

The Ovens of Ar-Gar

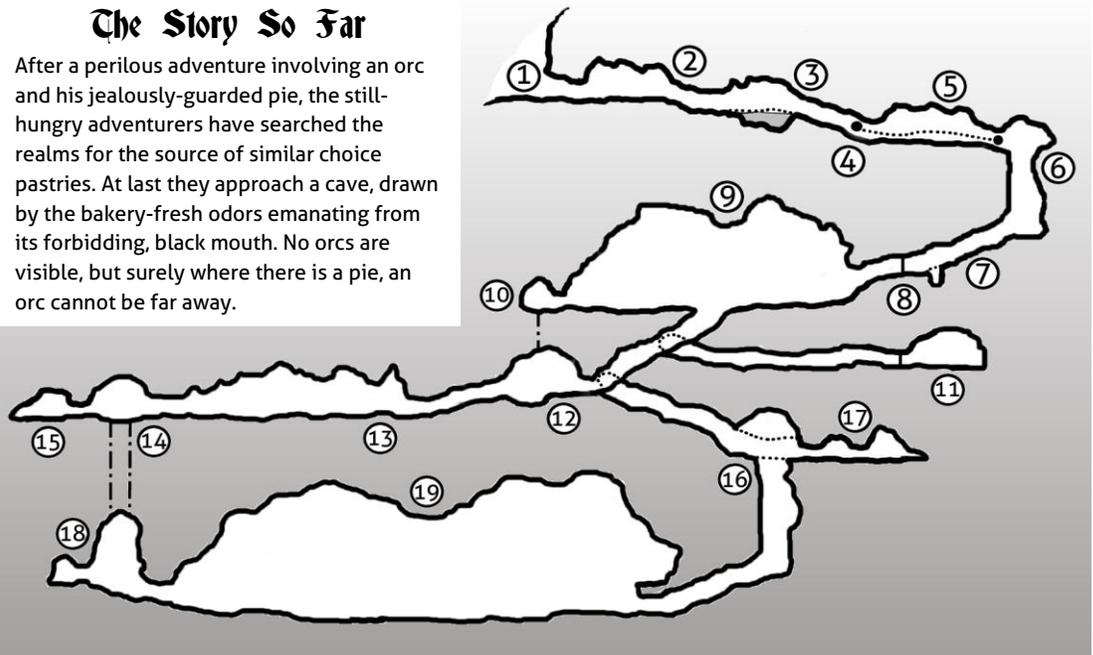
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Somewhere, there is a bakery making these good pies. Perhaps it's guarded by more orcs.
— Monte Cook

- Entrance.** An **Eye Spy**, a distant and benign cousin of the beholder, will emit an ululating cry if it spots enemies within 100'. Though watchful, the Eye Spy is easily distracted.
- Guard Post.** **Hobgoblins** and **Orcs** are playing a card game. They are frustrated because several cards have been lost or eaten, and may be easily surprised if not alerted by the Eye Spy. Handfuls of copper coins litter their rocky "table."
- Grotto.** A single gold coin lies in the shallow water. A small, non-descript **Angry Fish** welcomes the chance to bite anyone

The Story So Far

After a perilous adventure involving an orc and his jealously-guarded pie, the still-hungry adventurers have searched the realms for the source of similar choice pastries. At last they approach a cave, drawn by the bakery-fresh odors emanating from its forbidding, black mouth. No orcs are visible, but surely where there is a pie, an orc cannot be far away.



- who tries to steal its coin. The real danger is from a mated **pair of Gricks** that emerge from hidden holes.
- Squeezeway.** Adventurers must make several ability checks to squeeze through this narrow, lightless side tunnel or become temporarily stuck. A lone **Orc** is coming the other way, but killing him leaves another obstacle. He carries a small amount of silver.
- Bell Passage.** Orcish graffiti and broken stalactites mar this once beautiful gallery. Tiny **silver bells** dangle from thin cords throughout the corridor. Jostling any of the bells signals the loathsome **Gelatinous Rats** that nest here.
- Pit #1.** Knotted ropes and a block-and-tackle allow a safe descent for creatures and goods.
- Slippery Slope.** Running cave water creates a **hazardous slide** that ends in a painfully narrow crevice.
- Iron Door.** This **locked door** is set with four dials marked with Orc runes. Above is a riddle written in Orcish: "What am better than orc?" Setting the dials to read "Orcs" unlocks the door.
- Orc Barracks.** **Orcs** and **Hobgoblins** are sleeping, cleaning their blades and/or reading goblin porn. Natural stone columns provide cover. Thoroughly looting the chamber nets a moderate amount of random treasure.
- Toilet.** A six-inch hole leads to Area 12.
- Crypt.** Orcish markings outside the door read "No go here." Beyond is a crypt filled thigh-high with pulpy remains. An ornate sarcophagus depicts a grim necromancer holding a pie. Opening the sarcophagus reveals a rotted body wearing a silver diadem, while **Skeletons** and **Zombies** emerge from the pulpy mass.
- Refuse Room.** A **stuck iron portcullis** bars entry to this wretched chamber of filth and feces. Creatures entering the area must make an ability check to avoid vomiting up their iron rations.
- Goblin Barracks.** The Orcs have enslaved Goblins to work their "weapons factory" below. Two **Goblins** beg for freedom, and will try to slip away at first chance. Their only treasure is a moldy sock containing a handful of copper coins, plus a pretty rock.

- Lift.** A hand-operated wooden lift lowers to the factory floor.
- Fnug's Quarters.** A **magical crossbow turret** guards the Goblin sorceress' possessions. The walls are covered in cabalistic scrawls. Hidden within the sleeping furs are valuable scrolls detailing the making of the magical pies in Area 19.
- Pit #2.** Similar to Area 6.
- Ar-Gar's Quarters.** A vicious **Worg** named Snrll guards the Orc chieftain's rooms. A gold-inlaid chair can be sold if removed. A moderate amount of random treasure litters the ground.
- Ingredient Storage.** Barrels of apples, gooseberries, rhubarb and rocks are stacked here.
- The Dread Bakery.** A wonderful smell permeates this cavern. Whips crack as **Orc** overseers punish shirking **Goblin** slaves. The workers sit at wooden tables, making pies to be fed to the great stone ovens. **Ar-Gar, the two-headed Orc Mutant** and his accomplice, **the Goblin sorceress Fnug**, stand atop a natural stone overhang. The Goblins will join the Orcs to defend the bakery. An unlimited number of pies are stacked and ready to be hurled as improvised weapons. About half have been enchanted. (See Pie Chart.) On the second round and each round thereafter, each combatant must make an ability check or fall prone in fruit fillings. Defeating all opponents nets a large amount of random treasure, including Ar-Gar's jeweled eyepatches (one for each head), Fnug's magical gear and 1d10 pies (roll for type).

Pie Chart

- 1-50** Non-magical pie. Pie tastes good.
51-80 Pie of True Strike. Always hits its target. Contains a rock. Tastes like apple.
81-90 Pie of Reduction. Target reduced in size by 30% for five minutes. Tastes like gooseberry.
91-100 Pie of Flame. Bursts into flame when it hits, singeing adjacent creatures. Tastes like rhubarb.
 Note: Characters may safely taste test a magical pie.