

CLASSIC LABYRINTH ADVENTURES



Fortress of the Mountain King

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Brave Halfling
Publishing



Fortress of the Mountain King

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Labyrinth Lord™ is a free role-playing game that can be
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A. About the module:

This adventure is planned as one in a series of one-shot modules for low-level characters set in the KNOWN LANDS, the generic world of the LABYRINTH LORD system.

The basic idea is that users of the Goblinoid Games forum write short dungeon-crawls, which can later be compiled into a collection of modules for beginning or low level adventurers.

This module is NOT meant to reinvent the wheel – it's just a simple introductory dungeon-crawl with a few twists in the story, as well as a few nice traditional traps and where new players can meet a lot of "classical" humanoids and some more "obscure" monsters. Being confronted with monsters like the Otyuck I hope they will learn whether it's better to run or fight.

B. Background for the *Labyrinth Lord*:

The players begin the game in the town of Larm – probably they were born and grew up there. One day they will hear of the MOUNTAIN KING, who has been raiding the area surrounding Larm with his gang, which is comprised of humanoids of all kinds. The MOUNTAIN KING is fast becoming a local legend and even in Larm children are not allowed to be outside after sunset. The militia have no idea how to stop him (they are way too weak, too cowardly and their numbers are too small).

(You can learn more about this village in the forth-coming accessory - *AC1 Larm*.)

What they do have is a general idea where his hideout is situated. So, from time to time, they send out groups of wannabe-heroes – promising them all the loot and 100

gp/person for the KING's head.

The biggest surprise for the group should be the fact that the MOUNTAIN KING is a kobold by the name of "Glgfnz" (pronounced [Glgfnz]). A KOBOLD?

Yes.

Some years ago this seventh son of a lesser kobold chieftain found two magical items which have allowed him to beat every humanoid he has encountered so far into submission. The biggest humanoid he has thus "acquired" for his gang is an ogre. Right now some kobolds, some goblins, some orcs, 2 gnolls and the ogre form the gang that is spreading terror in Larm and the surrounding farms.

The FORTRESS is an old Dwarven complex. The whole complex is in very good condition, all the doors are still functional. All the rooms are hewn from solid rock and all the walls are 40 feet high, as the Dwarven king wanted to impress his visitors.

Two days ago a scout who is helping the militia was able to follow the raiders' foot tracks from a farm they had attacked to the small mountain path that leads to the MOUNTAIN FORTRESS.

C. Players' Introduction:

You are setting up camp in a small forest near Larm, a rider approaches, jumps off his horse and shouts: "QUICK! You must help us! We have finally found his lair!"

After some time you begin to understand that he's talking about the MOUNTAIN KING, the leader of a gang of brigands who operate from somewhere in this region where you've just made your first stop on the road to fame and fortune.

"Mayor Caius, the leader of our small town of LARM has given me the power to give each of you 100 gp per person when you return with the KING's head, AND you can keep all the treasures that you can find in the FORTRESS."

The rider is not a great source of information – he only knows that the MOUNTAIN KING and his gang have destroyed more than 20 farms in the last months and they are becoming more and more daring, having recently attacked fortified farms or small groups of militiamen.

The characters can accept the deal the rider has to offer and follow the scout immediately.

OR they can try to get a better deal. The best deal they can strike is 150gp/person and 3 potions of healing (LL p. 110).

AND they don't have to hurry. If they wish they can first go to Larm and prepare for the trip. In Larm they find an "Armes and Armour Shoppe", a "Church of the Wise

Mother" and the "Borderland Tavern".

If they spend some time in town, they can hear one or more of the following rumours (chart 1).

Chart 1: Rumours

d10	Rumor
1	The MOUNTAIN KING is an ettin. (f)
2	The MOUNTAIN KING has enslaved a golden dragon. (f)
3	Somewhere in the fortress there's a "dung-monster". (t)
4	Legend says there's something special about the throne. (t)
5	There is no MOUNTAIN KING! (f)
6	A very powerful prisoner can be found in the mountain fortress. (t)
7	The gates to the fortress can only be opened by very powerful magic. (f)
8	There's a secret library in the fortress. (t)
9	The MOUNTAIN KING owns a very powerful sword. (f)
10	There's a secret treasure room. (t)

D. The Way to the Fortress:

You follow the rider through a dense forest. At one point the growth ends abruptly and a single black mountain looms over you. You can see a small mountain path winding upwards towards something that looks like a small plateau or cave entrance some 60 feet under the top of the mountain.

