

# The Ruination of Tenamen (Grom's Undoing) - A One Page Dungeon by Waysoftheearth

## Background

Grom is a regional menace. His Orks have raided the pastoral shires of Tenamen repeatedly, and avoided retribution by hiding out in the nearby crags. When a band of adventurers happen upon Grom's hideout, they aren't the only visitors he has to handle...

## Grom's Hideout

Grom's hideout is busy, vermin filled, and irregularly lit by sooty candles and torches burning in the upturned skulls of Goblins, Men and Sheep. The floors are partially covered by filthy rugs, litter and rat droppings. The walls are decorated with Orkish "art" of wax drippings and soot bums. (S) denotes a secret door, (?) an unexplored way.

## Dungeon Key

(1) **Entry.** A deep spiral stair descends from above...

(2) **Bridge.** A narrow stone bridge crosses 30ft above a swift stream. On the far side an armoured Ork sits on the precipice. The sentry is actually a propped up corpse which will topple into the chasm if hit, dragging with it a chain and 6 helmets, creating a royal clatter.

(3) **Vestibule.** Sergeant **Bolgug** and 6 Orks are posted here. They play games of chance with dice and rodent skulls for a pool of 54 coins and bully one another to pass time. They will be alerted by loud noises or approaching lights. They sometime receive surly guests on evil business, and might be persuaded that the PCs are of this sort but despise Demi-humans. The Orks may escort the PCs to Grom's Court (9) or, if suspicious, trick them into taking the north exit – a one-way chute down to the Cage (14).

(4) **Common Digs.** The Ork clan dwells in this warren of grubby digs. There is a 50% chance each turn of 1d3 Orks entering the main passage. There are 1d6 female, 1d6 youngling, and 1d3 male Orks in each dig. The younglings have musty rocks, bones and slugs as toys. The females have 1d6 coins each and 1 in 6 of them has a trinket worth 3d6 coins. The males have 2d6 coins 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 Orks. One dig contains a bizarre statue of an Ork mother suckling a youngling – petrified by Morguhliiss on one of her hunts. **Frolg** loiters in the other dig. He was blinded by Grom, but has recently fallen in love with a "nymph" who is helping him exact his revenge. He 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 Orks usually leave their garbage where it falls, but when they must, they shovel it into this foul pit. The heap is teeming with **Rats** and **Rot Grubs**, but concealed deep within is the secret crawlway by which Morguhliiss comes and goes.

(7) **Pantry.** The stout door is locked. Inside is a store of Orkish victuals. Sides of mutton and the remains of a farmer 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 1 chance in 12 of taking the one poisoned by Frolg. A Taste is equal to being bitten by Morguhliiss.

(8) **Scullery.** The scullery is hot, smoky and busy with 6 Ork women working bubbling cauldrons and scorching spit roasts under the tyrannical eye of **Pignag**. She is Grom's 4th 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; more casks of dark wine are cracked and ready to be sent out. Pignag

carries the key to the Pantry (7) on a chain about her fat neck, and wears a jade hair comb worth 50 coins.

(9) **Grom's Court.** Chief **Grom**, his 4 **Bodyguards**, 7 **Orks** and 1 **Hobgoblin** feast in this hall while his harem of 5 dangerous **Harlots** provide such song and dance as is considered "entertaining" by Orks.

The tables ring frayed carpets which conceal a large trapdoor that Grom can trigger from his seat – dropping victims 20ft into the Owlbear's Pen (10).

Grom is a huge, cunning Ork and a veteran of many fights. He wears a great helm adorned with minotaur horns which shields him from beguilement, and fights with shield and the malign axe, **Calamity**.

Grom's bodyguards will fight to the death. The other Orks are a rough lot who hoot, jeer and spit. Snade is a shifty Hobgoblin, who is supposedly here on a diplomatic mission. In fact, his people know nothing of his plotting. He is armed with poisoned knives and carries a pouch of gems (worth 500 coins) for bribery.

Hidden beneath Grom's skull adorned throne is a locked chest containing Grom's loot; 3,000 coins, 2 pieces of jewelry and a bag of 12 small gemstones.

(10) **Owlbear's Pen.** 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 Owlbear. It will rush to devour whatever morsel the Orks toss it. Amid the remains of victims are several serviceable weapons, 50ft of rope, 124 coins (cast down by Orks as "payment" for entertainment) and a scruffy looking copper band which is actually a Ring of Alarm.

(11) **Dungeons.** Two dark, wet and awful dungeons, both soundly locked. One holds a pair of terrified shepherds (Bill and Ted) who will pay in sheep if rescued. The other is empty, but has a secret escape tunnel under a loose rock, emerging amid the Cold Stream (16).

(12) **Bricked Up Dungeon.** This dungeon has recently been bricked up – the tools are still at hand. Trapped within is an irate **Werewolf**.

(13) **Torture Chamber.** A well equipped torture chamber, run by the sickening necromancer **Morgag** and his 2 **Apprentices**. Morgag knows a dozen perilous spells and carries a wand of paralysis as well as the dungeon keys.

(14) **Cage.** The one-way chute from (3) drops here in a cramped, filthy prison. There are 3 depraved fighters held here, who promise their lands for their rescue, but...

(15) **Fishery.** Racks of nets, drying fish, and a smelly little dingy which the Orks use to fish the Cold Stream (16).

(16) **Cold Stream.** An icy cold, swift flowing stream runs through a natural ravine. The water is rarely greater than waist deep (1 in 6 chance of wading into a hole), but PCs risk being swept away or drowning.



(17) **Angler's Perch.** A ledge 20ft above the stream.

(18) **Waterfall.** Hazardous rapids spill over a 40ft drop into a churning tumult below. Desperate PCs might cling to slippery rocks here, but will be exposed to the Cavefisher. At the bottom, the falls conceal a rocky stair that climbs up to the Cavefisher's Roost (19).

(19) **Cavefisher's Roost.** A **Cavefisher** lurks above the waterfall, striking by surprise if the PCs are not wary. It can reach anyone on the brink of the waterfall. The roost hides the remains of 5 Orks, and 1 lost adventurer.

(20) **Dark Lake.** A deep, cold underground lake...

(21) **Eerie Redoubt.** This is the hidden lair of Frolg's "nymph". **Morguhliiss**, a grotesque **Medusa** who has crept up from the depths of the underworld and has been devouring careless Orks. Frolg's blindness made him easy to beguile and he has proved a useful tool. It also appeals to the monster's immense vanity to have him pining after her, convinced of her beauty. Morguhliiss will entertain any flattery. If surprised or threatened, she plays cat-and-mouse in her labyrinth, licking arrows to poison them. Hidden in two caches she has 2,000 coins, a potion of invisibility, 3 pieces of jewelry and Lenses of Cat's Sight.

(22) **Cavern.** A limestone cave providing access to the deeper underworld from whence Morguhliiss came...

(23) **Backstair.** The stair which Morguhliiss uses to enter the Ork lair has a peep-hole into Grom's Court.

## Random Encounters

1d6	Encounter
1	d3+1 Treacherous treasure hunters.
2	Grey Ooze.
3	d6+2 Orks patrolling the catacombs.
4	d4 Orks and Sergeant, tracking the PCs.
5	Rat Swarm of 6d6 x10 Rats.
6	1d6 predatory Giant Spiders