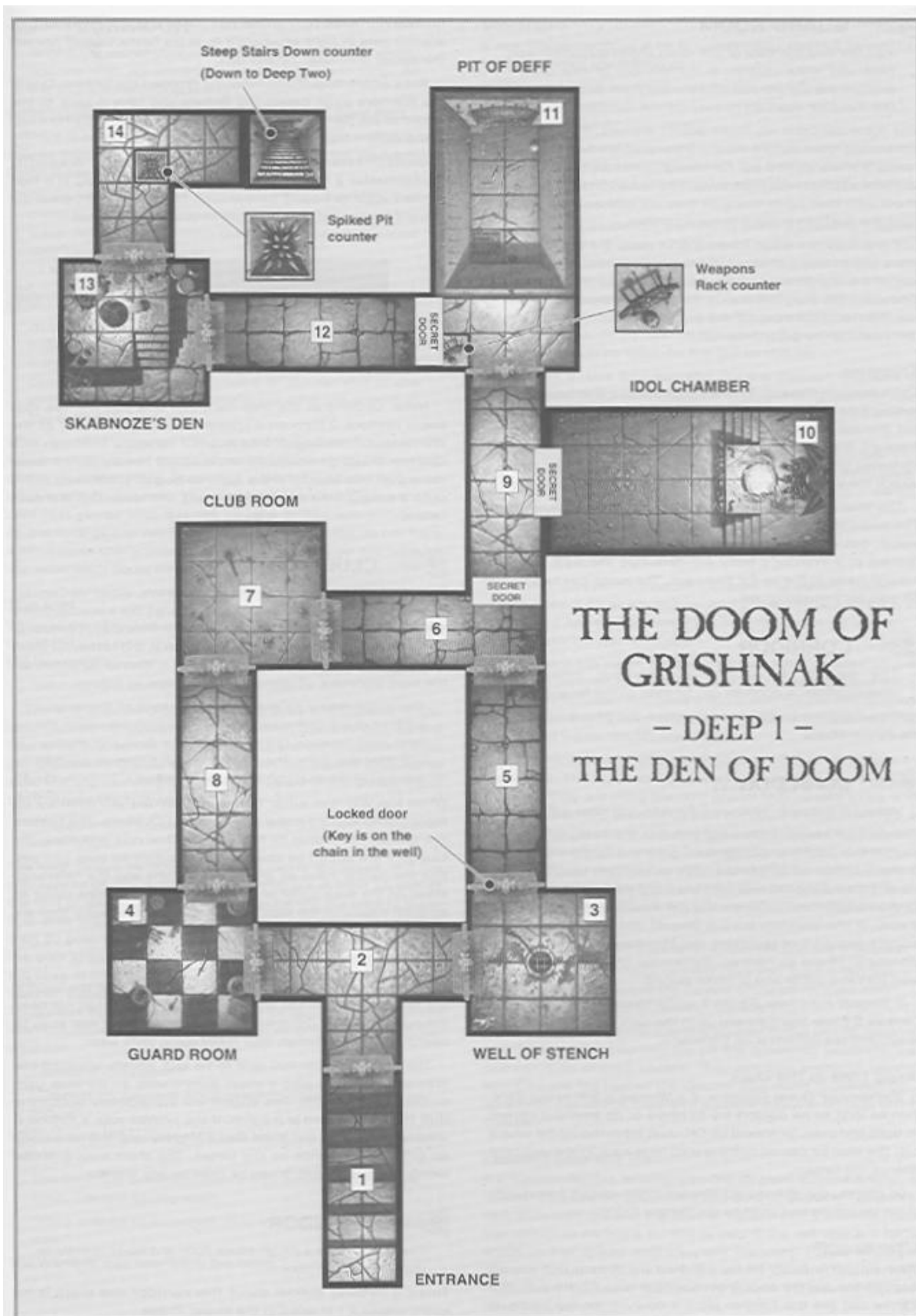
Gorgut has the best weapon he trusts, a huge two handed greatsword of Star Iron of fine quality that is extra sharp. Every swing he has a 14- chance to do +1 damage class damage. Specific information on Gorgu's Slasha is in the treasure section of this adventure (page 18).

Appearance: Gorgut has huge tusks, and is bald as a cueball. His whole body is covered with ritual scarring. His skin is dark green and grey and he is wearing heavy armor that looks like it is made of slabs of rough, dark stone.

Treasure: Gorgut wears Basalt Armor and Wraps of Speed. He also has two bottles of Fire Brew (which he will use if he can), 36 copper, and 16 silver. He also has jewelry adding up to 5D6 silver in value.