If the characters are so clever to scout the area around the mountain first, the LL can give them a sheet with the outline of the mountain.

E. Room Descriptions:

All the **rooms** in the fortress are VERY high (between 40 and 50 feet) and every **door** is made of solid wood. The rooms are dimly illuminated by **torches** if not described otherwise. This light is so weak that it doesn't interfere too much with the inhabitants' infravision.

Room 1: Plateau

The serpentine trail leads slowly upwards and you get a closer look at the plateau. It should be about 70 by 30 feet large and seems to be manmade. The northern part abuts a huge stone wall. In the centre of this wall is a large archway (40 feet high and 30 feet wide) with an enormous wooden door.

Even the floor under your feet has been hewn and at some point in the distant past even polished. Now the whole area is covered in rubble, but the path continues from your position to the huge door, so you can realize that the FORTRESS is inhabited at the moment.

A small humanoid is sitting on a heap of stones in front of the door. He hasn't noticed you yet.

The moment the **kobold** (LL p. 82 / 3 hp) sees the adventurers, he will raise a silent alarm and the guards from rooms 5 and 6 will come running. They will arrive after 3 rounds, attacking on sight.

If the adventurers manage to sneak up on the sentry, he might tell them the secret code (3 loud raps and 2 soft knocks on the door), so that only one goblin opens the huge door and the party has the chance to surprise the guards in rooms 5 and 6.

If the wrong signal is given, the guards from rooms 5 and 6 will attack as well.

The door can only be opened from the inside or by the spell *knock*, cast by a wizard of at least level 5. From the inside the door can be opened easily once the log which acts as a huge bolt is taken away.

Room 2: Entrance Hall

Depending on what has happened on the plateau, there will be no enemies (if they were all beaten), or there will be one



goblin (LL p.77 – 6 hp) whose job is to open the door when he hears the correct signal.

This entrance hall measures 60 by 30 feet. You can see three wooden doors, two to your left and one to the right. On the opposite wall you see 2 huge stone statues of 2 dwarves. The room is lit by 6 torches on the wall.

Next to the door is a chair for the goblin, the wooden log, and there are some torn tapestries on the wall. Apart from that and the two statues, the room is empty.

The statues are an old Dwarven joke. They show two dwarves fighting an unseen foe with their mighty battle axes. Upon first inspection, a small button can be located at the back of the statue. Only if the characters have a closer look, will they discover that the statues resemble robots that can be moved at their feet, their hips and their arms.

If a character presses the button (and in every group of players there is one who can't resist), the dwarf turns around in one smooth motion and hits the person standing behind him with the butt of his axe for 1-3 points of damage.

Room 3: Weaponry

The walls are lined with wooden stands. They are empty and there's a lot of reddish dust lying around.

At the far side of the room you can make out a small, armadillo-like monster.

When you enter the room and it sees you, its two antennae begin twitching happily and it approaches slowly.

This is the arch-enemy of every fighter – the **rust monster** (LL page 92 – 26 hp) is glad for the new food the characters' weapons and pieces of armour represent. It's going to "attack" the fighters first, as they should be wearing the largest amount of metal.

There's nothing in this room except for a lot of rust and the wooden stands. Okay, okay – in a small compartment so deeply hidden in the rock that the monster couldn't sniff it, is a *mace +1*.

Room 4: Secret Library

This room is completely dark. Once your eyes have adjusted to the darkness - or you have lit a torch - you can see that this room was a secret library one time. But the MOUNTAIN KING and his minions seem to have found the room – AND they don't seem to like books a lot. So they have run amok and destroyed everything they could find.

The floor is covered with broken stands, torn books and scrolls...

This room could be a safe haven for the characters as the denizens of this place never come in here. They have destroyed everything they could find and they are no longer interested in this room.

