

Lord Orchaos' Lair

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Intro Orchoas the Orc leader of savage Dark Hill Clan has been taken control of by a parasite (created by the chaotic gods) that enter his mouth in a drink drawn from the water in his new lair (Once a Dwarven Outpost they feel to the parasite and claimed by Orchoas when he found it). The parasite latches on to his tongue it releases a venom that numbs the tongue slowly drains the blood and replaces the dead tongue as it grows once merged with the body it begins to influence the host till it becomes the dominate force and cause as much chaos as it can. This has driven Orchaos insane as the parasite tries to take over and he is acting more fierce and reckless then an average orc.

The walls and floors of these rooms are well crafted carved stone of dwarven craftsmanship Except the hall to and area 9 these are what's left of the original cave system the dwarfs didn't finish this area before the problem. This is what the orc are using for drinking water .All doors except room 6 are wooden

1. Great hall 4 statues of Dwarven warriors are in the corners of this room with 4 large pillars in the center. The statues are headless now (the heads are at the bottom of the pit in area 10) 4 Orcs are in the center of the room guarding the area. a heavy wooden door leads to area 7
2. Chapel of Dwarven god the statues here are broken and over them hang 2 banners (top banner the god of chaos bottom one the orc war banner)
3. This room is now the residence of the Orc Shaman if a fight takes place in area 1 he has a 50% chance of over hearing it and will join the battle. This room contains 1d4 potions.
4. The orc use this room to store supplies (rotten food) and some rope and other basic items can be found here
5. Orc barracks 6 male orc are sleeping here if alerted by one of the orc in room 3 they will grab there weapons and join the fight they are to tired and wont here the battle otherwise.
6. Dwarven trouser room. This the room has a Heavy iron door and a complicated lock the orc have been trying to break it and have caused it to become stuck (if it is unlocked it will require some tools

such as a crowbar and levers to move it. (add loot fitting your campaign here and any special items

7. This large hall was leads to the rough caves (9) and the (10) where the females and young are. 3 orcs patrol this area
8. This large room once the dwarven feasting hall now is home to Orchoas and the 8 orc females and 10 young this is also where meals are prepared there is a small cooking area in the bottom left with a smoke stack carved into the ceiling. There is a chest here containing 50 silver
9. Orchoas is near the pool at area 9 the parasite is controlling his body while he sleeps it is getting ready to lay it eggs in the water. Treat Orchoas as an orc chief and if he becomes low on health the parasite will force control of him and try to kiss the nearest PC and lay its eggs in their mouth. He carries a +2 weapon and a +1 shield
10. This is a large cavenes hole that drops over 75 feet the orcs have not gone down to check it . The dwarfs once had a rope system leading down traces of the anchors can be seen by a pc checking over the side

