

Labyrinth Lord

Return of the Mountain King

by Moritz Mehlem with Cover Art by Andy Taylor



**Brave Halfling
Publishing**



This module is the sequel to the modern classic, “Fortress of the Mountain King,” for the **Labyrinth Lord** role-playing game. The Mountain King terrorized the cozy village Larm until he was driven from his hideout by a group of inexperienced adventurers. Now, nearly a year later, he’s posing a threat to a young village on the borderlands. He has settled down a few miles north of Larm and is attacking ships that travel the river, Dolm. Thus the trade between the capital of Dolmvay in the south and the Dwarven Kingdoms is in peril.



Return of the Mountain King

Tournament Module RPC1

Credits

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About this Module

Exactly one year after the first Module for *Labyrinth Lord* was released by *Brave Halfling Publishing*, the **Mountain King** has returned. This module was written as a tournament scenario for the **Role Play Convention** (RPC) in Cologne (April 3rd to April 5th 2009).

This module presents a complete scenario with maps, pre-generated tournament characters, a scoring sheet and the obligatory OGL in just 20 pages.

The results of this Tournament can be found in *Appendix 6* and in the BHP forum and on the last page of this module so that a comparison can be made between your players and the players at the convention. The descriptions of all rooms have purposely been kept short for the tournament, and the adventure contains more monsters and treasure than is usual for a scenario of this size. This has been done to keep the scenario interesting. and to introduce new players to many different situations

A. Background

A year ago a band of Adventurers drove the Mountain King from his fortress north of the village Larm. However, he has returned and has now taken to attacking ships that sail down the river Dolm from the Dwarven Kingdom to Dolmvay.

Glnfz, the Mountain King, a kobold who has managed to become the chieftain of a band of robbers thanks to two magic items, is operating out of an old way station which has been more or less repaired and occupied by his brigands.

The Mountain King has gathered a horde of various humanoids whose only common element is the fear of the mighty Glnfz.

All rooms inside the fort are lit by burning torches, except for the treasure chamber.

B. Introduction for the Players

A year ago you drove the Mountain King Glnfz from his caves north of the village Larm. However, now Mayor Caius Rusticus has summoned you again, and, with graven face, informs you of recent events:

“That vile Kobold whom we believed to be gone from this part of the Known Lands is once again threatening our small village. He has gathered new allies and is now occupying an old way station overlooking the river Dolm north of Larm. They have been attacking the dwarven traders sailing to Dolmvay, our capital. As Larm depends on these traders something must be done. We offer each of you 50 gold pieces if you can drive the Mountain King from his fortress and an additional 150 gold pieces if you bring me his head!”

The characters may attempt to haggle with the mayor. A successful Charisma check (With a penalty of 3) by the haggling character convinces the mayor to raise his offer to 100 and 200 gold pieces respectively. A failed check means that the offer remains standing, and becomes non-negotiable.

The characters can also try to gather information about this new threat. This can be done either in the “Borderland Tavern” or at the Marketplace. The characters can pick up between 1 and 3 of the following rumours if they role-play well.

(d8)	Rumor	
1	The Mountain King is dead. His band is now operating without him.	False
2	He is more powerful than ever.	True
3	His new Lieutenant is a troll.	True
4	Orcs are his only followers.	False
5	The Mountain King is a Necromancer, he is surrounded by undead!	False
6	The entrance to his new fortress is a trap.	True
7	Thaxon helps the truly faithful.	True
8	The Mountain King now owns a new and powerful magical Item.	TRUE

C. The Fortress

You are travelling northwest on the trader’s road along the river Dolm. On the evening of the second day the river valley widens slightly, and ahead of you two paths leave the trader’s road. The path to your left leads to a building that seems to stand on the river bank. This is probably the old waystation.

To your right there is a strong fortress standing on a mountain ridge, reachable only by a short and steep ramp.

1. Way Station

This high stone building was once a tower, but now it seems that only the ground floor is inhabitable. Unlike the derelict upper portions of the tower, the ground floor seems to be very stable. The tower stands on the river bank, with a large window barricaded by a heavy piece of wood. Some rings have been let into the wall below this opening

The door is also made of heavy oak and looks very stable judging from where you are standing.

