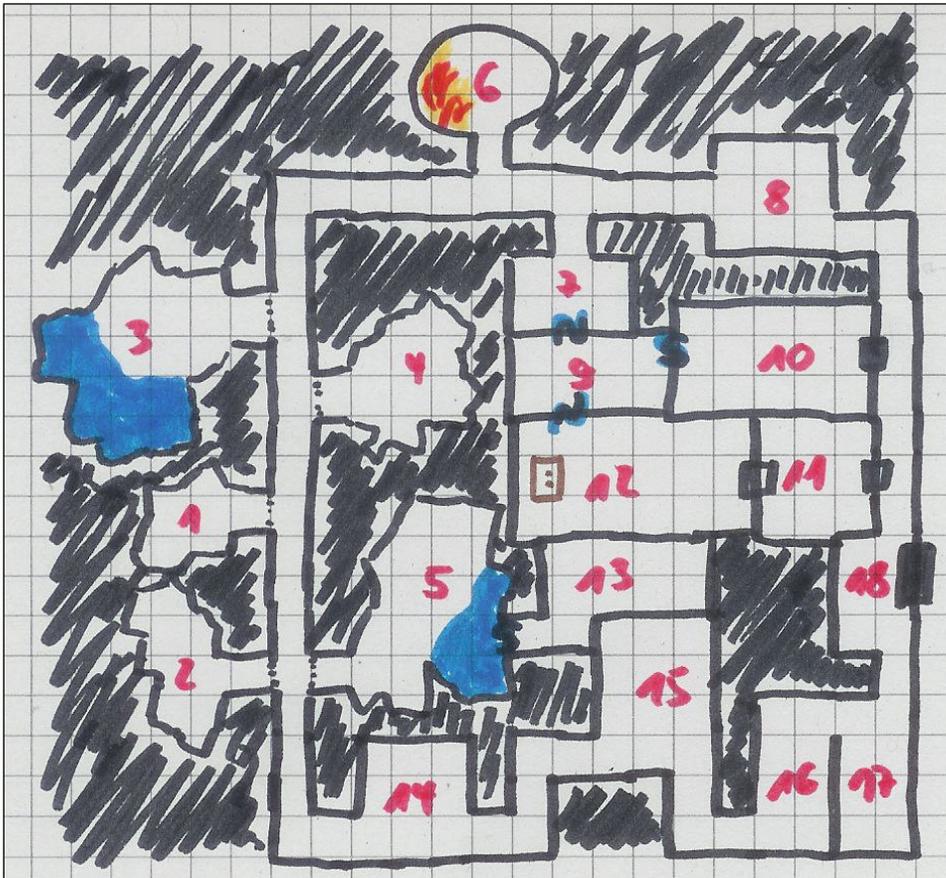


PRISONERS OF THE MOUNTAIN KING



The Background

Glgnfz, the Mountain King, a notorious kobold, who is the leader of a gang of brigands, has caught the characters and has imprisoned them in his dungeon, which is located in an old dwarven mine.

The characters' equipment can be found nowhere, as the Mountain King has already sold it. The heroes must make do with whatever they can steal from their enemies.

The Mountain King's gang consists of various humanoids. They all follow him because he's equipped with (kobold size) *gauntlets of ogre strength* and *bracers of defense* and has shown them repeatedly who is the tough guy around.

Wandering Monsters (1d20)

1	Ogre Lieutenant
2+3	1 Troglodyte
4+5	1 Hobgoblin
6+7	1 Orc
8-10	2 Goblin Guards
11-13	2 Kobold Guards
14+15	1 Morlock
16+17	1 Gnoll
18+19	1 Bugbear
20	Glgnfz, the Mountain King

Legend

S – Secret Door

I – Door

1 square = 10' x 10'

