

# Labyrinth Lord

## Idol of the Orcs

By James C. Boney



### Goblinoid Games



A band of unusually organized orcs has taken to raiding farms and waylaying travelers near the local town. The characters must seek out the orc lair and rid the area of this menace, but things are not entirely as they seem. A sinister voice whispers instructions from the darkness; what demonic force lies at the heart of the labyrinthine orc lair?

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By James C. Boney

Art by Andy "ATOM" Taylor



**Goblinoid Games**

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**Introduction:** Orcs! The scourge of border lands everywhere, these marauding humanoids exhibit a porcine intelligence in planning ambushes and raids upon hapless settlers far from the strongholds of the human lords.

A small band of orcs has recently gained strength from unknown sources and has set upon the farmers and traders who dwell upon the fringes of the realm. Rumor places their lair in a series of caves in the Sacern Hills near the main high road. Can you bring peace and justice to the inhabitants of this region by quelling their worst fears and exterminating the last obstacle keeping civilization at bay?

This adventure is designed for the *Labyrinth Lord* role-playing game and is set for levels 1-3. If the party leans more toward 1st level than 3rd, it would be wise to purchase the aid of local men-at-arms to balance out the party's strength.

**Stop! If you intend to participated in this adventure as a player, then you should stop reading here! Prior knowledge of this module's contents will serve only to decrease your enjoyment of the game.**

**Notes for the Labyrinth Lord:** What's left of the orcs of the Hidden Dagger took refuge in an isolated cave system in the Sacern Hills almost a year ago after being decimated by a rival tribe. Fearful of bringing down upon them the humans who occupy this region, they have instead turned to exploring the abandoned caverns which were now their home. In time, they discovered a forgotten room containing a large and hideous statue of some long forgotten demon.

As time passed, the orcs of the Hidden Dagger regained their confidence and began to make lightning raids on unwary travelers of the high road and isolated farms, They knew their numbers could not hold up to any organized retaliation from humankind, so they became skillful at covering their retreat, disguised the entrance to their stronghold, and they never attacked at less than 5 to 1 odds.

Ngarsh, the warlord of the Hidden Dagger, held a sumptuous feast one night in honor of a successful raid in the idol's chamber as it was the most isolated space available to him at the time. The party ground to a sudden halt, and the whole of the band was stupefied into silence when the idol itself began to speak and demanded something to eat...

**Preparation for the use of this module:** the use of this module first requires that the Labyrinth Lord be familiar with the information therein. The first step is to completely read the module from first to last in order to thoroughly understand its contents and encounters while referring to the maps provided in order to have a working knowledge of this adventure. A second reading will be greatly beneficial to the referee in learning the attack and defense tactics of the orcs should the adventuring party make more than one trip into these caverns.

For your convenience, monster statistics are listed in shorthand as follows:

Name (AL, MV, AC, HD (HP), #AT, DG, SV, ML)

Name (Alignment, Move rate in feet, Armor Class, Hit Dice (hit points possessed), Number of attacks per round, Damage per attack, Save as class and level, Morale rating).

Lastly, APPENDIX A of this module offers general advice for game play. Be sure to read this section and employ the suggestions given in order to enhance your skills as Labyrinth Lord and make your games more enjoyable for your players. APPENDIX B gives seven pre-generated PCs for use in a pinch or to round out a weak party.

**Rumors:** the area occupied by the orcs has spawned a few choice tales over the years. PCs who ask around in taverns or other sources of local gossip will discover 1d4 rumors listed below. The veracity of each rumor is marked with a T or F. Additionally, the Labyrinth Lord may assist new PCs by privately giving each one a rumor to be kept secret or shared as the player desires. Feel free to create additional rumors as you see fit; keep in mind that too much information may give the party an unfair advantage during gaming sessions. A rumor can be chosen at random by rolling 1d16 (Roll 1d8 and 1d4, if the result on 1d4 is 1-2, use the value on the d8. If the result is 3-4, double the number on the d8.):

1. Evil demon worship once took place in the Sacern Hills. (T)
2. A gold vein runs under the hills and the orcs have taken to importing goblins to mine it. (F)
3. A pegasus roams the Sacerns and single-handedly defeated an entire party of orcs last month. (F)
4. There's an adventuring party living in the caves below the Sacerns. (F but was once T)
5. Each village leader is secretly paying tribute to the orcs to prevent raids from reaching into the populated areas. (F)
6. There is an underground shrine somewhere in the Sacerns. (T)
7. There is a demon giving marching orders to the orcs. (basically T)
8. Two explorers set out a month ago to chart the Sacern caves, but never returned. (T)
9. Undead live beneath the hills! (T)
10. The former mad lords of the Sacern Hills left behind great treasure, if you can survive to find it. (T)
11. The orcs in the Sacerns are what's left of a decimated tribe. (T)
12. The marauding orcs are led by an intelligent ogre. (F)
13. There is a place in the caverns where one can walk through walls! (T)
14. Beware the drowned! (T)
15. The secret leaders of the marauding orcs are a trio of evil fighters. (F)
16. There is a female elf of great power and magic trapped beneath the Sacerns. (F)

Additionally, the nearest village has a midwife named Oana. As a child, Oana and her friends roamed the hills and once discovered a scrap of parchment with a nonsensical (and badly written) piece of verse written on it as follows:

*Right then left and left again  
Avoid the wood and right again  
Right once more and right once more  
Knock upon the wooden door  
Right now twice, and left is nice  
And takes you to the water  
Back up Son and left is one  
To take you to the hotter...*

Oana will happily share the parchment with the party should she be approached by someone of Lawful alignment.

**PC supplies and hirelings:** the surrounding towns hold little in the way of extra supplies. The PCs will do well to acquire normal items such as rope or hardware. Food will of course be plentiful, as will water and wine. Weapons are for sale at normal prices, but magic for sale or loan is simply out of the question. The PCs will be able to hire a limited number (2d12) of men-at-arms at the rate of 3 SP per day per head. Unless the party finds a way to better equipment any such hirelings, they will only be armed with spears, hand axes, and daggers and will wear leather armor. Of the number rolled, 2 will have access to chain mail armor and long swords.

Since it is the lives of their families on the line here, their morale will be better than average; each hireling will have a +2 to any morale roll while in the face of the orcs; other encounters will not give such a bonus. In the face of anything deemed absolutely spooky, the morale bonus will actually become a penalty.

**Getting there:** Any local guide can lead the party to the general location of the caves for 5 sp a day (or a 2 in 6 chance a hireling will know the way). The caves are well hidden roughly 3/4ths of a mile off the main road in a small valley. The position of the cave entrance is such that a PC would have to stumble upon it while searching; it cannot be seen from a distance unless one climbs the valley walls and exposes himself to observation.

