

Delving Deeper

THE RUINATION OF TENAMEN



A dungeon scenario for Normal tier players

by Simon J. Bull

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Background

Grom the Orc is a regional menace.

His Orcs have raided the pastoral shires of Tenamen repeatedly and avoided retribution by hiding out in the nearby hills.

His hideout is a busy, vermin-filled series of caves. It is irregularly lit by sooty candles and torches burning in the upturned skulls of Goblins, Men, and Sheep. The cave floors are partially covered by sand, filthy rugs, litter, and rat droppings. The walls are decorated with Orcish art of sooty wax drippings.

Map Legend

(S) Secret door; hidden by rocks/stonework.

(?) Unexplored way; an opportunity for the referee to extend the dungeon.

Keyed Areas

[1] **ENTRY** A deep spiral stair descends from a cave, above.

[2] **BRIDGE** A narrow stone bridge crosses 30ft above a swift stream. On the far side is a sentry—actually a propped-up corpse disguised by its armor. If disturbed it will topple into the chasm dragging a chain and six old helmets with it, creating a royal clatter that will alert the Orcs at #3.

[3] **VESTIBULE** Seven (or 2-16) Orcs [AC 7 MV 9" HD 1 C] are posted here led by sergeant Bolgug [AC 7 MV 9" HD 2 C]. They play games of chance with dice and rodent skulls for a pool of 77 sp and bully one another to pass time. They occasionally receive surly guests on evil business and might be persuaded that the players are of this sort, but they despise Elves and Dwarfs. The Orcs may escort the players to Grom's Court (#9) or, if suspicious, trick them into taking the north passage—a one-way chute down to the Cage (#14).

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[4] **COMMON DIGS** The Orc tribe dwells in this warren of grubby digs. There is a 50% chance each turn that 1-6 Orcs will use the main passage. There are 0-2 Orcs [AC 7 MV 9" HD 1 C], 1-6 females [AC 9 MV 9" HD 1-1 C], and 1-6 younglings present in each dig. The younglings play with musty rocks, bones, and slugs. The males have 1-6 sp each. Any commotion will be noticed throughout the digs.

[5] **ABANDONED DIGS** The deepest digs are vacant due to the stench of The Pit (#6) and the recent disappearance of several Orcs.

5a Contains a bizarre statue of an Orc mother suckling a youngling—both petrified by Morguhliss on one of her hunts (see #21).

5b Frolg [AC 9 MV 9" HD 2 C] the blinded Orc loiters here. He was formerly of Grom's bodyguard but Grom put out his eyes on a whim and dismissed him. Frolg has recently fallen in love with a "nymph" who is helping him plot his revenge. Frolg runs errands for her, informs on his fellows, and steals treasure for her. He doesn't know how she comes and goes.

[6] **THE PIT** The Orcs periodically shovel their garbage into this foul pit. The stinking heap is teeming with two dozen (or 10-60) Giant Rats [AC 7 MV 12"/6" HD ½ N] and a dozen (or 2-24) Large Centipedes [AC 9 MV 6" HD ½ N], but concealed within it is the secret crawlway by which Morguhliss comes and goes.

[8] **SCULLERY** The scullery is hot, smoky, and busy with eight (or 2-16) Orc women [AC 9 MV 9" HD 1-1 C] working bubbling cauldrons and scorching spit roasts under the tyrannical eye of Pignag [AC 9 MV 9" HD 1+1 C]. She is Grom's fourth wife but spares him no affection; she is hugely obese and almost as mean as he is. Dubious meats, sweets, and drinks are being prepared for Grom's Court (#9). Dozens of drained skull goblets are stacked in a trough; casks of dark wine have been cracked and are ready to be sent out. Pignag carries the key to the Pantry (#7) on a chain about her fat neck.

[9] **GROM'S COURT** Chief Grom, his four (or 3-18) Bodyguards, ten (or 2-16) Orcs, and a single Hobgoblin feast in this hall while a harem of six (or 2-16) dangerous Orc harlots provide such song and dance as is appreciated by Orcs.

