

The Orcs of Galazar

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Terrain : Forest
Total Party Levels : 8 (Average 3rd level)
Total Magic X.P. : 9,500
Total g.p. X.P. : 4,507
Monster X.P. : 10,405 (Kill: 10,405 Defeat: 8,310 Retreat: 6,000)

Total possible EXP for the module – 24,412 (of course, use your judgement, this is not set in stone. I prefer to give exp out when I think it's due, especially when the characters do something strange and unusual)

THE SET UP

A large band of orcs has been seen roaming the hills for some time. The village has recently become a frequent target of their raids. One week ago The Jewel of Rapan was stolen from its owner, the leader of the elders. The elders will pay 1000gp for the return of the jewel, and the destruction of this threat. (The Jewel of Rapan is a 10,000gp emerald).

THE LAIR

The orcs were quite disorganized before Galazar arrived. He found that the orcs followed his orders unerringly, and he was able to form a small army of orcs under his power. He allows the orcs to keep a small amount of treasure to keep them happy, and his strongest guards are allowed to use his magical weapons. They will never turn on him willingly. Galazar lairs in a hidden tomb, two miles north of town inside of which he found a large clay jar filled with beads. When thrown these beads turn into 2-dice *Fireballs*, these are known as *Firebeads* (he allows the orcs to use these). The elders are not sure where the lair is, and tell the pcs to visit the local tavern and consult Oracle. Oracle is the towns Prophet, he will answer any question for a glass of good wine,(5sp). He often responds in long answers that make decent sense,(but are not always true). The people trust him unerringly, he will always be in the tavern. Several other people will answer as follows:

- A known drunk (with poor eyesight), claims that on his way home from the tavern one night he saw a huge blue lizard. He says that the lizard asked him where Hemseth was, and when he responded that he didn't know it flew away.
- Several woodsmen tell about seeing eerie red balls of fire flying through the northern forest at night. They were curious, but they were more afraid,(this is just the orcs practicing with their *Firebeads*).
- An old woman says that the orcs have been possessed by powerful spirits that haunt the forest, and given all the strange occurrences most of the local people believe her.
- Nearby ranchers claim that orcs have been seen dragging off slain pigs from their ranches to the west. The ranchers add that orcs always disliked the taste of pork and that the orcs never bothered the pigs before last month. The orcs were seen prying over the pigs bodies, and left several trinkets and coins behind when they left with the carcass.

Roughly halfway there the party will notice a lone orc in the brush near a tall tree, it appears to have broken its leg, and will tell the pcs that it fell while trying to get the bird eggs up in the nests (there are in fact several nests in the tree). The orc is not hurt, and has two friends hiding nearby to the east.

1st Orc: AC 6; Move 9"; HD 1; hp 16; #AT 1; Dmg 1d8+1, or 2-12; THACO 19; AL LE; X.P. 150

He carries a *Longsword +1*, and a 25gp opal.

2nd Orc: AC 6; Move 9"; HD 1; hp 15; #AT 1; Dmg 1d4+1, or 2-12; THACO 19; AL LE; X.P. 150;

He wields a *Dagger +1*.

3rd Orc: AC 6; Move 9"; HD 1; hp 14; #AT 1; Dmg 1-8, or 2-12; THACO 19; AL LE; X.P. 150

He wears a *Amulet of Protection +1*, and wields a longsword

Each carries four *Firebeads*, three *Acorns of Healing*, and 100gp.

They will wait until the party is broken up, then try to attack from behind. The orcs will attack immediately if the pcs attack the injured one. If questioned the injured orc will tell the party to find his friend who has wandered west, he is the tribes leader, if the party falls for his story and tries to find his friend, the orcs will attack as the party turns west. If combat begins to go badly they will retreat to the lair, being careful not to be followed.