Just off the road is a small glen with a spring, ample foliage and tree cover which will make an excellent base for the party between forays. Any guide hired will be willing to stay with the party's horses and equipment so long as it's understood that he's not expected to actually defend anything in case of attack. For every day the party camps in this area, there is a 1 in 8 chance of 2d4 incoming orcs stumbling across the camp area; roll 1d3 to determine if the encounter occurs in the morning, afternoon, or night. With the exception of any orcs, there will be no other meaningful random encounters which might disturb the party while they are in camp.

### THE CAVERNS OF THE SACERNS

These caverns started as a natural formation. Over time, they were used by many different groups as a base... brigands, patrolling cavalry, outlaws on the run from the law, and others. Before the orcs of the Hidden Dagger made this their home, the worshipers of the Gezn made this their lair (see story in LEVEL TWO KEY).

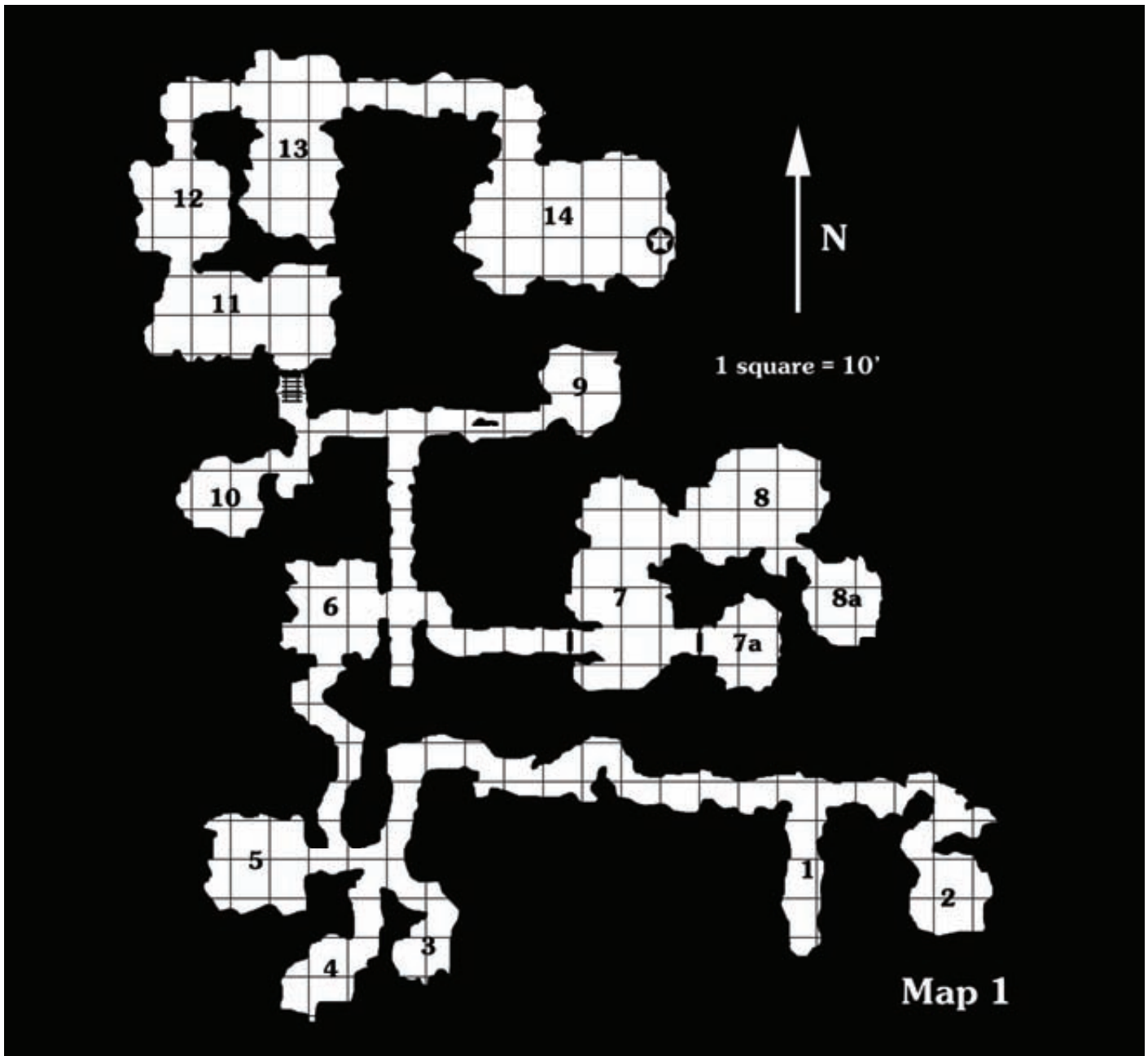
### Orc Battle Roster

The band of the Hidden Dagger is comprised of the following:

- 1 warlord, **Ngarsh** (AL C, MV 120', AC 4, HD1+1 (9 HP), #AT 1, DG 1D8+1 or 1D6, SV F2, ML 11). Ngarsh wears chain mail and shield and is armed with long sword +1 and spear
- 3 lieutenants: **Argeshak**, **Nyaghk** and **Garchar** (AL C, MV 120', AC 5, HD1 (8 HP), #AT 1, DG 1D8 or 1D6, SV F1, ML 10). Each wears scale mail and shield and is armed with a long sword and spear.
- 40 **warrior orcs** with HP as follows:  
(AL C, MV 120', AC 6, HD1, #AT 1, DG as per weapon, SV F1, ML 9). All wear studded leather.
  - 8 have 8 HP (armed with hand axes and spears)
  - 10 have 7 HP (armed with spears and bows)
  - 12 have 6 HP (armed with short swords and hand axes)
  - 7 have 5 HP (armed with hand axes and slings)
  - 3 have 4 HP (armed with spears)
- 18 **female orcs** (AL C, MV 120', AC , HD1-1 (3 HP each), #AT 1, DG 1D3, SV F1, ML 8)
- 12 **young orcs** (AL C, MV 120', AC 9, HD1/2 (2 HP each), #AT 1, DG 1D4 or 1d6, SV 0-lvl, ML 7) There is a 20% chance each is armed with a club.
- 4 **war wolves** (AL N, MV 180', AC 7, HD2+2 (18, 16, 14, 12 HP), #AT 1, DG 1D6, SV F1, ML 8)
- 1 ogre, **Ornsh**, (AL C, MV 90', AC 5, HD4+1 (25 HP), #AT 1, DG 1D10+2, SV F4, ML 10) armed with large spiked and septic club dealing +2 HP damage.

Except for the placement of the females and young in ROOM 9, the GM may assign which orcs occupy which positions in the room descriptions. The GM should thoroughly read this module before play in order to understand the orcs' plan of defense.