This is where the Mountain King has posted his vanguard. Six orcs (*Appendix 1*) keep watch over both the river and the trader’s road, and can only be surprised on a roll of 1 on a 1d6. The orcs are armed with bows, swords and shields. When they spot the characters they will wait for a good opportunity to make a surprise attack (if the characters take their time to come up with a plan, for example). First they will shoot a volley of arrows, before grabbing their shields and swords and closing in for melee.

The orcs have a total of **121 SP** and **11 GP** with them.

HINT: If the party does not deal with the orcs in the **WAY STATION** first, these same orcs will silently watch and then attack the characters at the gate (**ENTRANCE HALL**) at the precise moment the gate comes down.

2. Entrance Hall

This huge, rotting, wooden, double-doored gate is 15“ high. Each door has two observation slits at a height of 5” from the ground.

Closer examination reveals that two pairs of red eyes are watching the party through the slits. As soon as someone comes closer to the gate the eyes disappear. The two **goblins** (*Appendix 1*) grab their stools and run to the other guards in room 3 when they notice that the Adventurers are walking into their trap. Unfortunately for the defenders they only withdraw to room 3 instead of alarming the rest of the brigands.

The goblins are armed with short swords and have a total of **88 cp** with them. One of the swords is free of rust but very dirty, and it's very difficult to tell that it is in fact a **short sword +2**.

(Keep this in mind when rolling attacks and damage for this goblin!)

The cast-iron lock set in the gate contains a **trap**. If the characters try to open the gate without the key (which they won't have yet) or a successful pick locks check by a thief, then the whole gate falls towards them and every character in front of the gate takes 1d8 damage (no save allowed). This means, of course, that the characters have to declare where they are standing. After 1d4 turns the gate closes again. It can be opened without difficulty from the inside.

The entrance hall is completely empty, apart from two stone statues. There is a wooden door in the far west of the southern wall. The statues depict a knight whose shield bears a radiant cup as an emblem. The statues' faces have been destroyed, and the remains are strewn on the floor to their feet.

Clerics will recognize the 6" statues as the God Thaxon. Lawful characters who hold a short prayer at the statues or attempt to repair the faces receive a +2 bonus to their attack rolls (but NOT to damage rolls) for the rest of the adventure.

The door to room 3 is very stable but unlocked, and can be opened soundlessly without difficulty.

3. Guard Chamber

A door is visible in the eastern wall of the room. Apart from that the room looks as if someone tried to spread the furniture all around the room – the floor is covered with the wreckage of chairs, tables,

shelves, beds...

Amidst this chaos the characters are awaited by four **Hobgoblins** (*Appendix 1*) armed with rusty swords – and if the party hasn't already killed them – the two **goblins** from room 2 are here as well, waiting for a chance to attack. Unless the players state that they are remaining in the doorway it should be assumed that the characters walk into the room. The monsters will use this opportunity to launch a surprise attack.

If the characters manage to enter the room unnoticed, they find the hobgoblins dozing, spread out across the floor of the room. It will take them a round to get up and grab their weapons, and another to prepare to attack. But in order to surprise the hobgoblins, the characters must have killed the orcs in the way station, silently dealt with the goblins in room 2 and opened the gate without activating the trap.

If the characters successfully search the room they find that the hobgoblins were carrying **102 GP** and **243 SP** with them, and locate **4 small opals** in the ruins of a desk drawer. These opals used to be the eyes of the statues in room 2. They radiate a weak magic and cause the faces of the statues to reconstruct themselves. Otherwise they are worth **100 GP** each.

The wooden door to room 4 is unlocked and opens without a sound.

4. Practice Room

In the centre of the room there is a circle of sand with a radius of 22". In some places the sand has taken on a dark colouring. There are two wooden frames standing next to the south wall, and two targets are mounted to the north wall

There is a wooden door in the north-eastern corner of the eastern wall.

As in "The Fortress of the Mountain King" there is a practice room here for the Mountain King's band. This is also where the Mountain King fights other humanoids to subdue them.

There are 12 arrows still stuck in one of the targets, nine of which have black fletchings, the other three

have blue fletchings. These blue arrows are **arrows +1**. Three throwing knives are stuck in the other target. A **dagger +1** is buried in the sand and can only be found with a successful search.

Attention! If the characters make even the slightest noise, they will be attacked immediately by the orcs and ogres from room 5. The orcs attack with their short bows while the ogres charge into melee with their heavy wooden clubs.