The crude feasting tables encircle a dance floor of frayed carpets over a large trapdoor that Grom can trigger from his skull-adorned throne—dropping victims 20ft into the Bearpit (#10). Hidden beneath Grom's seat is a locked chest containing his loot: 4,000 sp and a bejewelled necklace (worth 2,000 gp).

Grom is a huge Orc [AC 6 MV 9" HD 3 C] and a veteran of many fights. He wears a great helm adorned with minotaur horns and fights with shield and a malign axe called Calamity. His bodyguards [AC 7 MV 9" HD 2 C] will fight to the death. The other Orcs [AC 7 MV 9" HD 1 C] are a rough lot eager for a fight. The Harlots [AC 9 MV 9" HD 1-1 C] will jeer and spit but only attack if attacked.

Snade is a shifty Hobgoblin [AC 5 MV 9" HD 2 C] who is supposedly here on a diplomatic mission but, in fact, his people know nothing of his plotting. He is armed with a poisoned dagger and carries a pouch of eight gems (worth 10 gp ×5, 30 gp ×2, and 100 gp) for bribery.

[7] **PANTRY** The stout door is locked. Inside is a store of Orcish victuals; sides of mutton and farmers hang from meat hooks. Casks of rough wine and ale are hoarded along with sacks of weevily grain, bins of hard bread, and barrels of dried fish. Foremost is a box of fresh apples; there is a 1 in 6 chance of taking the one poisoned by Frolg (see #5b). A taste of the poisoned apple is equivalent to being bitten by Morguhliss (see #21).

[10] **BEARPIT** The stout iron door to this pen is double barred on the outside. The pit trap in Grom's Court (#9) drops 20ft into this pen which houses a ravenous bear [AC 6 MV 12" HD 5+5 N]. It will rush to devour whatever morsel the Orcs toss it. Amid the remains of victims are 1-6 serviceable weapons, 100ft of rope, 100 cp and 50 sp (cast down by Orcs as payment for entertainment), and a scruffy-looking copper band which is actually a **Ring of Alarm**.

[11] **DUNGEONS** These two awful dungeons are both soundly locked. One holds a pair of terrified shepherds (Willyem and Arfer) who will pay in sheep if rescued. The other is empty because of the secret escape tunnel hidden beneath a loose flagstone; the tunnel emerges amid the Cold Stream (#16).

[12] **BRICKED UP DUNGEON** This dungeon has recently been bricked up so it cannot be opened; the mason's tools are still on hand. Trapped within is an irate Werewolf [AC 6 MV 15" HD 4 N].

[13] **TORTURE CHAMBER** A well equipped torture chamber run by Mohrgag the Orc diviner [AC 9 MV 9" HD 1+1 C] and his two apprentices [AC 9 MV 9" HD 1-1 C]. Mohrgag is a 2nd level magic-user who knows a dozen perilous spells. He has memorised the Alter Self and Sleep spells and carries a Wand of Paralysis (with 17 charges) as well as the dungeon keys.

[14] **CAGE** The one-way chute from the vestibule (see #3) ends here in a cramped, filthy prison. There are three depraved mercenary fighters [AC 6 MV 12" HD 1+1 N] held here (Thomas, Robert Dun, and Evard) who variously promise service, land, daughter's hands, and so on for their rescue. Alas, they are only common liars.

[15] **FISHERY** Here there are racks of nets, drying fish, and a smelly little dingy which the Orcs use to fish the Cold Stream (#16).

[16] **COLD STREAM** A cold, brisk flowing stream runs through a natural ravine. The water is rarely greater than waist deep but players risk being swept away or drowning (1 in 6 chance of wading into a deep hole each turn).

[17] **ANGLER'S PERCH** A ledge 20ft above the stream.