The lair is well hidden behind a stand of large oaks. One of the oldest trees produces *Acorns of Healing*. The orcs gather these acorns daily and hide them in the lair. Each orc carries three of these at all times. If the pcs cast *Detect Magic* they will find four acorns on tree to be magical. Several orcs guard the area around the cave, they keep watch in giant nests 20' high in the trees with the eagles that created them. The orcs don't control the eagles, but the eagles will listen to them. There are three nests in the area around the lair. The eagles will not fight pcs that enter their nests,(they assume the pcs to be orcs).

Eagles (6): AC 6; Move 1 "/30 "(C); HD 1+3; hp 10ea; #AT 3; Dmg 1-2/1-2/1-2; THACO 18; AL Nil; X.P. 175 each

The nest's contents are as follows:

1. (2) 40gp diamonds, and (5) *Acorns of Healing*.
2. (1) 125gp gold necklace, (3) fake rubies, (50gp appearance).
3. (1) metal flask containing a *Potion of Mushrooms* (7 sips).

Orcs (3): AC 6; Move 9 "; HD 1; hp 13,12,12; #AT 1; Dmg 1-8, or 2-12; THACO 19; AL LE; X.P. 100
Each carries a long sword, four *Firebeads*, three *Acorns of Healing*, and 50gp.

The orcs from the first encounter will be here if not slain. The orcs begin by throwing *Firebeads* down on the pcs, each bead does 2d6 points of fire damage, save vs. spells for half. The orcs will then have the eagles attack as they climb down, the eagles will retreat when they lose half of their hit points. The orcs will attack as the eagles retreat. The orcs retreat when they are reduced to six or less hit points, or when two of them have been slain. The orcs will run towards the lair, but will split-up and attempt to elude the pcs in the forest before entering. They will regroup inside the lair and use their acorns to heal themselves.

The entrance to the lair is hidden behind a thick wall of heavy vines, these vines are very stiff to the touch, and a find secret doors roll must be passed to find the entrance. Behind the vines lies a 10' wide passage with a 15' ceiling, it runs 30' ahead before ending in a 30' wide by 40' long chamber, this chamber is quite damp, water seems to be seeping in from above. The walls are coated by a heavy moss. At the back of the room is a 10' wide corridor running west. There are four torches providing light in this room. At the back of the room is a secret door, but the orcs will not go through this. There are four orcs standing guard here.

Orcs (4): AC 6; Move 9 "; HD 1; hp 14,14,12,12; #AT 1; Dmg 1-8, or 2-12; THACO 19; AL LE; X.P. 100
Each carries a long sword, four *Firebeads*, three *Acorns of Healing*, and 50gp.

The orcs from the first two encounters will also be here,(if they survived). When the party arrives most of the orcs will be hiding by the entrance, while two, (the most powerful) stand at the back of the chamber. they will all attack when the party reaches the center of the room. If the combat goes badly, the orcs will retreat through the side passage. In a small sack hidden near the entrance are 20pp, a 50gp emerald, and a 5cp copper ring with the word "kashan" engraved on the inside.

The passage to the west slopes up gradually, slowly becoming dryer. 20' down the side passage is a 10'sq, 20' deep covered pit, if the party is chasing the orcs they have a 5% chance of seeing the orcs using heavy vines to swing across the pit. The vines are secured to a large iron ring set in the ceiling. The vines have a 10% chance of breaking each time they are used,(roll for the orcs as well) if one breaks for an orc he will fall screaming into the pit and die when he strikes bottom, the others will continue on,(allow the rest make it safely). Falling pcs take 2d6 points of damage. The pit is dimly lit although there is no visible light source. There is a body of a dead wizard in the pit, he wears a *Ring of Invisibility*, if the pcs search the pit one of them is sure to stumble over him. The source of the light is a 10gp gem he carries, with a *Continual Light* cast on it.

The passage ends in a 30'sq chamber, all the orcs from previous encounters will be here if not slain, as well as two more.

Orcs (2): AC 6; Move 9 "; HD 1; hp 11,11; #AT 1; Dmg 1-8, or 2-12; THACO 19; AL LE; X.P. 100
Each carries a long sword, four *Firebeads*, three *Acorns of Healing*, and 50gp.