Two successful search checks turn up a *clerical scroll*: “*cure light wounds*”.

A third successful search check turns up a small wooden box containing **100 gp**. It's protected by a small poisonous needle (3 points of damage).

Room 5: Sentry Room 1

If the characters can sneak on the guards, they'll find the following situation:

In the south-western corner is a small table with two benches. 5 ugly humanoid with pig-like snouts are playing cards. They are so concentrated that they haven't seen you yet. Their rusty swords are lying on a heap on one of the benches.

The **5 orcs** (*LL p. 89* – *hp 7, 6, 5, 4, 4*) will need one round to grab their weapons.

If the characters have already defeated the orcs in rooms 1 or 2, they'll only find the table and the benches...

In the south-western corner is a small table with two benches. Some playing cards are lying on the table, as well of some small heaps of coins.

All in all the money that can be found is: **35 gp, 43 ep, 33 sp** and **125 cp**. The cards are special playing cards for the Orcish card game “*flach-wrrg*” which I don't want to translate now. Every card shows a naked Orcish lady and a number between 1 and 29. Their weapons are of no use to the characters.

The orc leader has a key to the prison cells (8, a, b, c).

Room 6: Sentry Room 2

If the characters can sneak on the guards, they'll find the following situation:

In the south-eastern corner is a small table with two benches. 4 ugly and relatively small humanoids are sleeping on the benches with their heads on the table. The biggest of them is snoring loudly. Their rusty short swords are lying on the floor.

The **4 goblins** (*LL p. 77* – *hp 5, 4, 4, 2*) will need one round to wake up and another one to grab their weapons.

If the characters have already defeated the goblins in rooms 1 or 2, they'll only find the table and the benches...

In the south-eastern corner is a small table with two benches.

All in all the money that can be found on the goblins is: **32 ep, 66 sp** and **1121 cp**. Their weapons are of no use to the characters.



Room 7: Storage and Water Supply

The entire south wall is filled with wooden stands and boxes, huge barrels and a heap of corpses. In the western corner is a subterranean lake. It's not just a puddle it's the shore of a huge lake which continues under the rock. Could this be a way of escaping the fortress...?

No, it's NOT a way to escape the castle. The lake is much bigger than it seems and you would have to find a way to breathe under water and be able to see in the darkness of the subterranean lake to find an exit. In the lake lives a **giant leech** (*LL p. 83* – *hp 35*) which is fed in regular intervals by the orc guards from room 5, so that it doesn't leave the lake in search of food. Every time they take a corpse to the kitchen, they also throw one corpse into the water.

So if the characters have a closer look at the lake, they can see countless human, humanoid and animal bones. The leech will only attack if a character climbs into the pool and swims around.

There are 7 barrels with mouldy beer – the beer is mildly poisonous (2 points of damage if the saving throw is missed). In one of the boxes with old grains is a **giant crab spider** (*LL p. 96* – *hp 9*). The moment a character even touches the spider's box, it'll jump into his face and totally surprise the victim.

In the spider's box are the remains of its last victim, a kobold who had a leather purse with **71 sp**.

Room 8: Jail Cells

On the walls opposite of the four cells are torches. Only the torches at the westernmost and the second cell from the east are burning. In the flickering light you can see the shadow of a small humanoid moving around in one of the cells. From another cell you can hear low groans of agony only being interrupted by insane mumbling in a language you don't understand.

The orc leader from room 5 has the keys, there's no other way for the players to open the cell doors.

In cell **8** is a **bugbear** (*LL p. 66 – 9hp from 17*). He is a prisoner of the MOUNTAIN KING and he is intended to be the next addition to the gang. Right now he's still stubborn and doesn't want to join the others even though the MOUNTAIN KING beats him into submission every other day. He has already had his beating for today, so he's a bit confused when the characters approach. He's severely wounded and angry. The continual light in front of his cell has made him quite jumpy and there's nearly no way of "really" talking to him.

Cell **a** houses a dead goblin. He hasn't survived the MOUNTAIN KING's bullying.

A **halfling** by the name of Meriaboc is held prisoner in cell **b**. He's very annoying and his top-priorities are: 1st – exit the cell and 2nd – join the group of adventurers. If the characters don't free him immediately, he will start shouting: "FREE ME! FREE ME!" Only food can make him stop.