5. The Bandits' Sleeping Chambers

The 23 beds of different sizes in this room take up most of the space. Some of the beds are occupied, others are empty.

There are three wooden doors in the eastern wall.

Right now there are three **orcs** (*Appendix 1*) and three **ogres** (*Appendix 1*) in this room. They sleep at night, and spend their days with training, armwrestling and fighting.

The orcs are armed with short bows and twenty arrows, with short swords for melee. Ogres traditionally fight with huge clubs. The ogres will charge into melee without second thoughts while the orcs take cover behind a bed after one of them has knocked twice at the door to room 8 to warn the Mountain King and his troll-lieutenant. Glnfz and the troll are now alert until the signal is given that everything is alright (a very creative signal: another two knocks). If the signal is given, they relax, and can then be surprised.

After they have given the signal, the orcs will shoot their bows until the characters force them into melee or they run out of arrows.

There is a small wooden chest next to each bed. However, as no one here trusts anyone else, there is nothing of value to be found apart from a **Wizard's Scroll with the Spell "Invisibility"** and a **Cleric's Scroll with the Spell "Detect Magic"**. These are hidden in a chest with a false bottom.

Between them the orcs and ogres have **232 GP** and **643 SP**.

The doors to rooms 6 and 7 can be opened without difficulty. If one of the orcs was able to warn the

Mountain King in room 8, a trap inside the lock has been activated. This trap can only be found and deactivated by a thief. If this door is opened without disabling the trap, then the character who opens the door will be pricked by a poisoned needle and he takes 2d10 damage (A successful saving throw reduces the damage by half). Thieves who ask for a precise description and declare that they will examine the lock closely gain a 20% bonus on both their roll to find the trap and the roll to disarm it.

6. Armoury

The walls of this chamber are hidden behind shelves. Upon these shelves all kinds of weapons have been stacked. You can see halberds, magnificent two-handed swords, and sets of perfectly balanced throwing knives. All the weapons are well-kept and in perfect condition. The whole room is glistening in the torchlight.

A cabinet in the centre of the northern wall attracts your attention. It holds a beautiful sword, the blade of which is half buried in a stone.

Only then do you notice two strange humanoid creatures who are watching you closely. They don't seem to think much of you as opponents, otherwise they probably would have attacked you by now. They look as if someone had combined a troll and a bugbear, added a few dead body parts, and dressed them in the some very old and worn clothes.

These two creatures are **throggrin** (*appendix 1*). They attack the party with their claws.

One of them carries two **emeralds** with him (worth **250 GP** each), the other one has found exactly **100pp** somewhere, which he bears in a purse around his neck.

The weapons are an illusion which ends as soon as one of the characters touches one of them or the shelf. The illusion restarts after 2 rounds (2 minutes of real time in a tournament).

If the illusion has been disrupted the characters can see that the room is completely empty with only the five burning torches remaining on the walls.

If a character successfully searches the place where

the cabinet in the illusion stood, he discovers the outline of a large slab of stone on the floor. If the outline is carefully cleared of dirt, it reveals cracks in the floor after which can be lifted (Using, for example, two swords). Hidden away in a compartment is the original sword seen in the illusion, a **sword +1, Flame Tongue** (LL p. 119). This sword has a +2 bonus against the troll. The command word “Flame” is etched into the blade in Elvish. This activates the flames of the sword and the troll will be unable to regenerate the damage caused by this weapon.

7. Larder

The rotting shelves in this room contain food, or at least what the Mountain King seems to think is food – jugs of stale beer, rotting hunks of meat, small boxes of lumpy flour and bread that looks harder than the shelves it’s sitting on...

Some torches have been carelessly thrown into a corner.

There is nothing of interest here except the stack of 31 torches.

Characters who get too close to the meat get attacked by two **rot grubs** (Appendix 1). The grubs dig their way into their victim with all their might and kill him within 1d3x10 rounds when they reach the heart. In this tournament module the players have **90 seconds** of real time to come up with a solution.

The grubs can be either destroyed with the spell “**Cure Disease**” or by burning out the wound, which causes 1d6 damage to the victim.

A piece of parchment has been hidden under the meat. It reads:

”The key is in the hearts of the Gods: Shorn – the God of the wise and the teachers, Rhuynnda – Goddess of evil magic, Vator – God of warriors and Golgrok – God of the Dwaves and the smithy!”

