

# Gold Strike!

A d20/OGL 3rd Edition Adventure for three to five characters, 4th - 6th level.

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## Synopsis

An ambitious merchant has secretly sent an expedition to re-open an old dwarven mine. After a few weeks, all contact with the mine was lost and the player characters are hired to investigate. Once at the mine, they find themselves delving deep in the search for survivors.

Ancient ruins and dwarfish glyphs hint at something terrible in the mine's past but the trail leads the party to the oldest part of the mine. Passing natural and unnatural obstacles, the party locates the last survivor in the temple of a long forgotten civilisation but he is not alone. Something ancient and evil has plans for this lost miner.

## History

Hundreds of years ago, a band of dwarves from the Hurd Loch clan followed the caravan trails until they came across a small mountain range known as the Stone Peak Mountains. The Dwarves prospected in the foothills of these mountains until they discovered a vein of gold and began digging.

Eventually, the Hurd Loch dwarves dug a deep and profitable mine where many generations of their kin lived and worked, pulling out gold, copper and iron from the many rich deposits that lay ever deeper in the earth.

At some point, there was a cave-in near the deepest section of the mine that uncovered an ancient and mysterious labyrinth of caves. Ever curious, the dwarves investigated the labyrinth and discovered that it ended at a temple constructed of an architecture they had never seen before. Inside they found piles of riches and treasure around a statue depicting a bearded, devilish, creature. They also found another entrance leading from the temple to the remains of an ancient village on other side of the mountain.

The dwarves began removing treasure from the temple without regard, but awoke the ancient evil for whom the treasure was meant to placate.

The creature was known as Badanistrax to the ancient people who worshipped it, but in reality it has no name and is only one of many such beings that are known as Bearded Devils. A combination of primitive magic runes and sacrifices of treasure kept the Devil linked to this temple and dormant for untold centuries.

However, once the delicate entrapment of the ancients was undone by the dwarves greed, Badanistrax began regaining its strength and evil will. At first, the Hurd Loch dwarves barely noticed the evil creeping into their mine, but as the Devil grew stronger the signs became unmistakable.

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Graphics and Layout (c) 6d6fireball.com

## About the Author

Mitch Hamilton was born and raised in Lansing, Michigan, USA and began playing RPGs in his early teens after he was given an AD&D box set as a birthday gift. His love of the world-building aspect of gaming led him to write his own adventures and game systems, both of which he infused with plenty of story and characters for his players to enjoy.

Mitch works in the IT field but in his spare time practices his writing skills on everything from web comics to sports journalism. He recently worked as a script writer/editor on the 'Internet ZombieMovie' web project and currently writes a column on the UFC for [oeinformer.com](http://oeinformer.com).

The basis for Mitch's adventure Gold Strike! came from an ongoing campaign with his long-time friends and play-testers, Jay and Shaggy. The original adventure was very orc heavy and lacked a proper sense of dread but during the re-writing process, with some help from 6d6 [fireball.com](http://fireball.com), it was painstakingly transformed into the dark and dangerous journey of terror that you are about to read.

All those who took treasure from the temple either went mad or died of plague, accident or murder. Strange and foul creatures began appearing in the darkest corners of the mine and many dwarves fell into despair.

The elders etched wards over homes and lodges while the priests tried to exorcise those infected with madness but little seemed to help. Even when the engineers replaced the treasure and collapsed the old part of the mine, the Hurd Loch clan could not escape the curse they had wrought.

Eventually, the dwarves abandoned the mine and their clan was scattered to the wind as they tried to escape the reach of the Bearded Devil and its minions.

## Recent Events

The Hurd Loch mine has gone unused for many years and ownership has defaulted to the town of Three Rivers, a local trading city that now lays claim to the area.

No one in Three Rivers knows the real reason why the mine was abandoned, but locals refer to it as the "Hard Luck Mine" because of the stories that surround the plight of the Hurd Loch dwarves.