There are ten *Firebeads*, and five *Acorns of Healing*, at the back of the room from which they will replenish their supply. If they sustain heavy losses, they will try to get to the secret door in the main chamber, if cut off they will fight to the death,(they fear the dragon more than the party).If the orcs manage to retreat through the secret door, they will be found later with the dragon. The chamber appears empty, but hidden under a loose rock in the east wall is a small chest, it is locked and has both a *Leomunds Trap*, and a *Nystuls Aura* cast upon it. The lock is quite poor quality, and 2-3 blows from a blunt object will break it, the Chest is not trapped. It contains a *Potion of muting*, a *Hilt of Conjuring* (the orcs don't know the command word), and four *Acorns of Healing*.

The secret door in the main chamber is hidden extremely well behind a layer of heavy moss, it can be found on a roll of 1 on 1d8,(1-2 for elves). Behind it is a cut stone passage 8' wide by 40' long, with a 8' ceiling. this passage is not as wet as the main chamber, but it is still quite damp.

20' down the corridor on the left is a heavy wooden door, there is a roughly carved glyph on the surface, it is the orcish word for " death ". The door has swelled slightly from the moisture and requires a successful bend bars roll to open. Beyond the door is a small room 20'sq, there are two ghouls in the room that attack almost immediately.

Ghouls (3): AC 6; Move 9 "; HD 2; hp 10,8,8; #AT 3; Dmg 1-3/1-3/1-6 + paralyzation;
THACO 19; AL CE; X.P. 420 each.

The orcs do not feed them so they will fight to the " death " out of hunger. They are what remain of three warriors buried here centuries ago. the room contains three large stone platforms upon which the bodies rested when buried. upon the first lies a rotting cloak and a vial of arsenic, (clearly labeled). Upon the second rests a suit of badly rusted chain mail, and a set of *Bracers of Defence* AC 7. The third is covered in a layer of green moss, the moss will appear to be a green slime,(90% chance). Under the moss is a 200gp ruby, and a *Potion of ESP*.

10' past the first door there is another door on the opposite side of the corridor. This door is solid granite, almost 2' thick, a cleric or paladin can feel an aura of good surrounding it. Although it can be opened on its massive stone hinges, its enormous weight requires a combined strength of 30 or more to move it. The orcs are not strong enough to move it. The room beyond is 25' wide by 30' long. There is a large circular fountain,(7' across) set against the far wall, with a 3' tall statue of a warrior in the center. The water in the fountain will heal 1-3 points of damage per character, per day. The fountain's base is white marble, but the statue is made of red granite. Carved into the wall above the statue is a cryptic message written in common: " Nearby lies the warrior of thirst, to reach him you must heal him first. Beware that he who plunders his tomb, should be prepared to face his doom. " If the water in the fountain is splashed on the statue the entire wall will turn ninety degrees. The wall will revolve back when pushed, it turns quite easily. Note that the only way to revolve the wall from the inside is a *Knock* spell, if the party traps themselves they will be doomed to their fate.

The room beyond is 25' wide by 40' long. It is incredibly clean, as if nobody had ever entered this room before. There are two wights in the room, if a priest or paladin enters that is lawful, or good in alignment they will not attack, they will simply back-up and stand near the back wall, if attacked they will retaliate. If a priest or paladin is not with the party, or if the party disturbs the skeleton, they will attack.

Wights (2): AC 5; Move 12 "; HD 4+3; hp 25ea; #AT 1; Dmg 1-4 +energy drain;
THACO 17; AL LG; X.P. 500

These wights energy drain is not permanent, lost levels will return in 1-4 turns

The wights will try to force pcs out of the tomb, rather than try to destroy them, due to the nature of the tomb +3 is added to all " turn undead " roles. In the back of the room is a raised dais upon which rests a white marble throne. Sitting in the throne is a human skeleton, it wears a *Helm of Wisdom* (adds +2 to all saves vs mind-altering spells), and holds a *Bastard Sword +1*, set in its eyesockets are two 50gp sapphires. If the gems are removed the statue will activate. If it still holds its sword it will strike whoever stands before it, striking for 2d4+1 points of damage. After it attacks, or if its sword has been taken it will yell " Be Cursed all who steal my riches ", and collapse, at which point the wights will attack. The throne is solid marble and is worth almost 1000gp but weighs close to a ton.