**Reinforcements:** should the party attack the orcs and inflict casualties, any withdraw by the PCs for a period of time will allow for reinforcements to trickle into the caves (unless some precautions are taken to prevent this). For every three days the lair remains unmolested, there is a 60% chance that 1d4 warrior orcs will arrive to pay fealty to Ngarsh. In the same span of time, there is a 25% chance that 1d3 female orcs will accompany any reinforcements (if no warrior orcs are indicated, then there will be no chance of female orcs). The surviving orcs will not pursue invaders unless the party has been reduced to three or fewer.



### LEVEL ONE KEY (MAP 1)

1. ENTRANCE TUNNEL: Concealed by brush and fall timber, this cave mouth can be quietly navigated only with the utmost care. The orcs have six brass pots hidden in the brush that can easily be dislodged (thus causing an alarm for the guards therein) by anyone careless enough to enter without precautions. A thief has normal chances of spotting the alarm traps and removing them. If the attempt is made during day then the thief will not be spotted by the sentries since they avoid looking into the bright light which filters down. A night time or cloudy day attempt will draw the attention of the sentries on a 3 in 6 chance if the party doesn't take care.

The tunnel beyond the entrance sharply slants downward and ends at a T section with two guards. If alerted, they will take one round to ascertain the situation, then sound a large gong

on the next round. The sound of the gong will resonate throughout the caverns. One guard will fleet to ROOM 2 for reinforcements, while the other will make for the orcs in ROOM 5. The general battle strategy is to pin any intruders between the two groups in the hallway before further penetration can be made. The two guards carry 2d6 SP and 1d12 CP each.

2. GUARD QUARTERS: Six orcs stay here on standby. As indicated above, they will rush out and attempt to block any intruders while the other group from ROOM 5 arrives from the other direction. Each guard carries 2d6 SP and 2d8 CP on him.

This room is occupied with sleeping skins, food of the most terrible sort, and water skins. A crude playing table is covered with a pair of knuckle bone dice, 24 SP and 7 GP.

3. **WOLF KENNEL.** The orcs keep the war wolves here behind a crude wooden fence, and will retrieve them if any invading force totals four or more. Various bones, both animal and sapient, can be found scattered through this extremely smelly den, but there is nothing of value to be found.

4. **ARSENAL:** Assorted arms captured on raids and not used by the orcs will be stacked in here. The inventory is as follows:

- 1 stack of 25 spears
- 1 pile of 6 daggers
- 1 pile of 5 short bows
- 2 piles of 5 quivers each (one pile has all quivers fully filled; the second pile has quivers in various states of capacity)
- 1 stack of 8 short swords
- 1 stack of 8 pole arms



5. **GUARD ROOM:** Eight orcs stay here on standby. As indicated above, they will rush out and attempt to block any intruders while the other group for ROOM 2 arrives from the other direction. Each guard carries 2d6 SP and 2d8 CP.

This room is better furnished than ROOM 2. Four roughly constructed cots with rude mattresses are shoved up against the west wall; two large sleeping skins are near the north wall. A rather nice table sits in the middle of the room with what's left of a roast on a silver platter (worth 50 GP) and two carving knives.

6. **COMMAND POST:** Ngarsh keeps one of his lieutenants here at all times with an escort of 12 orcs. If attacked, this cadre will fight to defend the tunnel leading east into the rest of the complex. If pressed, they will stage a fighting withdrawal up the north tunnel toward ROOMS 9 and 10 and thus abandoning those in ROOMS 7 and 8 to their fate.

The command post boasts a large table with assorted meats and stew in worthless brass ware. A crude map detailing the high road and surrounding farms in this area is marked with several X's depicting roughly where raids have occurred.

7. **COMMON AREA:** A large oaken door seals this section off from the rest of the caverns. In the event the gong alarm is sounded, 4 orcs will retreat behind this door and bar it from the east side. Only when the "all clear" is given in orcish will they open the door. There is a -1 to any chance of opening this door from the west side, and once it's forced, the 4 guards will sell their lives dearly to prevent penetration into this section.

Upon the mounting of the guard here, the females will herd their young into ROOM 8.

This common area is filled with long rough tables, captured tapestries (4 worth 100 GP each; the rest are worthless), assorted silverware and other utensils worth a total of 550 GP, and the stuffed and mounted head of a manticores (Ngarsh claims to have slain the creature single-handedly; in actuality he found it already dead from old age and took the head as a trophy... the astute PC will notice the head has no teeth).

The alcove in the southwest corner holds a large cooking pot over a fire. The pot currently holds a half-cooked lamb, and other assorted carcasses awaiting preparation.

7a: **TREASURY:** the door to this room is padlocked (Ngarsh holds the key) and trapped with a poison needle (save vs. poison or die within 1d3 turns). The room holds:

- Chest #1: 2300 CP
- Chest #2: 1550 SP and a statuette (worth 300 GP)
- Chest #3: 15 gems (worth 100x5, 150x7 and 250x3 GP) and 4 potions: 2 healing, 3 speed, 1 gaseous form.

Chests 2 and 3 are each trapped. Chest #2 holds two spring loaded daggers on the inside of the lid that will fly forward with great force. Each hits on a roll of 16 or above and deals normal damage. Chest #3 has a poison needle in the lock; save vs. poison or contract a nervous disorder which will cause the victim to shake helplessly for 1d6 hours.

8. **COMMON SLEEPING AREA:** All orcs live here unless occupied elsewhere. Enough sleeping skins and cots are present for the entire contingent.

All females and young will be found here if the gong alarm is sounded. There is no notable treasure in this room.

8A: **LARDER:** Assorted meats, including two elves and a halfling, hang in this cave. There are several large boxes holding cheeses, olives, a few fruits and other delicacies in various states of decomposition.

9. **SPRING:** The orcs get their fresh water from a spring pool in this room. Close inspection of the water will reveal on a 1 in 6 a mineral encrusted object on the far side of the pool. If retrieved, it will prove to be a water-tight scroll tube with a clerical scroll inside (*Cure Light Wounds* x3).

10. **GOODS STORAGE:** The orcs keep in this cave all the assorted goods taken during raids. If the party has time, a thorough perusal of the contents will reveal:

- 3 barrels of oil
- 200 lbs of various cloths in bolt form (worth 250 GP total)
- 30 various iron pots and pans
- 14 books on various themes, none magical
- 500 lbs of lumber cut in various sizes and shapes
- 2 barrels of pickled onions
- 5 crates (1 with 15 grappling hooks, 2 with 500 feet of rope each, 1 with 20 lbs of dried figs, and 1 with 50 iron spikes)
- 1 keg of large nails
- 4 animal heads, mounted: 2 large deer, an ogre, and a pegasus
- 20 complete liveries of the nearest army

11. **TRAINING ROOM:** Ngarsh trains his warriors in this chamber. Three stuffed dummies resembling humans are on the south wall. Two bow targets are attached to the west wall. All remaining warrior orcs (not listed as being elsewhere) will be in this room unless the gong alarm has been sounded... in which case they will filter down toward ROOM 6 in defense of the caverns.