(See Appendix 4)

8. Chamber of the Mountain King

The first word that springs to mind in this room is “luxury”. There is a four poster-bed here, a wardrobe made of finest wood, and a beautifully decorated table with four matching chairs. Sadly, the table has been cast aside to make more space in the centre of the room. Space that the troll requires, the troll who is angrily staring at you...

The **troll** (Appendix 1) charges the characters to tie them in melee. In the meantime his King **Glgnfz** uses the table as a shield while attacking the party with his **shortbow +2** and eight **arrows +1**. After shooting all his arrows, or if one of the characters forces him into melee he uses his **short sword +1**.

His **bracers of defence AC 3** (LL p116) and **gaunlets of ogre power** (They grant a Strength of 18, LL p. 118) make Glgnfz an enemy the party underestimates at their own peril.

The wardrobe contains finest clothes, hand-tailored for a kobold. The bed is wonderfully soft, with pillows filled with goose feathers. However, nothing in this room is of such value that it might interest the party. Glgnfz has hidden the treasures he and his brigands have “collected” in room 9.

This room can only be entered through a secret door built into the wardrobe. This door only opens if the correct combination of squares is pressed on the back of the wardrobe (Appendix 5). The correct combination was hidden under the bed by the original owner. Glgnfz solved the puzzle and is now hiding it under the meat in room 7. If the troll is interrogated he will reveal the following hint: “Treasure is in meat!”

The correct combination is “O – Y – T – G” – the middle letters of the names of the Gods.

Attention! The **Bracers** and **Gauntlets** are made to fit a kobold, even a Halfling is too big to use them.

9. Treasury

It is pitch black in this room. The flickering light of the torches in the neighbouring room is swallowed up by the darkness in here.

There is no natural way to illuminate this room. Even

with infravision it is impossible to discern anything in here. Only the spell **"Dispel Magic"** or a **"Wish"** spell can destroy the magic that is at work here. Once this has been done, natural light or the spell **"Light"** work as usual. Characters who grope around in the darkness hoping to find something might find the following items and coins hidden here by Glnfz and the former owners of the fortress:

- Axe +2
- Dagger +1
- Scroll with 3 Magic-User spells (Levels 1 – 3)
- Scroll with 3 Cleric spells (Level 3)
- Bag containing 100 Tigers-eyes (5 GP each)
- Bag containing 5 small Diamonds (250 GP each)

- Bag containing 1500 GP
- Bag containing 1000 PP

For each 30 seconds of real time the characters take to search this area they have a 50% chance to find one of the items from this list.

Attention! For each 30 seconds of real time the characters spend searching there is a 10% chance that one of the characters will cut himself on either the **Axe +2** (1d2+2 HP damage) or the **Dagger +1** (2 HP damage). As soon as the axe and the dagger are found this danger passes. The Labyrinth Lord should continue to roll however to keep the tension up.

(Appendix 1): Monster Stats

Room	Monster	HD	HP	Damage	Morale	Save	XP
1	6 orcs	1	6, 6, 5, 5, 4, 3	1d6	8	F 1	10
2	2 goblins	1-1	4, 4	1d6	7	Human	5
3	4 hobgoblins	1+1	8, 7, 5, 5	1d8	8	F 1	15
5	3 orcs	1	8, 6, 3	1d6	8	F 1	10
	3 ogres	4+1	25, 23	1d10	10	F 4	215
6	2 throggrin	3	22, 19	1d3/1d3	12	F 4	80
7	2 rot grubs	-	1, 1	Special	-	Human	5
8	Glnfz	4**	19	1d8+4	10	F 4	190
	1 troll	6+3	42	1d6/1d6/1d10	10	F 6	600

(Appendix 2):
Evaluation sheet

Party:			
Room	Monster / Action:	Possible points:	Points
	- each dead character	-50	
0	- successful haggling with the mayor - gathering information (10 per rumor)	10 10 each	
1	- killing the orcs before going to the fortress - killing 6 orcs	30 10 each	
2	- disarming the trap - if a lawful character prays at the statues - reconstructing the statues faces with the opals from room 3 - killing two goblins (here or in room 3)	25 50 100 5 each	
3	- studying the room before entering - killing 4 hobgoblins	10 15 each	
4	- discovering the dagger	10	
5	- killing 3 orcs - killing 3 ogres - discovering the scrolls	10 each 215 each 10 each	
6	- killing 2 Throgrin - discovering the sword	80 each 200	
7	- burning out 2 rot grubs	75 each	
8	- killing the troll - killing Glnfz - solving the puzzle	600 190 500	
Party total points:			