Cell **c** is where the rotten food for the prisoners is kept. The door is slightly ajar and might close behind one or more party members, trapping them inside.

Room 9: Hall of Training + Barracks

Two colourless humanoids are throwing daggers at training targets at the opposite wall. A lot of bedrolls are lying around in the south-eastern part of this large cave-like room. Only three of them seem to be occupied at the moment, by very small humanoids that look exactly like the first guard you met on the plateau.

In the northern part of this room, a big humanoid seems to be napping on a small boulder. Even from your position, his smell nearly makes you retch.

The 2 **morlocks** (*LL p. 87 – hp 5, 4*) have 2 throwing daggers each.

The **troglydye** (*LL p. 98 – hp 9*) is awake and has seen the adventurers; he's just waiting for a good moment to attack them. If it seems the right thing to do, he'll warn the morlocks. When he sees that an arrow is aimed at his

direction, he immediately drops behind the boulder he's sitting on.

The 3 sleeping **kobolds** (*LL p. 82 – hp 3, 2, 1*) will try to flee. They don't even grab their weapons – at the first sign of trouble they run away.

Nothing of interest can be found in this room. The bedrolls are empty as no "intelligent" being in the FORTRESS OF THE MOUNTAIN KING would leave their belongings in the barracks when on guard duty.

Room 10: Treasury

The secret door can only be found if the players indicate the exact spot they want to search. There are only three ways to open this door:

You can open it with a key that is in the possession of the MOUNTAIN KING.

You can open it with a simple "knock" spell.

You can smash it open. Only two characters with a combined strength of 33 can open it.

Hoorrrrrrrray! A treasure room! In the dim light the torches in the corridor provide, you can see a large wooden chest. The chest is wide open and you must close your eyes if you don't want to be blinded by the sparkle of countless coins.

The MOUNTAIN KING once found this secret room in which he hides all his stolen money now:

50 pm, 70 gm, 100 sm, 8400 cp and 3 potions of healing (*LL p. 110*) can be found here.

Room 11: Toilet

Argh! It stinks!

On the north wall is a wooden bench with two big holes in it.

In the western corner is a large heap made of dung, bones, carcasses, broken weapons, bits and pieces of armour, balls of hair and fur...

From the middle of said heap a tentacle with a lot of eyes watches you suspiciously.

This room is an advanced toilet-system. The brigands cooperate with the **otyuck** (*Appendix 3 – hp 41*). They bring it all their waste and so it stays in the room and doesn't move around in the fortress. It knows all the bandits and knows that it shouldn't eat them.

Every character spending 1 round or more searching the

heap will smell so terribly that his charisma is lowered by 4 points until he finds a way to thoroughly scrub off the stench. This should present nice role-playing opportunities as I'm sure the other members of the party won't be happy to be in the company of someone smelling worse than the public toilet in Larm!

No useful items are hidden in the otyuck's lair.

Room 12: Throne Room

Other than the throne, the room is completely empty. There are no decorations or tapestries. The only interesting feature is the throne itself.

On the throne sits a very small humanoid – it looks like the first guard you met on the plateau. On both sides of the throne you can make out a sturdy humanoid with pig-like features. As you advance, the small beast on the throne makes a small gesture and disappears. The guards jump behind the throne and start firing arrows at you.

KING Glnfz wants to meet the group of adventurers when he's better prepared, so he quickly quaffed a potion of invisibility and disappeared through the secret door in the eastern wall. DON'T let the characters have too good a look at the king. If they don't see him clearly in the throne room they might fight him later as if he was a "normal" kobold.



(This happened to my test-players – I loved how he downed two of them in two consecutive rounds.)

His **orc lieutenants** (LL p. 89 – hp 8, 8) are armed with longbows and 20 arrows. If they have to fight in a melee, they pull their swords. Both orcs are wearing a **golden ring with a ruby** (250 gp each)

As mentioned in the the grey box, the only interesting feature is the throne itself. Those LLs speaking French surely know that the inscription on the throne is not correct. If the characters move the "accent" from "TRÉSOR" to "TRÉSOR", a greenish light will appear behind the throne which is a teleport to room 21. The teleport will be active for 10 rounds, then the "accent" moves back to its former position and the green light disappears. There is no other way of getting into the real treasury of the fortress.