12. **TORTURE CHAMBER/PRISON:** Ngarsh keeps prisoners here in handmade cages. There are two such cages near the west wall; one contains a human corpse in early stages of decomposition while the other holds a human male well on his way to death. If freed, he will state his name as Drader (AL N, MV 120, AC 9, HD1 (3 HP), #AT 1, DG 1D3, SV F1, ML 6), but will be of little use to the party due to his weakened nature. If properly fed and cared for, he will recover sufficiently after four days.

13. **NGARSH'S CHAMBER:** Ngarsh and the other two lieutenants will be here. If the gong has been sounded beforehand (or alarm otherwise sounded), they will be waiting for any invaders and cannot be normally surprised.

Ngarsh and his henchmen will fight savagely to defend the entrance to ROOM 14. In the event he is the last one standing, the warlord will surrender and offer to take the party to his "great store of riches" if they will only spare his life. If allowed, he will lead the party to the idol and hope that his new-found god will deal with the interlopers. Ngarsh holds the keys to the **TREASURY** and its contents. He carries on his person 3d12 GP and 2d20 SP. His lieutenants each carry 2d10 GP and 2d12 SP.

14. **THE IDOL OF THE ORCS:** this large room is dominated by a massive idol attached to the east wall. The idol, resembling some humanoid demon, is 15 feet tall with a leering face and hollow eyes. Its slick, brass exterior precludes any climbing without skill or equipment.

The idol's eyes appear to be recessed, but in fact empty into the inside of the structure. The entire idol is hollow with a chest that allows for reasonable sitting room and a ladder

leading down to a room below. The orcs have not discovered this fact.

Strewn across the ground in front of the idol are various bones, rotten fruit, and sundry other sacrifices to the idol.

Ornsh the ogre lives here unless needed elsewhere. He is quite mad from constant teasing and other abuse by Ngarsh and the others, but has seen the power of their new-found god and thus endures the humiliation. His sleeping area is in the southwest alcove, and consists of the following:

- a flea-infested sleeping skin
- a small chest holding 488 GP and 200 SP
- a shield +1 (too small for him to use; the ogre has converted it to a plate for his supper)
- an elven skull missing the jawbone; a golden earring was dropped into the eye socket by an orc child and can be heard rattling inside. If retrieved, it is worth 25 GP.

Further penetration of this complex can only be achieved by examination of and entry into the idol. Should the party not do this, simply close this book and ask them if they enjoyed themselves. This should provide a clue that all is not as it seems; the duller party will simply pack up, raid the contents of these caves, and call it a job well done. Feel free, if you so desire, to later provide some other clue of deeper reaches within these caves... otherwise, it's over.

## **LEVEL TWO KEY (MAP 2)**

Should the PCs scale the idol and delve into its secrets, they will find it quite hollow (as described in ROOM 14 above). From the head section, a ladder leads down through the body into ROOM 1 as described below.

This complex, and the level below it, was formerly the private sanctuary for a band of chaotic adventurers who worshiped an obscure demon named The Gezn. The adventurers in question had encountered The Gezn on a previous expedition far from here and fell under his sway. The Gezn had plans to use this complex as it was constructed by his new minions and increase the number of worshipers of his dark presence. What few worshipers there were stayed in the first level of these caves. Unfortunately, his top henchmen were either slain elsewhere or disappeared forever, and the rank and file minions looted what treasure there was to be found on the top level and fled.

**Random encounters:** there are no wandering monsters on this level.

1. **THE VOICE OF THE IDOL:** This chamber is occupied by Talen-Zin, who is a magic-user with an interesting story. Part of an adventuring group many leagues from here, Talen fell victim to a cursed scroll which teleported him to this twin chamber. After two days of awaiting rescue, Talen finally climbed the ladder and looked out through the eyes of the idol onto the pitiful band of orcs living in these caves. He hatched a plan to impersonate the spirit of the idol and, through judicious use of *ventriloquism* in tandem with the natural

acoustics of the idol and *phantasmal force* for some fireworks, convinced the humanoids he was a demon worthy of worship and obedience. He commanded the orcs to begin raiding in the area and to bring him food as "sacrifice."

Talen's original idea was for the orcs to be wiped out in the raids so that he stood a better chance of escaping his newfound prison (as things stood, he barely dared to climb down the face of the idol and retrieve the food left for him). Instead, to his dismay, the orcs have been very successful in their forays and attribute their success to his "infernal countenance." If the PCs enter this chamber, Talen will be greatly relieved to see other non-orcs, will gladly tell them his story, and beg for an escort to the nearest town. If the PCs attack him, Talen will defend himself with every spell at his disposal.