By Moritz "Glgnfz" Mehlem

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ROOM KEY

- CELL:** It's empty. **Here is where the characters begin the adventure.** Two *bugbears* patrol the corridor with the cells. One of them has all the keys to the cell doors. Both orcs are armed with axes and wear leather armor.
- CELL:** A young and severely wounded *gold dragon* can be found in a corner of this cell. It's unconscious and currently in its human form.
- CELL:** This cell is always open as it's the mine's toilet. In the small subterranean lake lives a water-dwelling *otyugh*, which devours all the feces, thus keeping the room clean and odorless.
- CELL:** 5 *giant rats* are kept here as a food source.
- WATER SUPPLY:** The water in this pool is clear and potable. Schools of small fish swim in it. A secret door at the opposite side of the lake leads to the treasure room (13).
- THE ETERNAL FIRE:** Nobody knows what fuels the incredibly hot eternal fire.
- ARMORY:** Rusty daggers, swords, axes and maces are lying scattered in this room. These weapons inflict 1 point of damage less than normal weapons of their type. A secret door leads to room 9.
- GUARD POST:** 2 *troglodytes* stand guard. They are very watchful and alert. Both wield swords and wear chainmail.
- GLGNFZ' CHAMBER:** This is where the Mountain King has made his lair. There's a huge bed, a wardrobe and a small wooden chest. In the chest is an assortment of the finest clothes (kobold-sized). Next to the bed is a gigantic pile of coins – the Mountain King's loot. It comprises 3200 copper pieces, 1400 electrum pieces, 950 gold pieces and 280 platinum pieces. Secret doors lead to rooms 7, 10 and 12.
- LIBRARY:** A *spectre* haunts this library. That's the reason why it hasn't been ransacked. Except for a thick layer of dust, the library is in perfect condition. If a character has been blessed by Brimli (room 12) he can release the spectre of its task of protecting the library and send it away.
- ANTSCHAMBER:** 6 partly-destroyed stone statues line this room's walls. They were statues of Brimil, the dwarven god, but Glgnfz and his men have used them for their weapon training. At any time there's a chance of 15% that 1d4 gang members are here training their weapon skills (see room 14).
- ALTAR ROOM:** Here's an altar of the dwarven god Brimli. The altar is adorned with his relief and his name is written all over it, in dwarvish of course. If the name is spoken aloud in this room, the character saying it, permanently gains 1500 experience points and adds one point to his constitution score. Of course he must be able, to speak the dwarven language. The altar is imbued with Brimli's godly might, so Glgnfz' band weren't able to destroy it or to extinguish the 4 candles that are burning in golden candle stands (worth 200 gold pieces each). What happens to dwarves or lawful characters, who steal the candles or the stands, is up to the game master.
- TREASURE ROOM:** Glgnfz and his men haven't found this room, but the dwarves took most of the treasure with them when they left the mine complex. Still there's one box containing 2000 gold pieces (trapped), and a magical axe as well as a set of magical chainmail, both attached to a dummy.
- SUPPLIES/BARRACKS:** A few dirty bedrolls are spread between 10 huge barrels filled with clean water. All in all the Mountain King's gang consists of: 1 ogre (club, no armor), 3 troglodytes, 2 hobgoblins (swords, chainmail), 4 orcs, 4 goblins (dagger, no armor), 5 kobolds (no weapon, no armor), 3 morlocks, 2 gnolls (dagger, bow, leather armor) and 2 bugbears. They all get the same share after the hauls, so no matter which gang member, they will always own 2d20 gold pieces. There's a 15% chance that 1d6 of the gang members can be found here.
- BARRACKS:** A few bedrolls can be found here. There's a 20% chance that 1d4 of the gang members can be found here.
- SUPPLIES:** 2 small barrels of oil, tinder box, a heap of rotten meat, torches (used and unused), 3 wooden hammers, a rope (50'), 5 empty boxes
- GUARD POST:** 2 *morlocks* stand guard. They are not at all watchful. Both wield halberds and wear leather armor.
- EXIT:** Only 2 *orcs* and a wooden gate (only Glgnfz and one of the orcs have the key) separate the characters from the outside world and thus freedom...