The secret door in the western wall can be easily found – it's a shortcut on the way from the KING's room to the toilet room, so it's used so often that the door will be open most of the time.

Room 13: Corridor

An empty corridor – it's 10 by 30 feet long.

The new players will experience the awe of the traditional spiked pit trap. If they don't find the button which closes the trap until pressed again, the first two characters will fall into this (for first level characters without a 10 foot pole) deadly device and take 2d4 points of damage.

Room 14: Defence 1

The south-western corner is protected by barricades of overturned tables. Behind the barricades you can see one very tall and powerful humanoid, which is hurling a spear in your direction, and 6 spears – but you can't see who wields these spears, as the monsters seem to be too small to be able to look over their cover.

The **6 kobolds** (LL p. 82 – hp 3, 3, 2, 2, 1) will stay behind the barricade and try to attack the characters without leaving their cover, but the **ogre** (LL P. 89 – hp 22) will jump over the tables and attack with a huge club after he has thrown his spear.

The kobolds own **21 sp** and **127 cp**, but the ogre is wearing a **golden ring with 3 rubies** (450 gp) and he has the **key** for the small box in room 15 in his possession.

Room 15: Sergeants' Room

This must be the ogre's bedroom. In one corner is a big bed made of dirty straw.

If a character searches the straw, he will be bitten by fleas (1 hp/turn), but he finds a small wooden box. It's locked, but a thief could open it. The best way would be just to use the ogre's key, but you can smash the box (ac 9 – 10 hp) with a weapon as well. There are **20 pp** in the box and a **magic-user scroll**: "**magic missile**". The spell, of course, will be destroyed if the box is opened "the hard way".

Room 16: Lieutenants' Room

In the light of your torches you can barely make out that this must be the bedroom of a large humanoid, as in one corner is a huge bed made of dirty straw. Furs, which might be used as clothes, are lying around in a heap next to the "bed".

This is, of course, the ogre's bedroom. The **bugbear** (LL p. 66 – hp 16) hasn't heard the alarm, so only the 6 kobolds and the ogre defend Glnfz.

His reflexes are okay, so he manages to wake up and grab his weapons (sword and shield) in the same round. He wears a **golden ring with two rubies** (100 gp) and a **heavy golden chain** around the neck (25 gp).

His "bed" is very tidy and there are no fleas at all, but there's no treasure at all, too.

Room 17: Kitchen

A sink, some cupboards, a stove, some drawers...

... This must be the kitchen. Two small humanoids are preparing a meal. To your amazement the smell is not too bad and the food they have already prepared even looks only slightly disgusting.

The same moment they see you, the two creatures run away in the opposite direction.

The **two kobolds** (LL p.82 – hp 1, 1) try to flee. If forced to fight, they do so with kitchen knives (1d3-1 damage).

In one of the drawers with a lot of other knives, forks and spoons are **2 throwing knives +1**.

The secret door in the north wall can't be opened from the kitchen. It's a one way only door and can only be opened from the MOUNTAIN KING's personal room (room 20).

Room 18: Gallery

Very impressive! This gallery is illuminated by dozens of torches. In the flickering light you can see a lot of nice drawings, paintings and reliefs on both walls.

Every picture of a Dwarven king is complete with his name

and the date of his reign, written in Dwarvish.

The first king ascended the throne 950 years before today – and the last king abdicated 150 years ago.

If the characters sell this info to the right persons in Larm (e.g. Caius Rusticus or Bode, the Miller – see AC1: Larm for more details) they could get as much as 50 gp/person.

Room 19: Banquet Hall

A big table is placed in the middle of this room. All in all there are 30 chairs. In front of each chair are a plate and a cup, both made of clay.

The chair at the head of the table seems to be for the KING himself. The chair and cup are made of very fine glass and he has got a fork and a knife each made of silver, though, presumably, he doesn't even know how to use them.