The Basalt Armor grants good defenses (see page 18 for the stats, added in his totals by the characteristics above) and against the first attack in each phase it grants 75% rPD Damage Reduction. The Wraps of Speed give him +6" run, +1 DCV (also shown in characteristics), and +15 STR vs entangles and grabs (40).

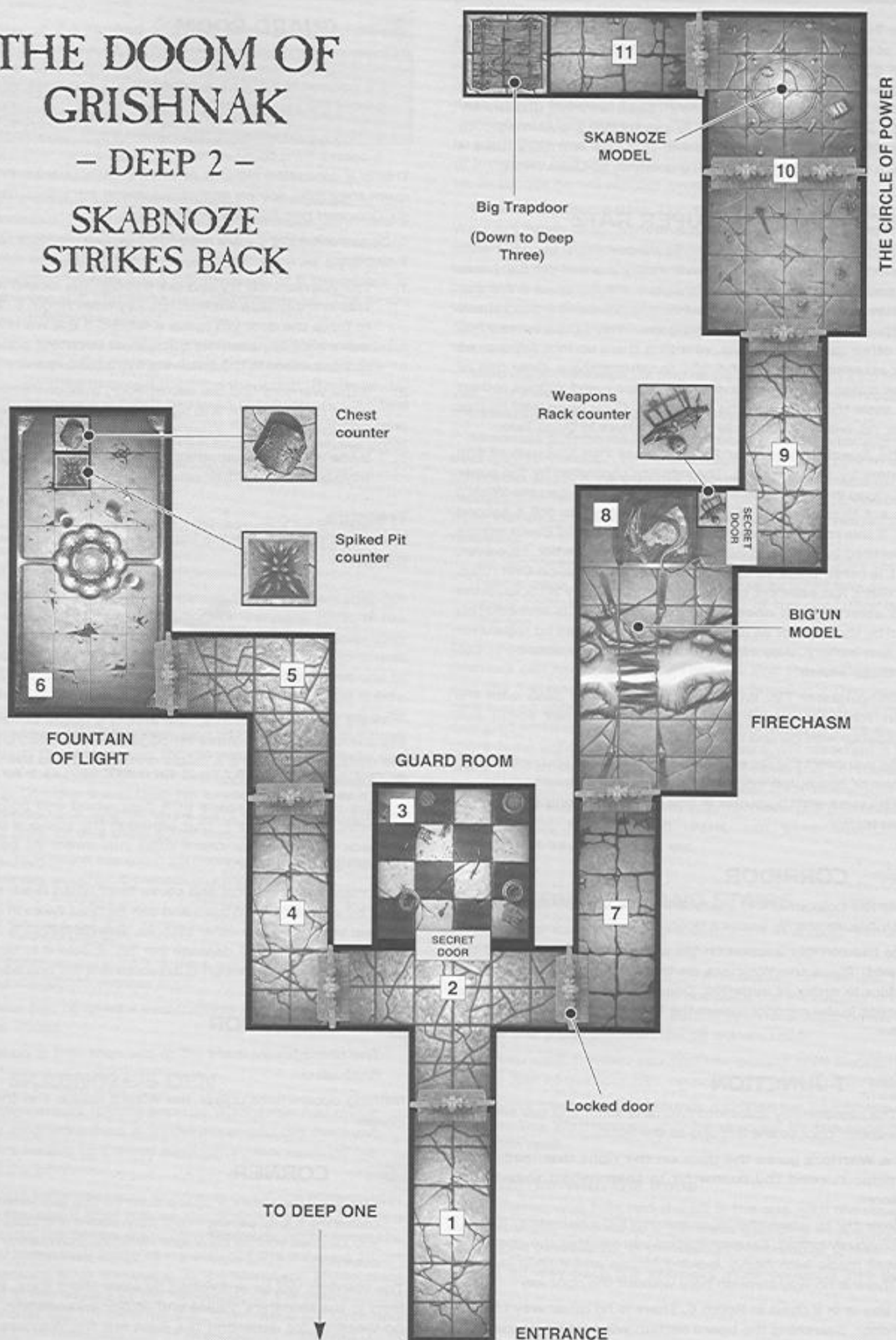




THE DOOM OF GRISHNAK

– DEEP 2 –

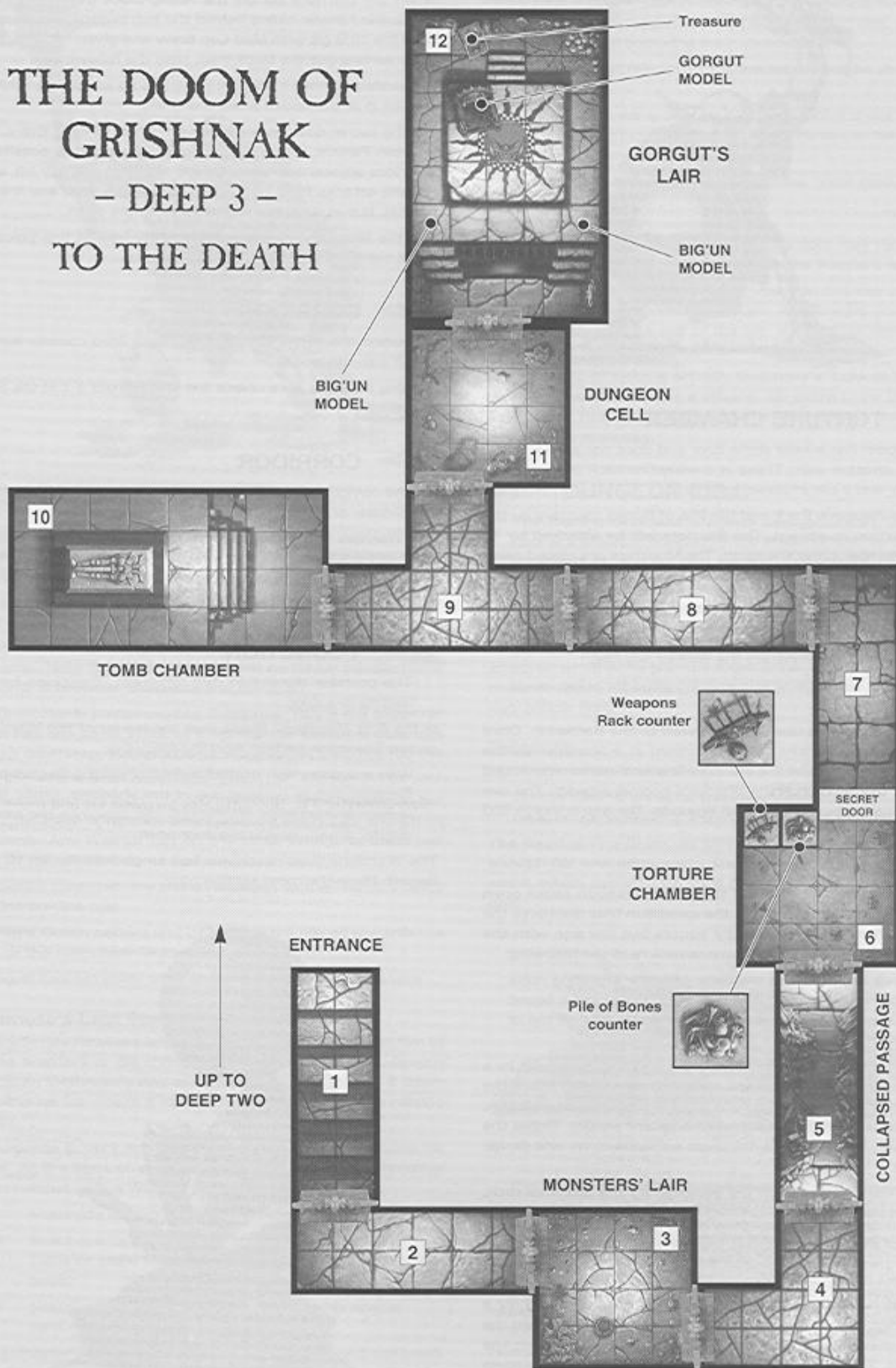
SKABNOZE STRIKES BACK



THE DOOM OF GRISHNAK

- DEEP 3 -

TO THE DEATH



This page is left blank so that it can be printed out and cut apart for the handouts without damaging the rest of the adventure.

HANDOUTS

HANDOUT 1

I, Lord Grimcrag Grimmonson, have need of a band of brave adventurers to undertake a quest. If you will meet with me at Karak Azgal I will explain it all. You will be paid 10 silver each on your arrival at Karak Azgal, whether you accept the quest or not.

Grimcrag

HANDOUT 2

Greetings brave adventurers. I hope that my messenger finds you well. I request that you join me at Karak Azgal for I have a quest for you. I cannot say more at this stage, but I promise you an adventure, danger and rich rewards.

Grimcrag

HANDOUT 3

SKABNOZE YA GOT! I BE TOLD DAT YOO HAZ SOME
STUNTY NECKLAZE I WANTZ IT TO ANG ON ME
FRONE SO BRINGS IT TO ME NOW!

GORGUT DA BOSS

HANDOUT 4

Lord Gorgut, seein as ow yoo likes amulits I gots a perfikly fine
won wot I will swap fer dat skabby dwarf one wat yer lended from
me. Its ded kool and shiny too wiv a litening bolt n everyfing

SKABNOZE DA MITEH