[18] **WATERFALL** Hazardous rapids spill over a 40ft drop into a churning tumult below. Players might cling to slippery rocks here but will be exposed to the Constrictor (see #19). At the bottom, the falls conceal a rocky stair that climbs up to the Constrictor's Nest (#19).

[19] **CONSTRUCTOR'S NEST** A Giant Constrictor Snake [AC 6 MV 9"/9" HD 7 N] nests in a cave overlooking the waterfall. It can reach all the way to the brink of the waterfall without leaving its ledge, surprising the players on a throw of 3-6 on a six-sided die. Hidden in this musty cave are the remains of five Orcs and one mercenary fighter.

[20] **DARK LAKE** A deep, cold underground lake...

[21] **EERIE REDOUBT** This is the hidden lair of Frolg's "nymph" (see #5b). Morguhliss is a grotesque Medusa [AC 7 MV 9" HD 4 C] who has crept up from the depths of the underworld to devour careless Orcs. Frolg's blindness made him easy to beguile and he has proved a useful tool. It appeals to the Medusa's immense vanity that the Orc pines after her, convinced of her beauty; she will entertain any flattery. If threatened Morguhliss plays cat-and-mouse in her labyrinth, licking arrows to poison them. Hidden in two caches she has 4,000 gp, 18 gems (worth 30 gp ×8, 100 gp ×5, 300 gp ×4, and 1,000 gp), a potion of water breathing, and a book of 1st level magic-user spells.

[22] **CAVERN** A limestone cave providing access to the deeper underworld from whence Morguhliss (see #21) came...

[23] **BACKSTAIR** The stair which Morguhliss (see #21) uses to enter the Orc lair has a peep-hole into Grom's Court (#9).

Random Encounters

2-12	Encounter
2*	One (or 1-4) Medusae [AC 7 MV 9" HD 4 C]—Morguhliss' sister(s).
3*	1-6 Giant Centipedes [AC 3/7 MV 12" HD 3+1 N].
4	One Gelatinous Cube [AC 8 MV 6" HD 4 N].
5	1-10 Large Spiders [AC 8 MV 6"/15" HD ½ N].
6	2-12 Giant Rats [AC 7 MV 12"/6" HD ½ N].
7	2-16 Orcs [AC 7 MV 9" HD 1 C] and Sergeant [AC 7 MV 9" HD 2 C] 1 on patrol, 2-3 setting off on a raid, 4-5 returning from a raid, 6 tracking the players.
8	2-24 Large Centipedes [AC 9 MV 6" HD ½ N].
9	One Grey Ooze [AC 9 MV 3" HD 3 N].
10	2-12 Giant Leeches [AC 8 MV 3"/6" HD 2 N].
11*	2-12 Hobgoblins [AC 5 MV 9" HD 1+1 C] 1-2 on a diplomatic mission, 3-4 hunting Snade (see #9), 5-6 raiders.
12*	Two (or 1-8) Giant Spiders [AC 5 MV 3"/12" HD 4+4 C].

* Encounters 2, 3, 11, and 12 should only occur once each.

Explanation of Treasures

Ring of Alarm The wearer of this magical ring can only be surprised on a six-sided throw of 6 while he is alert, or 5-6 while he sleeps.

If this magical ring is used it can be inserted into Table 3.24 of the Delving Deeper Reference Rules and made to occur on a hundred-sided throw of 38-39. The existing Ring of Protection then occurs only on a hundred-sided throw of 40-46.

Grom and his Orcs are a regional menace.

They have raided the pastoral shires of Tenamen repeatedly and avoided retribution by hiding out in the nearby hills. What the honest folk of Tenamen sorely need is for a bunch of hard-nosed adventurer-types to pay Grom a visit and serve notice that his marauding won't be tolerated hereabouts.

But Orcs aren't the only things in those bleak hills overlooking Tenamen...

The Ruination of Tenamen is a dungeon scenario designed to challenge low level (Normal tier) players.

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The Ruination of Tenamen is suitable for use with all Oe games.