The adventurers can eat the food. It's not too good, but it's edible. The cups are filled with water from room 7. The **silver fork** and **knife** are worth 80 gp.



Room 20: The Last Stand

If the king and his two gnoll guards see a possibility to attack the characters – for example in room 14 where they could work with the ogre and the other kobolds – they will do it. The KING will never fight the heroes alone, so the characters will only find him here if all his other defences don't work.

If he hears them at one of the secret doors, he could sneak out through the other and try to find surviving gang-members before launching a counter-attack.

This must be the KING's private room. There's a nice bed, a big wooden cupboard, a table and two chairs.

Over the bed is a huge tapestry with a Dwarven inscription.

KING Glnfz is a slightly stronger **kobold** (*LL P. 77 – hp 14*).

He's equipped with a sword and he's wearing **Bracers of Armour AC 3** (*LL p. 116*) and **Gauntlets of Ogre Power** (*LL p. 118*) granting him a strength of 18, so that he inflicts 1d8+3 of damage.

His two trusted **gnoll guards** (*LL p. 77 – hp 10, 9*) will always be by his side (except for the moments he spends on his throne, where he is protected by the two orcs).

The tapestry is of very high quality and even age couldn't inflict any harm. If sold in Larm, the characters could get as much as 50 gp for it. BUT the more important thing is the inscription – if properly translated, it reads:

“If your accent is right – a reward is in sight.”

A strange motto for a Dwarven king – of course it refers to the teleport in the throne room.

The KING doesn't have any treasure in this room. He divides the plunder evenly between his gang. His own share goes to room 10. He has the only key to this room.

NOTE: The **gauntlets** and **bracers** are ONLY kobold-sized, so not even a halfling will be able to use it!

NOTE II: DMs might want to give King Glnfz a chance to escape in order to use him as a “Bargle-esque” arch-enemy in future modules.

Room 21: The Secret Treasure

A secret treasure room! JACKPOT! This must be the old Dwarven treasure. Everywhere you see coins, coins and more coins.

On a pedestal in the centre of the room is a huge diamond.

This treasure consists of: **3000 sp, 2000 ep, 1300 gp** and **1 diamond** (1000 gp).

There is a permanent greenish teleport zone which will take the characters back to the throne room, as soon as they enter it.