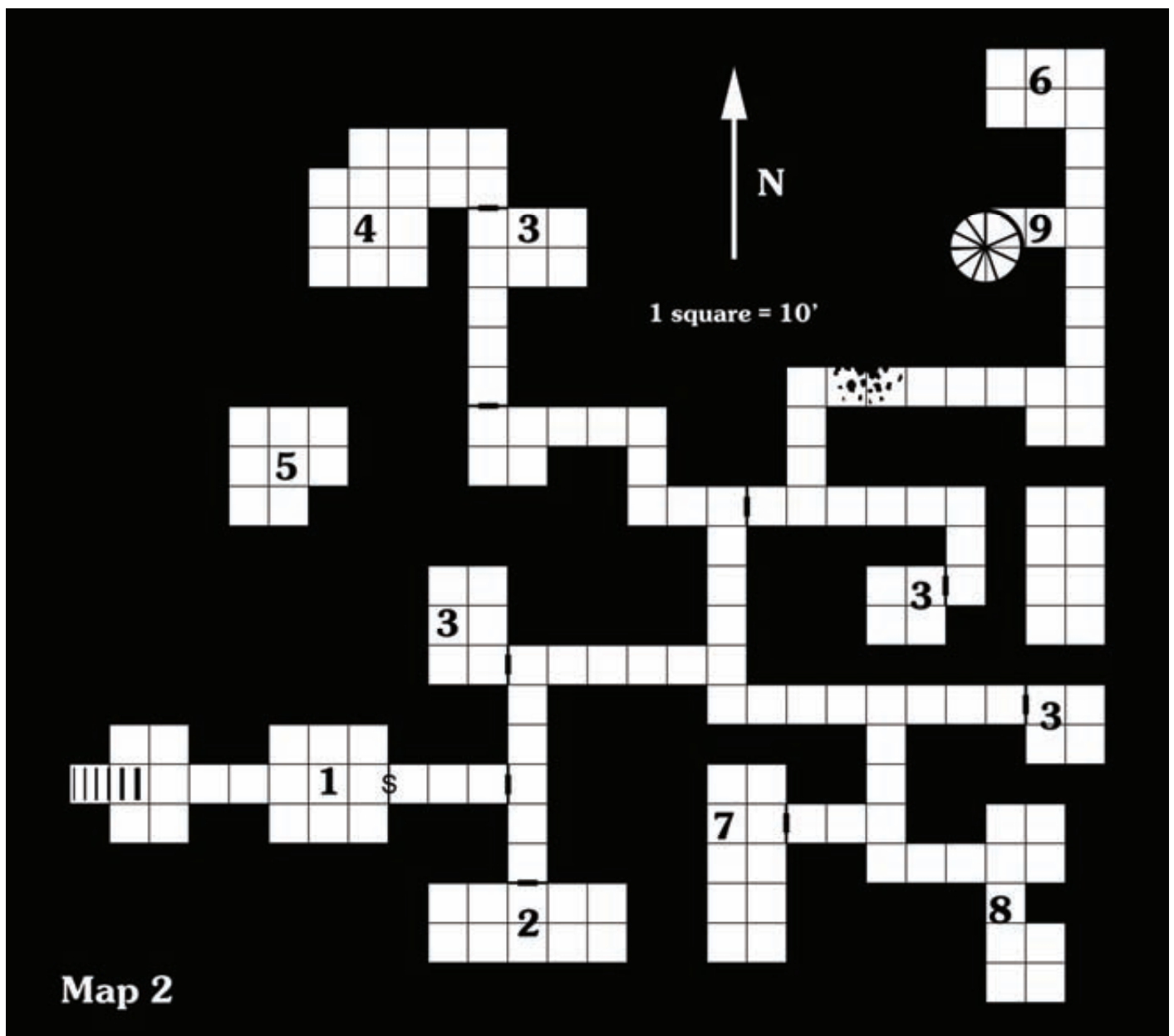
**Talen-Zin**, male magic-user (AL N, MV 90', AC 7, HD3 (10 HP), #AT 1 or spells, DG 1D4 or spells, SV M3, ML 9). Talen

has the following spells memorized: **light**, **ventriloquism**, **phantasmal force**. He has a scroll with **sleep** and **fly**, and a *wand of magic missiles* (8 charges) along with 45 GP and 120 SP.

Talen never discovered the secret door on the east wall of this chamber. Had he done so, he may have taken his chances with the encounters beyond (and possibly met his doom).

**2. GHOSTLY TROPHIES:** The walls of this chamber are lined with brackets that once had held various trophies. Direct observation of any one spot will show the outline of where the trophy had once been. Peripheral sight will suggest a translucent gray ghost of each object still hanging in its spot.

If the PCs linger in this room, the trophies will take on a life of their own and attack the party starting on the second turn spent here with an additional trophy attacking every two turns. If the party retreats from this chamber, no attackers will follow.





Returning afterwards will result in further attacks from the remaining trophies.

The attacking trophies are as follows:

a. Bear's head trophy attacking as a **black bear** (AL N, MV 120', AC 6, HD4 (20 HP), #AT 2 claws and 1 bite, DG 1D3/1D3/1D6, SV F2, ML 7)

b. Two swords and a shield. The swords will attack while the shield moves to block any one counter-attack per combat round (AL N, MV 90', AC 7, HD2 (16 and 14 HP), #AT 1, DG 1D8, SV F2, ML 12). If both swords are broken through taking enough damage in hit points, the shield will drop and vanish.

c. Stuffed giant scorpion attacking as a real **giant scorpion** (AL C, MV 150', AC 2, HD4 (20 HP), #AT 2 claws and 1 sting, DG 1D10/1d101d4+ poison, SV F2, ML 11)

d. Stuffed weasel head attacking as a real **giant weasel** (AL N, MV 150', AC 7, HD4+4 (24 HP), #AT 1, DG 2D4, SV F3, ML 8)

3. EMPTY ROOMS: The Labyrinth Lord is encouraged to stock this room with an encounter of his own creation. Otherwise, treat this area as empty.

4. TELEPORTATION TRAP: This chamber appears to be empty except for rotten bits of wood and leather scattered along the west and south walls. The entire south wall is covered with extensive bas relief depictions of demonic religious ritual: humans cavorting with demons and devils, obscene sacrifices, unwholesome dances designed to provoke revulsion and horror. It is also trapped so that anyone touching the decor will be sucked into ROOM 5 via teleportation. Any observer will see the victim simply meld into the wall and disappear.

5. THE LONELY CHAMBER: Victims of the trap in ROOM 4 will wind up here with no apparent means of escape. The nature of the teleportation effect is such that if something is thrust through and held from the other side, it will not totally transport into this space. Thus, if a PC observed the victim falling through and marks the exact spot on the wall where it happened, he may extend a rope, staff or pole through the trap and into this room so long as it is being firmly held in ROOM 4. The victim can grasp whatever is extended and be pulled back through with no ill effect.

While in this room, the victim will see three corpses well along the way to becoming skeletal remains. Corpse #1 wears tattered robes, carries a *wand of detecting traps* (7 charges), and 150 GP. Corpse #2 wears chain mail armor, carries a shield and a *long sword +1*, and wears a pouch holding 100 GP and 24 SP. Corpse #3 also wears chain mail, holds a mace and shield, wears a holy symbol, and has a *bag of holding* with 160 GP and 34 EP.

6. FORGOTTEN SPIRIT: A **wight** (AL C, MV 90', AC 5, HD3 (21 HP), #AT 1, DG drain life energy, SV F3, ML 12) lurks in this area. The spirit of a former evil denizen of this dungeon, this creature will move to attack anyone from behind who

enters ROOM 9. Should the PCs choose to enter this area first, the wight will attempt to surprise and commit a blitz attack on the PC who appears to be a cleric. There is no treasure present.

7. BAT'S LAIR: A small chimney to the rocky surface above (approximately 100') provides an entrance and exit point for 53 **normal bats** (AL N, MV 120', AC 6, HD 1 hp, #AT confuse, DG 0, SV 0-lvl, ML 6). Mixed in with these relatively harmless creatures are 4 **giant bats** (AL N, MV 180', AC 6, HD2 (14/12/10/8 HP), #AT 1 bite, DG 1D4+paralysis, SV F1, ML 8). There is no treasure present. The PCs will not be able to use the small chimney for entrance or exit unless they are magically reduced in size.

8. THE CHALICE OF CHANCE: the former owners of this complex housed here their most prized and enigmatic treasure. On a 3-foot tall podium in the middle of this room rests a large chalice of uncommon craftsmanship. Have fun watching players sweat as to whether or not this device is trapped; indeed, any thief searching for traps will find what seems to be a trap leading to a large block of stone in the ceiling over the immediate front of the chalice. Actually, it is a false trap with no effect.