There are plenty of rumours and speculation about the mine that run the gamut from the ore drying up to ancient enemies pushing the dwarves out, but many people are convinced that there are still riches buried deep within the mine.

Recently, Braun Farvro, a local merchant with designs on buying the mine cheaply, has sponsored a secret expedition to discover what ores still lay buried in the mine. The expedition set up shop in the old Dwarven camp near the main entrance to the mine and had been making excellent progress until a few weeks ago when all communication with the mine was lost.

Seeking to discover what happened to his expedition, Braun Farvro is hiring a discreet party of adventurers to escort his eldest son, Junior, to the mine (and back again) so that he can discover what has become of his expedition.

Though orcs are the prime suspects for the loss of communication with the Mine, Farvro is also worried about foul play because rumors of a gold strike at the old Hard Luck Mine began circulating around town not long after he lost contact with his supposedly secret expedition.

## Three Rivers

The town of Three Rivers was built at the confluence of the North Run, West Run and East Fork rivers. The town has been growing steadily for many years and is

now one of the largest cities along the Eastern Caravan Trail thanks to its access to both overland and river trade routes.

Three Rivers is an eclectic mix of fortified border town, dusty caravan stop and booming trade city. Known for its two massive bridges that span the West Run and East Fork rivers, it has become an essential link in the Eastern Caravan Trail that leads through it.

The town is home to around 8,000 inhabitants, most of whom are Human or Half-Elf with a smattering of Gnomes and Dwarves. The people are generally accepting of travellers and adventurers as long as they have money, goods to trade or are willing to earn an honest wage.

There is much in the way of industry, construction and trade going on in town, most of which is centred on the harbour district near the river and the market district that surrounds the huge caravan square in the centre of town. (Any services or non-magical item of good quality can be purchased from vendors in the market square for 10% less than than cost.)

South and west of the town are several smaller farming communities consisting mostly of huts and shacks. North of town are the rivers and a huge untamed forest beyond them. East of town is the caravan trail that leads to the city of Lark, which is the gateway to the western kingdoms that lie across many leagues of desert and mountains.

South of the trail, between Three Rivers and Lark, are open steppes and grasslands that lead into hill-country and eventually the Stone Peak Mountains. This is where the Hurd Loch Mine awaits.

Isn't it about time your players  
faced something new?



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**Gather  
Information  
DC 15**

**Gather  
Information,  
Knowledge (Local)  
DC 12**

## GM's Notes

Whilst the adventure is set around Three Rivers, the town can easily be replaced by another and the mine can similarly be relocated to fit in with your existing campaign world.

If the player characters already have a reputation as trustworthy adventures in the town, Braun Farvro will send a messenger asking for a meeting to discuss a business opportunity.

If the party are new in the town, they may learn that Farvo is looking for adventurers by chance from a temple priest or another merchant. Or if the party are actively looking for work, they may make a DC 15 Gather Information check to hear rumours about the job.

Any players suspicious of Farvro can make a DC 12 Gather Information or Knowledge (Local) check. A successful roll reveals him to be a reputable and well respected merchant who deals in trade goods like food, livestock and metal ores.

## The Old Bird Tavern

Farvro will arrange to meet the characters at the Old Bird tavern near the Caravan Square in the center of town.

Farvro is suspicious of anyone who contacts him about the job and will do some background checks on the party before the meeting. If there have been any notable or suspicious events in the party's past, he will question the party about them before giving them details of the mission.

The Old Bird is a tavern that is frequented by locals more than travellers or traders. It is quiet, reasonably priced and the proprietor doesn't put up with ruffians.

**You enter the Old Bird tavern with a creak of the heavy wooden door and feel the eyes of the well-dressed patrons upon you immediately. Two men in the back of the room quickly stand from their table and the older of the two waves you over as the rest of the patrons go back about their business.**

**As you reach his table, the older man bids you to have a seat and introduces himself as Braun Farvro. He introduces the younger man as his son, Junior. Braun Farvro is a clean-shaven and well dressed man in**

## Rumours

Gather Information checks will reveal one of the following

- DC10 The town guard are warning people of orcs on horseback roaming the lands southeast of town.
- DC12 Travellers from the east have heard that there was a gold strike in an old dwarven mine in the area.
- DC18 A drunken old dwarf has been saying that the Hurd Loch mine is cursed and haunted by the ghosts of dead dwarven miners.