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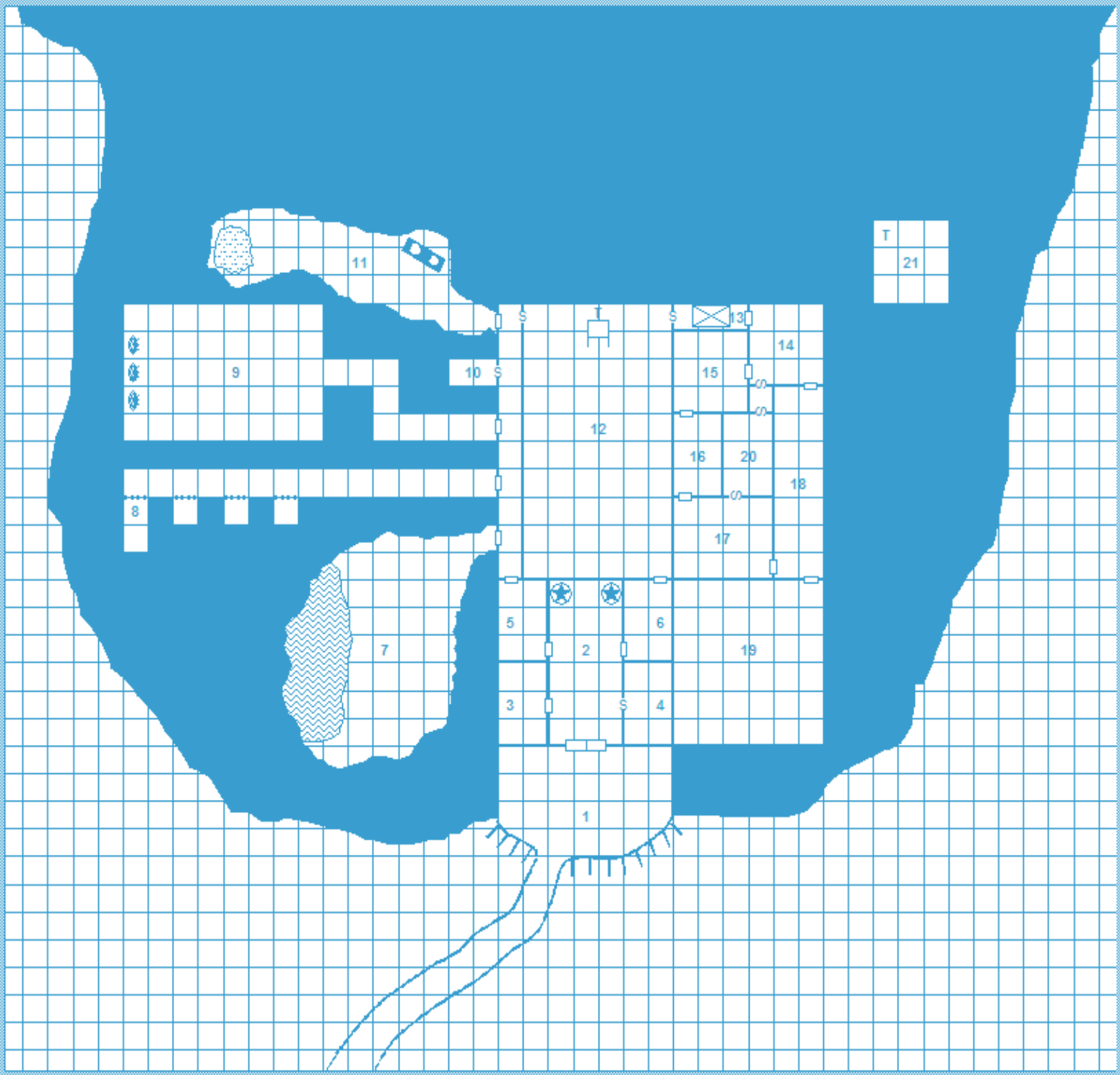
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THE FORTRESS



