

The Orc Mine Great Hammer

The dwarven mine has been abandoned long ago. These days, an orc tribe lives here, led by Grishg. They are servants of a fire demon.

Outlook: 4 orcs.
A runner alerts the orcs below.

Climbing nets.
Easy to spot from below.

Maufimbul (see below), 20 orcs.

Wolfling Stair and camp.

Gate:
4 orcs.
A runner alerts gallery.

The gate leads to the long stair guarded by 20 orcs on the shooting gallery with very good cover from return fire. Rushing down the stairs still takes 7 rounds. Without an alert, they are lax, gambling.

The second gate at the bottom is closed and guarded by 4 orcs. It leads to the Merchant Hall. A door leads to the shooting gallery. A garbage chute leads to pit of **black slime**. Three passages:
- to the Great Hall and the orcs
- to Throne Room and the fire demon
- to the old ovens and hell hounds

The ceiling is 100 ft above.
All is dark.

An air shaft, climbable by halflings and goblins.

The last merchant prince of Great Hammer was Fili and his crown jewels are still here.

All fights in the stone garden start with 3 in 6 surprise

Each stone mound holds a small crypt. Fili's crypt has the Seven Jewels of Great Hammer (7600 gold)

This is the Bone Breaker stair and camp.

Ashuak (see below) and 20 orcs.

Old kitchens with stone tables and an abandoned fireplace that connects to the outside above and the ovens below.

Grishg, Shagdog (see below), 20 orcs and 7 guard boars.

Fire demon.

Abandoned ovens

12 gems hidden in air shaft.

7 hell hounds in their lair.

To Muspelheim, the plane of fire.

Slurry heaps

Hot air and sulphur smoke.

Barely visible: the flame gate.

Garbage chute lead to the **black slime** pit.

Behind the slurry heaps is a tunnel that leads down. Hidden in sulphur smoke lies a five-headed **pyrohydra**. The fire demon taught the orcs how to lure it into the merchant hall for defence.

There is a crawl tunnel from Grishg's tent that leads to the fire demon. It's true name is *Wounded Scepter of the Gods*. It drives Grishg to war and strife.

Author: Alex Schroeder
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Grishg owns the gauntlets of max strength (granting Strength 18); a great singer of songs. Shagdog owns a scroll of wall crush (breaks a wall up to 10 feet thick); a loyal friend. Ashuak guards the tribe's treasure: 12 000 gold, 700 silver, 10 gems worth 2730; a coward. Maufimbul owns the spear Fur Hunter +1/+3 vs. mammals and a treasure map; a death dancer. The map leads to the Cistern of Sulphur where he buried the treasure of a Mitra temple he looted: golden mask, crown, necklace, breastplate, ten rings, in total worth 7200 gold.