The hall continues to a “ T ” intersection at its terminus. The east passage leads 20 feet and ends at a large steel-bound oak door. The West passage goes 20’ west and turns north, there is a wooden door in the west wall of the bend

The eastern door is locked, and as the lock is rusted a “ pick locks ” roll will always fail. There are several cracks and marks on the door from the orcs attempts to break it down. The door has 50hp’s, edged weapons will only do half damage. Behind the door is a 8’ wide hallway that runs 20’ to a 30’sq. room. The room contains several small pieces of fine oak furniture, including a desk, two chairs, and a small table. But time and moisture have taken their toll and have made it all quite worthless. within a secret drawer in the desk (requiring a secret door roll to find) ,is a scroll of the priest spell Neutralize Poison. Three tapestries which depict a priest building a massive church hang on the walls. They show no signs of deterioration, for they are magically protected. They could be worth 25gp each to the right buyer. In the right-rear corner of the room is a stone coffin, the lid requires a combined strength of 35 or more to move. Inside is a necropidius, it will attack as the lid is opened

Necropidius (1): AC 2; Move 9; HD 2; hp 14; #AT 1; Dmg 1-8 +paralyzation; THACO 19; AL Nil; X.P. 270

The necropidius will execute a hypnotic swaying when disturbed, unless a save vs. spells is made it has same effects as a *Hypnotism* spell. Its bite will cause paralyzation for 1-4 turns if another save vs. spells is not made. Poison, mind influencing spells, and a clerics turning do not affect the necropidius.

Inside the coffin is a gold urn worth 100gp that contains the ashes of the priest depicted in the tapestries. As well as a small black stone lion, which is really a *Dimensional Mine*.

The door at the bend in the west passage is locked with a large padlock, it is of exceptional quality, and subtracts 10% from a thieves chances to pick it. If undamaged, a locksmith would pay up to 20gp for it. The door itself has 20hp’s, and when struck the person striking the door suffers the same damage as the door. The room beyond is 30’sq. with a 10’ ceiling. the only item in the room is a bag sitting by the far wall. As the party steps through the door they will feel that something does not seem right in the room. The floor has been enspelled with a permanent Silence spell. Nothing will happen until the characters pick-up the bag, at which point the entire floor except the 5’sq. section where the bag lays will vanish, the floor will instantly appear 20’ below where the floor used to be. falling characters take 2d6 points of damage. If a exactly equal amount of weight is replaced where the bag was the floor will raise slowly back to where it was. Getting out without resetting it is bound to be a problem since the pcs are now 20’ below the door. The bag contains a gold key worth 2gp, 25 lead coins, and a invisible diamond worth 100gp. The bag weighs exactly one pound.

After the western corridor turns right it heads 20’ north and ends in a large locked wooden door. This door has a permanent *Silence* cast on it, the pcs will be able to hear nothing by listening at the door. When opened it reveals a 50’sq. room with a 30’ high ceiling. if Galazar has had no warning of intruders he will be on his treasure stacking gold coins. If any orc managed to get here then the pc opening the door will immediately be struck by Galazars poisonous breath.

Galazar (juvenile green dragon): AC 0; Move 9/30©; HD 13; hp 70; #AT 3 +breath weapon; Dmg 1-8/1-8/2-20; THACO 7; AL LE; X.P. 6,000; his spells are *Water Breathing*, and *Wall of Fog*.
His breath does 12-52 (8d6+4) points of damage (save vs. breath weapon for half), and is usable 3/day.