The chalice will seem cool to the touch. It is engraved with mystic runes no cleric or magic-user in the party will recognize. Drinking any expensive liquid (wine, ale or any other form of liquor; beer or water will not do) from the chalice will have a random effect on the imbiber. If a PC chooses to drink from the chalice in this manner, roll on the following table:

Roll 1d10

1. PC is severely drunk for 1d6 hours and suffers a -3 penalty in all actions.
2. PC's level is increased by 1 for 2d6 hours.
3. PC's gains infravision 60' for 1d4 hours; if the PC already has infravision, then he loses that ability for the same amount of time.
4. PC's prime requisite is enhanced by 1 for 1d20 hours.
5. PC's CHA is lowered by 1d3 for 1d4 days.
6. PC's prime requisite is temporarily lowered by 1 for 1d8 hours, but all spell casters cast at one level higher for the same duration.
7. PC's weapon gains a +1 magical bonus for 1d3 days.
8. PC shrinks by 1/3rd of his height for 1d4 hours.
9. PC gains ESP as per spell for 24 hours.
10. PC automatically repels all undead encountered for 1d20 hours as if they were turned.

Only one drink per seven days per PC will bestow any effects on that person. Subsequent drafts will give no further effects until that week has passed.

The enterprising PCs may wish to take this chalice with them. To their dismay, they will find the item cursed to stay here forever; any attempt to remove it will curse the PC carrying it with a slow rot. The rot will remove one hit point per hour until the victim is either dead or returns the chalice to its place.

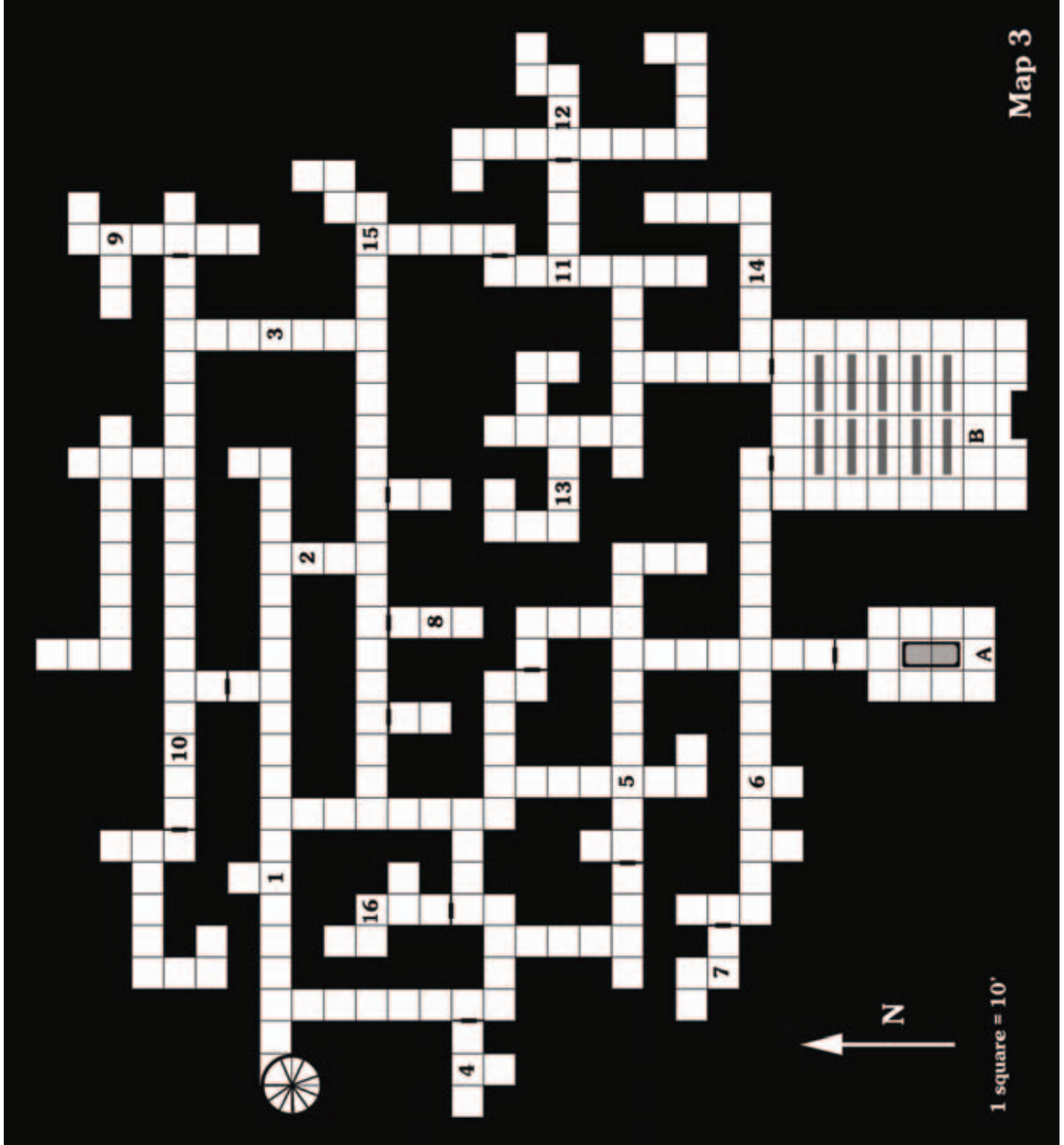
Any other PC taking on the chalice will suffer the same malady.

9. STAIRS DOWN: This spiral staircase is interrupted half-way by a locked iron door. The PCs must either pick the lock or break the door down in order to gain access to the level below.

### LEVEL THREE KEY (MAP 3)

There are only two key encounters on this level. Nevertheless, the passages here are designed to confuse and disorient any intruders who do not know the proper path through the maze.

Throughout this level, there are teleport points (numbered 1 through 16) which will send all organic matter within 10 feet to another random teleport point. Party members not within the



area of effect may very well find themselves alone if the bulk of the party is sent somewhere else. Once the PCs arrive at a certain point, that particular point will not function again for 10 turns.

When a party member crosses a teleport point, the effect will come into play 10 seconds afterward. The Labyrinth Lord should roll 1d16 (1d8,1d4) to see where the affected PCs are sent. Note that it's entirely possible the victims will be sent to the point they just triggered.