(Appendix 3): Pre-generated Characters

St = Strength, In = Intelligence, Wi = Wisdom, De = Dexterity, Co = Constitution, Ch = Charisma,

HP = Hit points, AC = Armor Class, AL = Alignment, AL-Lng = Alignment Language, Com = Common

Apart from the equipment given below all characters own 75 GP and normal adventuring equipment: Backpack, spare clothes, 6 torches, 6 grappling hooks, 2 flasks of oil, 50' rope. Of course, Magic-Users and Elves have *spellbooks*, Clerics have *holy symbols*, and Thieves have *thief's tools*. Every character also owns a *potion of extra healing* (heals 3d6+3 HP)

1 – **Fighter, 3rd. level** – St 16, In 9, Wi 8, De 13, Co 17, Ch 8 – HP 21 – AC 2 – AL: lawful; *chain mail+1*, Shield, Warhammer – Languages: Com, AL-Lng

2 – **Cleric, 3rd. level** – St 15, In 11, Wi 18, De 7, Co 9, Ch 11 – HP 14 – AC 5 – AL: lawful; *chain mail+1*, Mace - Languages: Com, AL-Lng

Memorised Spells: 2x cure light wounds, 1x hold person

Turn Undead: HD 1: 3 – HD 2: 5 – HD 3: 7 – HD 4: 9 – HD 5: 11

3 – **Dwarf, 3rd. level** – St 18, In 10, Wi 12, De 7, Co 12, Ch 10 – HP 17 – AC 5 – AL: neutral; *chain mail, warhammer+1* – Languages: Com, AL-Lng, Dwarven, Gnomish, Goblin, Kobold

4 – **Halfling 3rd. level** – St 15, In 7, Wi 17, De 17, Co 13, Ch 10 – HP 15 – AC 5 – AL: neutral; *leather armor, short sword+1* – Language: Com, AL-Lng (Can read and write simple words in common)

5 – **Thief 3rd. level** – St 11, In 11, Wi 7, De 16, Co 13, Ch 8 – HP 9 – AC 4 – AL: neutral; *leather armor+1, sword* – Languages: Com, AL-Lng

Thief skills: Pick locks 27%, Traps 20%, pick pockets 30%, move silent 30%, climb 89%, hide 20%, hear noise 1-3 (d6)

6 – **Magic-User 3rd. level** – St 13, In 15, Wi 8, De 15, Co 11, Ch 12 – HP 5 – AC 7 – AL: lawful; *robe, dagger+1* – Languages: Com, AL-Lng, Draconic. Memorised spells: sleep, magic missile, net

7 – **Elf 3rd. level** – St 13, In 16, Wi 6, De 13, Co 14, Ch 12 – HP 10 – AC 3 – AL: lawful; *chain mail, shield+1, sword* – Languages: Com, AL-Lng, Elven, Gnoll, Hobgoblin, Orc. Memorised spells: sleep, charm person, invisibility

(Appendix 4): Player handout 1 (parchment)

The key lies in the heart of the Gods:			
Shorn – God of Wisdom and Teaching, Rhuynda – Goddess of evil Magic, Vator – God of Warriors and Golgrok – God of Dwarves and Smiths!			

(Appendix 5): Player handout 2
(Back of the Wardrobe)

Wisdom			
M	N	O	P
Magic			
W	X	Y	Z
Fighting			
Q	R	S	T
Dexterity			
G	H	I	J

(Appendix 6): Tournament results of the 3 teams at the RPC:

Each group had a **10 minute** period where they were explained the rules and then **90 minutes** of actual game time. The group in 2nd place were lucky that they were the last group to play on that day, so they were able to finish the module out of competition. It took them another 60 minutes before the last of them died taking the Mountain King with him...