Any orc that managed to escape the party will be healed and ready to attack. Galazar believes that physical combat is beneath him and will allow the orcs to do most of the fighting if they are present. He will wait until they are slain and then attack the party. If the orcs have not warned him he will not be surprised by the party, he will converse willingly if the party does not attack, in 4-8 rounds he will tire of conversation and will attack. Galazar Attacks first with his breath weapon and then uses his physical attacks. If reduced to ten or fewer hit points he will cast *Wall of Fog*, and use his ring to escape through a small pipe in the back of the room.

His treasure includes, 3000cp, 5000sp, 750gp, (3) 100gp diamonds, a gold ring with a large black opal set in it worth 75gp, a small crystal statue of a wolf worth 50 gp, a *Ring of the Mouse* (he uses this to exit and enter the tomb), a *Wand of Metal and Mineral Detection*, a *Magical Quarterstaff* +2, and a *Potion of Gaseous Form*.

The following items have been stolen, and the owners will wish their return, a suit of *Plate Mail* +1, a *Cloak of the Shield*, a *Crystal Ball*, and the Jewel of Rapan. The owners of the items will pay a total of 300gp for their return.

NOTES

Potion of Muting

Upon tasting any amount of this potion the imbiber is unable to make any noise that requires the use of the vocal chords. The player is also affected and cannot speak to his fellow players. Speaking, humming, or grunting are not allowed, whistling is permitted, as it does not involve the vocal chords. The effect lasts 1-4 days and cannot be dispelled.

If the potion, or part of it, is poured into another liquid (i.e. spiking someone's wine), the effects are diminished considerably

Acorns of Healing

These acorns are produced naturally by a very special and rare kind of oak (usually an very old one).

When consumed these acorns can cure blindness, or deafness, or cure one type of disease, or heal 1-10 points of damage. If the user suffers from more than one malady, the cure would be random.

Usually 1-12 acorns are found.

Ring of the Mouse

When worn this simple copper ring can by mental command of the wearer, polymorph the wearer into a small white mouse.

Hilt of Conjuring

This Brass hilt has no normal blade, it's blade is conjured by command (the command word can sometimes be found etched on the base of the hilt). When the command word is spoken the wielder must mentally envision the desired blade type and material, which will then magically appear on the hilt till the command word is once again spoken to cause the blade to vanish. The desired blade can be of any non-magical material, iron, steel, copper, gold, stone, etc... possibly at the dm's approval it could also be non-magical ice, fire, lava, possibly even gas should such a thing be desired. The form of the blade can be of any hilted weapon, sword, dagger, possibly even a mace or morning star (allow imaginative uses). Should the blade be broken in some way (accidental or intentional) the blade will vanish and the hilt will remain until used again.

Potion of Mushrooms

This potion is a risky item, and has one 1 dose. If sipped the imbiber breaks out in purple splotches for 1-3 days all over his body, this cannot be removed by any means short of a *Wish* (this occurs only if sipped, not when drank) The sipping character will have a sense of great power, along with great danger.

If totally drank 1 of 4 effects occur:

1d8

- 1-4 The Imbiber is immediately poisoned as if he had consumed large amounts of poisonous mushrooms, a *Cure Disease* AND *Neutralize Poison* must be used immediately on the PC or he will die in 1d4 rounds, his body will immediately sprout purple mushrooms (which if consumed have the same poisonous effects) and will decay to mulch in 3d4 turns.
- 5-6 The Imbiber loses 2 points of charisma permanently from a large purple growth that sprouts from his head, but gains 2 points on intelligence, the growth can be surgically removed without permanent damage, and these effects negated
- 7 No noticeable effects (Note the character has been rendered forever immune to the effects of lycanthropy, and is totally unaffected by a werereatures bite, though normal damage from the bite is still taken)
- 8 No noticeable effects (Note the character has been rendered forever immune to the effects of vampirism, he cannot be charmed by a vampires gaze, and cannot be effected by a vampires bite, he is however not immune to the vampires level draining abilities, spellcasting, hand-to-hand damage, or innate spell abilities)