All doors marked on map 3 are made of iron and must be picked open or forced down through a force doors roll in order to be by-passed. The passages sealed off by doors at points 4, 7, and 12 will contain skeletons of prior trespassers who could not escape. If the party finds these remains, the following treasure can be gathered:

- **point 4** holds 3 corpses with a total of 300 GP, 140 SP and a *dagger +1*
- **point 7** holds 5 corpses with a total of 120 GP, 400 EP and a *scroll of ward against fire* (will protect the reader from normal fire for 2d6 rounds and against magical fire through a +3 to save for the same time period)
- **point 12** holds 1 corpse with a total of 275 GP and 2 gems worth 150 GP each

The safest path to encounters A and B are as follows:

1. Leave the stairs and take the first right passage.
2. Take the left hand turn at the end, and the next left hand turn.
3. Avoid the door and take the immediate right hand turn.
4. Take the next right hand turn.
5. Take the second right hand passage. Open door.
6. Turn right and right again.
7. Take the left passage down to the door. There is A.

To go to B, stop at the cross passage and go left to the door on the right.

Oana's nonsensical rhyme outlines this safe path.

Since the teleport points are numbered, the two main encounter areas are labeled A and B.

**Wandering monsters:** The referee should check for wandering monsters every 3 turns and immediately after party members have been teleported (unless the party is sent to the same point that they left). A roll of 1 on a 1d6 indicates an encounter. The monsters available are limited, so keep track of those that have been defeated; once they are all destroyed, there's no further need for checks... should a roll indicate a monster that has been wiped out, simply roll again or substitute another.

Monster encountered (roll 1d6)

1. 1d4 **skeletons** (20 possible, AL C, MV 60', AC 7, HD1 (6 HP each), #AT 1, DG 1D6, SV F1, ML 12)

2. 1d2 **pit vipers** (8 possible AL N, MV 90', AC 6, HD3 (18 HP each), #AT 1 bite, DG 1D4+poison, SV F1, ML 7)
3. 1d4 **giant rats** (18 possible AL N, MV 120', AC 7, HD1/2 (4 HP each), #AT 1 bite, DG 1D3+disease, SV F1, ML 8)
4. 1d2 **shadows** (8 possible AL C, MV 90', AC 7, HD2+2 (10 HP each), #AT 1, DG 1D4+STR drain, SV F2, ML 12)
5. 1 **gelatinous cube** (2 possible, AL C, MV 120', AC 4, HD1+1 (9 HP), #AT 1, DG 1D8+1 or 1D6, SV F2, ML 11)
6. 1d2 **giant centipedes** (8 possible, AL N, MV 60', AC 9, HD1/4 (2 HP each), #AT 1 bite, DG poison, SV 0-level human, ML 7)



**ROOM A. THE POOL OF DESIRE:** An 18' long, 8' wide and 10' deep pool of clear water is in the center of this chamber. PCs using light to peer into its depths will see it as deeper than it actually is (at least 15-20' or more). There appears to be a bound figure chained to the bottom by one leg. To male PCs, the figure will be a comely maiden in her prime, while female PCs will see an apollonian male youth. If the party waits more than two minutes, the figure will cease struggling and slowly go limp in the water.

Rescue attempts from out of the water will appear to have no effect; magic will not function (since there is nothing to rescue). Divinatory magic may or may not reveal the absence of a victim (and the referee's discretion). Any rescuer must dive into the water and attempt to free the victim by releasing the pin that holds the chain to its anchor at the bottom.

If a diver goes in, the remaining PCs will observe him swimming an unusual distance in an attempt to reach the bottom. Any diver can hold his breath and function for 1d3 rounds. After that, the diver must roll 50% or better on percentile (+/- 5% bonus multiplied by the PC's CON modifier). Failure to meet the roll will mean the PC has gone unconscious and will slowly sink to the bottom where he will expire in 1d6 rounds.

Any PC who catches on to this being an illusion must make a saving throw vs. spells in order to disbelieve. For that PC, the victim will disappear and the water will appear to be 8 feet deep. At the bottom will be a skeleton dressed in boots, rags and with a large pouch on its belt (holding thieves tools, 157 GP, 45 SP, and two gems worth 150 each). It holds a rusty long sword (now useless).

As referee, do not be surprised if this encounter kills at least two PCs due to the believability of the situation. Keep a straight face and add details as needed to convince the party of its reality.

**ROOM B. THE SANCTUARY OF ASH:** This 60' by 80' room has two entrances. There are ten tarnished copper braziers along the walls of the room. The ten pews here aligned so that those seated would face a large red altar to the south. A fine gray ash covers everything in this room. Striations in the ash would suggest that it came from the altar.

This was a sanctuary devoted to The Gezn. That demon has long since abandoned this place after the disappearance of his henchmen, but his infernal touch can still be felt.

The pews are simple constructs made of heart oak. Sitting on one incurs a 1 in 6 chance of collapsing it (no damage but possible loss of composure). The altar is 5' high and made of a crimson stone. Immediately before the altar are two small cakes of ash shaped suspiciously like feet. On the altar are the following items left as sacrifice by the former occupants:

- *dagger+1*
- *potion of polymorph*
- *ring of water walking*
- *scroll: ward against undead*
- *short sword +1, +2 vs. spell casters*
- 25 gems (8 worth 100 each, 2 worth 150 each, 5 worth 250 each, 7 worth 300 each)
- necklace worth 800 GP

The ash is remnant of an earlier encounter which has no bearing on the present. If any PC touches any object on the altar, both doors will slam shut (cannot be opened save through a successful open doors roll; there are no locks to pick open) and all PCs within the room must save vs. spells or fall under the illusion that the entire chamber has erupted into intense, leaping flames. Those who fail their save will take 1 hit point per every round they remain in the chamber. Once a PC leaves, his hit point total will immediately return to normal; should he linger until his hit points reach zero, he **will** die. Those who make the save will have an interesting sight to behold concerning their ill-fated comrades...

**HERE ENDS THE EXPEDITION AGAINST THE IDOL OF THE ORCS. WE HOPE YOU WILL FIND MANY HOURS OF GAMING PLEASURE WITH THIS SCENARIO.**

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## Appendix A: SUGGESTIONS FOR BETTER GAME PLAY

Playing any RPG is a learning experience. No one opens the game for the first time and instantly becomes a proficient referee or player; rather, these are skills acquired over many sessions, many triumphs and many failures at the table.

As you play over time, you and your friends will acquire a distinct and personal approach to the game. This is desirable; the essence of RPG play is *fun, fun, fun...* the methods and styles of play used by others may or may not work for you. It is good, however, to learn from the experiences of others... to take what others have done and incorporate such knowledge as you see fit into your own game. For this reason, standard approaches to many aspects of game play are given below. Read well through the information, incorporate any suggestions as you will, and see for yourself if these suggestions will enhance your enjoyment. Should something not work, or turn out to be more trouble than you and your players are willing to put out, don't think twice about changing your style of play to something more to your tastes.