Door



Throne



Double Door



Pit Trap



Statue

1 square = 10 feet



Secret Door



Target



Waste



Cell Door

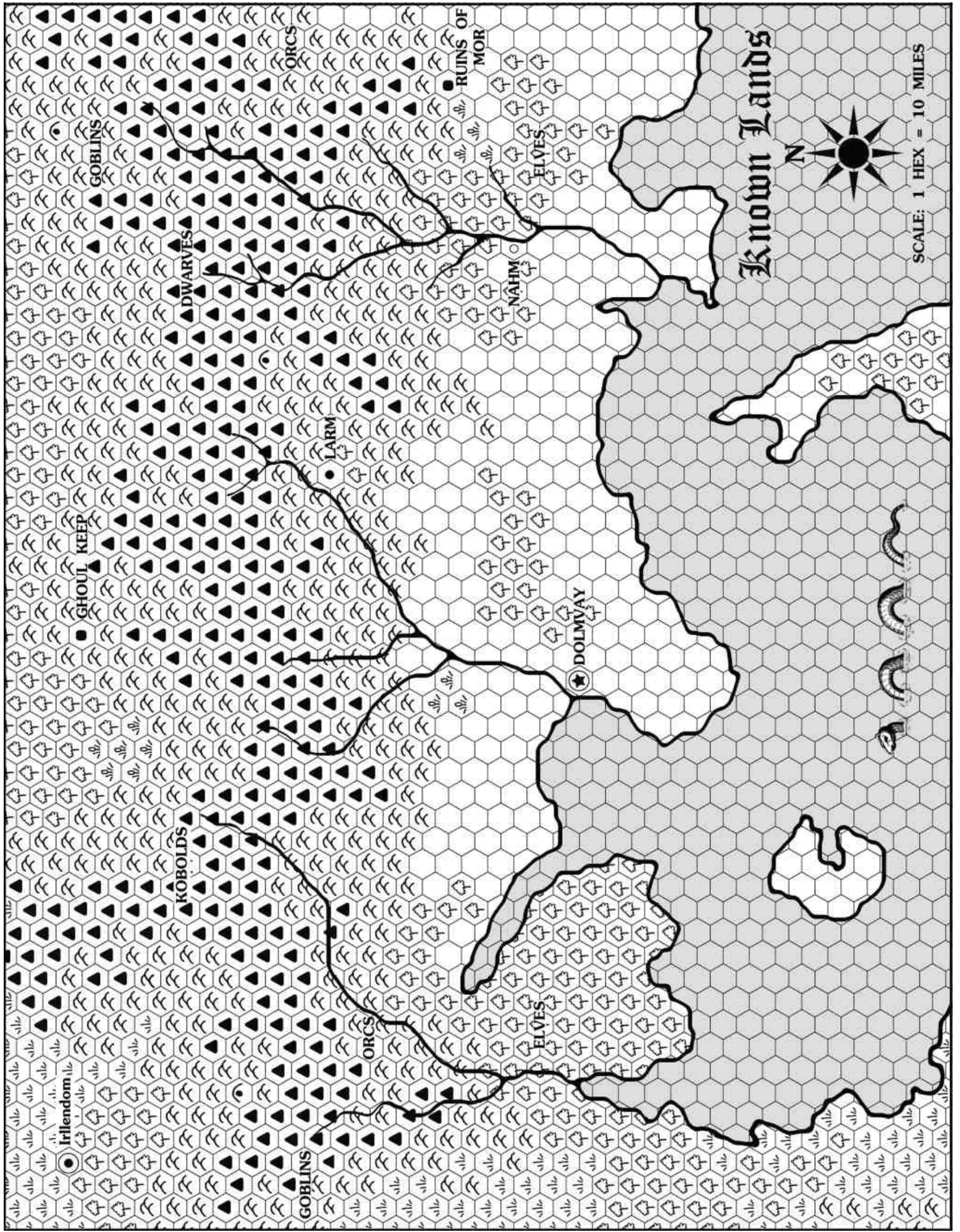


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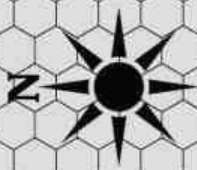


Water





Known Lands



SCALE: 1 HEX = 10 MILES

Irlendom

GHOUL KEEP

GHOLINS

KOBOLDS

DWARVES

GOBLINS

ORCS

LARM

RUINS OF MOR

ELVES

ELVES

NAHM

DOLMVAY

Story Awards:			
- Killing the MOUNTAIN KING			500
- Chasing the MOUNTAIN KING away			250
- Finding the secret Treasure Room			100
- Opening the secret Treasure Room			200
- Freeing the halfling in room 8b			
Negative Points:			
- Death of a PC - cumulative	-100	-100	-100
- Death of Meribac, the NPC			-50
- Death of a henchman/innling	-50	-50	-50
Awards per Room:			
Preparation:	- gathering information before starting the trip	20	40
Room 1:	- learning the code and entering without alerting the guards	15	30
Room 2:	- NOT pressing the buttons on the statues		20
Room 3:	- finding the mace		30
	- Immediate retreat	10	20
Room 4:	- finding the scroll		10
	- finding the box		10
	- opening the box without setting off the trap		10
Room 7:	- finding the kobold corpse and the purse		10
	- using creative ways of dealing with the spider	10	20
Room 11:	- Immediate retreat	10	20
Room 12:	- solving the throne riddle	50	100
Room 13:	- NOT falling into the trap		10
Room 15:	- finding the scroll		10
Room 17:	- finding the secret door and somehow make it unfunctional	10	20
Room 18:	- remembering the name BEREGOND and making the connection to the throne	10	30
Room 19:	- taking the fork and the knife		10
Room 20:	- using a sound strategy to beat the KING and his guards	20	60

FORTRESS OF THE MOUNTAIN KING

Arms, brains, and legs will be put to a test in this module for beginning adventurers. Can the adventurers defeat the MOUNTAIN KING and his brigand gang who are becoming more and more of a nuisance to the militia of Larm?

This tournament module is the first in a series of adventures set in or around Larm in the Known Lands and introduces some "classic" monsters and traps, as well as a new monster, the Otyuck.

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