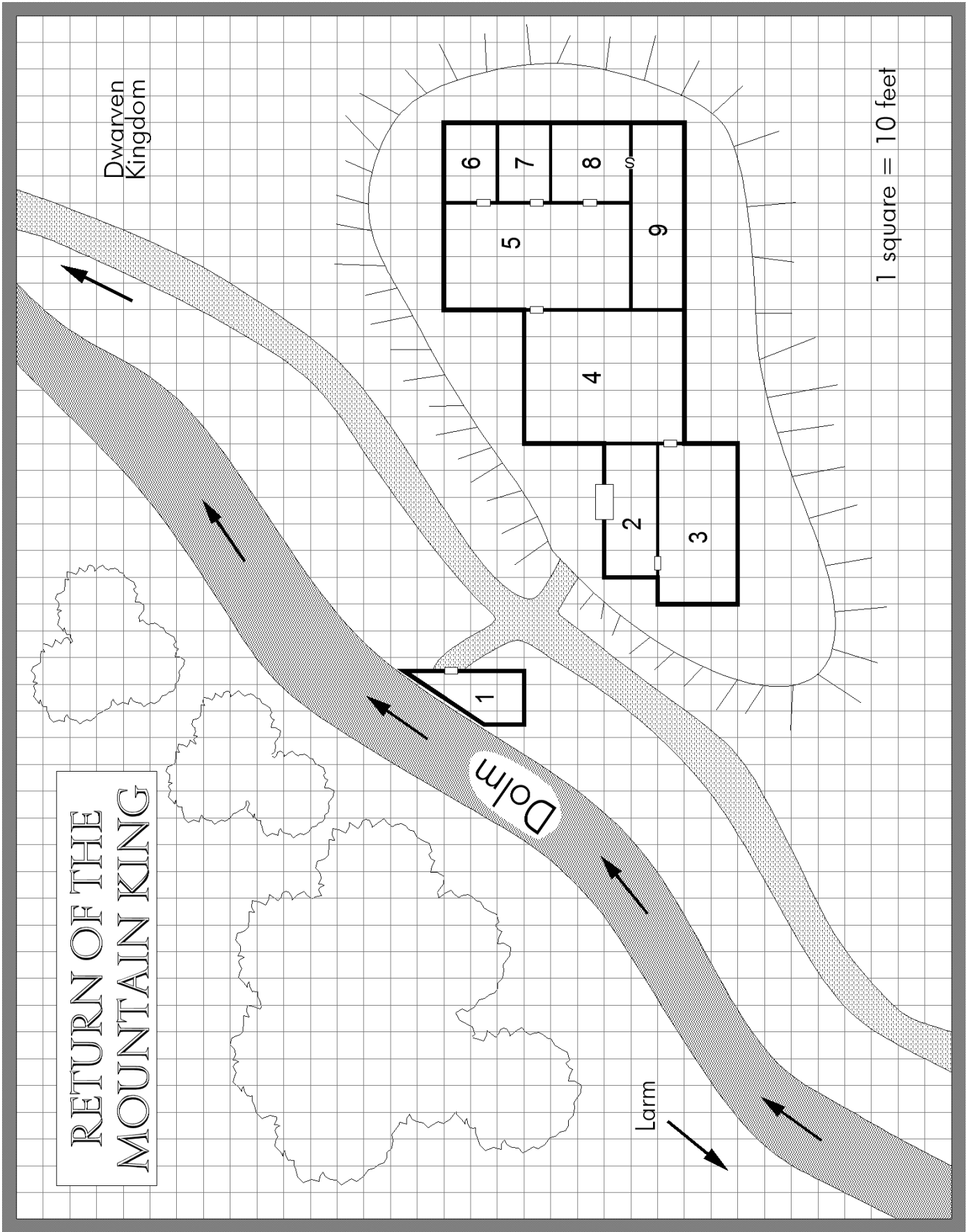
3rd place:	Volker, Volker, Thomas, Ingo	200 points
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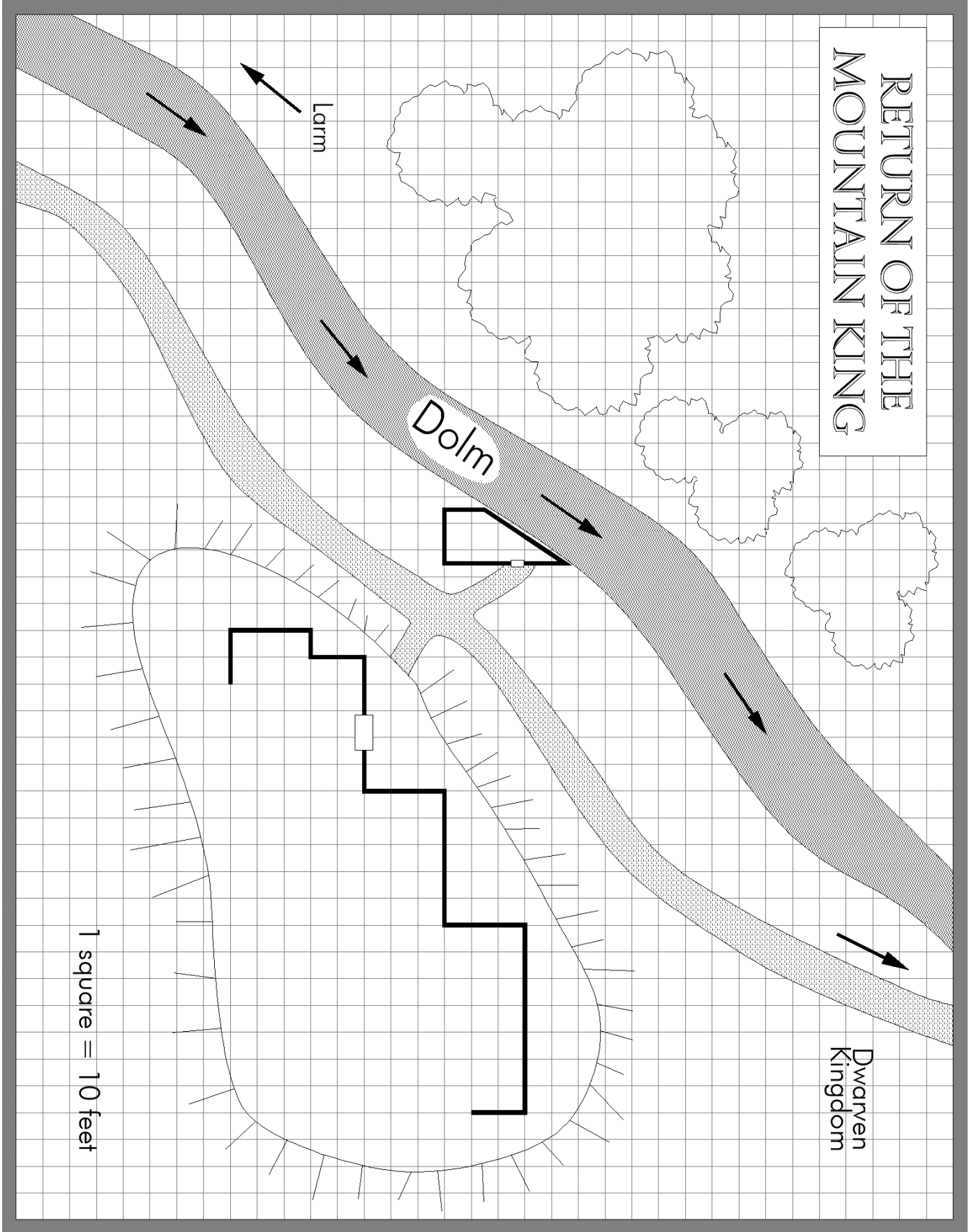
- each dead character	-50
- gathering information (10 per rumor)	10
- killing 6 orcs	60
- if a lawful character prays at the statues	50
- killing two goblins (here or in room 3)	10
- studying the room before entering	10
- killing 4 hobgoblins	60

Runners-up:	Michael, Rebecca, Janina, Thomas, Martin, Manuel und Bernd	785 points
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- each dead character	-100
- successful haggling with the mayor	
- gathering information (10 per rumor)	20
- killing the orcs before going to the fortress	30
- killing 6 orcs	60
- reconstructing the statues faces	50
- killing two goblins (here or in room 3)	10
- killing 4 hobgoblins	60
- killing 3 ogres	645

THE WINNERS:	Thorsten, Horst, Daniel, Volker, Raphael, Elisabetta und René	850 points
<hr/>		
- each dead character		-50
- successful haggling with the mayor		
- killing the orcs before going to the fortress		30
- killing 6 orcs		60
- reconstructing the statues faces		25
- killing two goblins (here or in room 3)		10
- studying the room before entering		10
- killing 4 hobgoblins		60
- killing 3 orcs		30
- killing 3 ogres		645





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