**TREASURE:** when the party finishes a scenario or otherwise returns to base for rest and replenishment, it is time to divide any loot found. *The Labyrinth Lord should stay out of this.* It is the sole province of the players to handle who gets what by whatever means they agree upon. If called upon for advice or suggestions, it is fair to provide the following tips:

a. Monetary treasure (in the form of coins) should be evenly divided among all participants in the adventure unless prior arrangements were made. Henchmen and hirelings should be paid first in order to ensure their loyalty and keep a good reputation as an employer. Gems, jewelry and other expensive items can be diced for, with high or low rolls getting first choice as agreed upon beforehand by the players. In truth, some players may not want their PC laden with heavy jewelry and may opt to pass or trade.

b. Magic items found should first be assigned to classes capable of using them. A fighter has little use for a wand (though he may instead sell it for money), and the magic-user may find that magical sword worthless to him as well. In the case of items usable by all PCs (or by more than one PC), the dicing method again proves to be the best solution.

## SUGGESTIONS FOR BETTER PLAY IN EXPLORATION

By their very nature, dungeons, caverns, and other wild areas of exploration are extremely dangerous. A party which regularly adventures together should develop general tactics for dealing with unusual situations as they may arise.

The first rule is that each class should play up its strengths and avoid its weaknesses. A magic-user should never, ever draw his dagger for melee unless something has gone seriously wrong. Likewise, if multiple fighters are in play, at least one should make sure to guard the magic-user(s). Clerics do well as both a combatant and a spell caster, but should be satisfied

with serving as a second line of defense instead of a primary attacker. Thieves are at their best when dealing with specialized situations such as traps, stealthy pilfering, and sneak attacks. They are not combatants by nature, though a thief will fare better in melee than the magic-user.

The second rule is that, while no one can cover for every contingency, the party should go to great lengths to cover the predictable situations beforehand. Items which may seem unnecessary, such as the 10-foot pole, and 150 feet of rope, are life savers since no thief can spot every trap every time. Other mundane items found in the course of play shouldn't be overlooked; those empty bottles may come in handy for storage of exotic items found later, and those "worthless coppers" may prove useful for testing for triggering magical traps. "Thinking outside the box" (and thinking outside the rules) is a good habit for any player to cultivate.

The third rule is to know when to quit. Too many parties have met their doom by pushing too far into the unexplored reaches of the underworld without rest and replenishment. A small base nearby will prove useful for play by providing the party with shelter to "get back the swagger." In the case of spell casters (who need rest and time to regain their spells), the safety of the base is number one priority.

#### OTHER DETAILS

In the course of play, each player may tell the Labyrinth Lord what actions his PC is taking at any given moment. There's nothing wrong with this. Alternatively, the players may choose a caller to give voice for the party at any given moment. This is easier for the referee to keep track of things, although in the heat of combat, the players may find it more expedient to speak for themselves. The Labyrinth Lord should try either method and see which works best for him and his players.

The players should have worked out beforehand a "marching order" for their respective characters and hand it over to the referee for his reference. Marching orders should be shown for different width corridors, in the open, and other traveling situations. A good rule of thumb is to put the strongest combatants in the front, perhaps led at a distance by a thief, with magic-users in the middle and clerics bringing up the rear. An extra thief at the rear screening any possible rear attacks is also useful. In this arrangement, the physically weaker PCs are shielded from any dangerous encounters met along the way (but this is not always so...).

**Keeping things straight:** In a long term campaign, the Labyrinth Lord would be wise to keep events straight so that no logical inconsistencies arise. For example: a party of three PCs explores the nearby ruins. In the process, PC #3 is so badly wounded that he needs four days of recuperation in town before he is whole again. Should the party decide to venture out again or otherwise undertake any other activities, then PC #3 cannot participate or he will not heal for the duration of the event. The remainder of the party must make it on their own without him, so he will miss his share of the experience points gained during that adventure (and possibly loot as well).

It is important to keep a general calendar of events so that he and the party may keep track of what has happened, effects from spells and magic items, and other situations that are important to remember. Not doing this will almost always result in conflicts or other troublesome situations.

#### APPENDIX B: PRE-GENERATED PLAYER CHARACTERS FOR QUICK PLAY

Should time not allow for the generation of PCs for this adventure, or should the players not have suitable PCs on hand, then provided below are seven pre-generated player characters of appropriate level. The referee should feel free to change any details of each PC if he feels it is necessary. With each PC, assume 1d12 GP left as "pocket money."

**Afigduu** (Lawful cleric level 2, male; AC4; hp10; S13 D14 C11 I10 W16 CH15) wears chain mail and carries a shield. Weapons: mace. Equipment: backpack, holy symbol, 8 torches, 2 flasks of oil, 50' rope, 1 waterskin, 4 days of trail rations. Spells: **Cure Light Wounds, Protection from Evil**

**Alabaster** (Neutral thief level 1, male; AC 5; hp 3; S13 D17 C12 I13 W9 CH10) wears leather armor. Weapons: short sword and two daggers. Equipment: thieves' tools, grappling hook and 100' rope, backpack, 3 large sacks, 1 waterskin, 5 days of trail rations, 8 torches, flint and steel. Abilities: PL17, FT14, PP23, MS23, CW87, HS13, HN2 in 6

**Geliare** (Neutral elf level 2, female; AC 6; hp 6; S14 D15 C13 I13 W12 CH16) wears leather armor and carries a shield. Weapons: long sword, 2 daggers, short bow with 20 arrows. Equipment: backpack, 100' rope, a 10' pole, 2 large sacks, 1 waterskin, 5 days of trail rations, 12 iron spikes. Spells: **Magic Missile, Sleep.**

**Irej** (Lawful fighter level 1, male; AC 3; hp 8; S17 D15 C13 I10 W9 CH9) wears chain mail armor and carried a shield. Weapons: long sword, 3 daggers, spear. Equipment: backpack, 1 waterskin, 4 days of trail rations, 8 torches, flint and steel.

**Konric of Ghej** (Neutral fighter level 2, male; AC 4; hp 7; S16 D15 C15 I9 W10 CH11) wears scale mail and carries a shield. Weapons: long sword, light crossbow with 20 bolts, 1 waterskin, 5 days of trail rations, 8 torches, 100 rope, backpack.

**Saliean** (Lawful magic-user level 2, female; AC 7; hp 6; S7 D16 C13 I16 W13 CH14). Weapons: 3 daggers. Equipment: 1 backpack, 1 waterskin, 4 days of trail rations, 8 torches, mirror, 10' pole, scroll case for map of area. Spells: **Protection from Evil, Sleep**

**"The Dwarf"** (Neutral dwarf level 1, undetermined gender; AC 5; hp 7; S18 D12 C16 I9 W9 CH7) Wears chain mail. Weapons: war hammer, heavy crossbow with 10 bolts and spear. Equipment: backpack, 1 waterskin, 5 days of trail rations, grappling hook with 50' rope, 3 large sacks.

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