## Hazard Summary Day One

Random Encounters (d20)

- 1-4 As the PCs travel through the grassy landscape they will be suddenly confronted by 1d6+1 robbers who emerge from the long grass, brandishing crossbows, with weeds tied to their hats and clothes. "Your money or your life!" the robbers will demand.
- 5-8 On a small hill a few miles in the distance, the PCs will see a lone orc on a horse watching them. The orc is from a large, unseen, war party many miles away. The scout will simply observe the PCs unless they ride in his direction, in which case he will ride off and lead the PCs away from the war party.
- 9-12 The PCs will come across a party of half-a-dozen soldiers who have come out to the wilds on their off day to hunt orcs. They will inform the PCs that the local Fighters Guild has offered a reward for orc scalps and they will ask if any have been spotted recently.
- 13-15 A party of 1d6+4 Orc (Scouts) has discovered the party's trail. The orcs

**Gather  
Information  
DC 15**

**his forties. Junior is a spitting image of his father, only twenty years younger. A barmaid comes over to take your orders after the introductions are complete.**

Once food and drinks have been ordered, Farvro engages in a bit of small-talk about the weather and the fine ale here at the Old Bird before he gets to the business at hand.

Farvro will tell the adventurers that he sent an expedition of 20 men (10 miners, 6 porters, 2 teamsters, 1 cook, and 1 foreman) to the old Hard Luck Mine about three months ago. He received regular progress reports from the foreman, a Dwarf named Mourne Hurd Loch every 2 weeks, but he's missed the last report and Farvro is worried that something may have happened. The town guard has informed him that a tribe of orcs has moved into the area and that they are probably the cause of his communication problem, but Farvro isn't so sure.

In the past few days, rumours have been circulating of a gold strike in the Hard Luck mine and there has been an influx of Dwarves into town. Farvro is worried that some of his business rivals may have learned of his expedition and are trying to sabotage his play to purchase the mine from the local government, so speed and discretion are at a premium.

Farvro wishes for the adventurers to swiftly and discreetly escort his son, Junior, to the mine and back to discover what has become of the expedition. He emphasise the need for secrecy to ensure that rival merchants are not tipped off. Each adventurer will be offered 100gp but this can be bargained up to as much as 300gp per character.

It is a two day ride from Three Rivers to the Hard Luck Mine. Farvro will provide the group with horses and any mundane supplies they may need at a 25% discount.

Before setting out, characters can attempt a DC 15 Gather Information or Knowledge, (Local) check about the Hard Luck Mine. Success will reveal that it was once owned by the Hurd Loch Dwarven clan but they abandoned it many years ago for unknown reasons.

## Day One

The first day's travel takes the party south-east out of town, avoiding the usual caravan trails to escape attention. The party should make a good pace despite the rough terrain, however their progress may be slowed by a random encounter.

Roll 1d6 for every two hours of cross-country travel. A roll of 1 indicates a

will track the PCs and attempt to ambush them when they stop to rest or set up camp.

16-17 The PCs will come across a Party of three squabbling merchants who ventured off the caravan trail in search of valuable herbs that can be found in the area. The merchants are fighting because their cart has a broken wheel and they are blaming each other for the misfortune. They will ask the PCs for help and reward them with herbal healing potions (2d4 potions, Heal 1d6+1).

18-20 The PCs crest a small hill and in a shallow valley below them they see a large warband of (2d10+30) orcs on horseback. The orcs are using the terrain to screen their movements to the south from patrols of soldiers and will not see the PCs unless they attack.

## Day Two

Hippogriffs x2

### Survival DC 12

random encounter. Use each encounter only once.

After a day's travelling, they party can find a sheltered camp site with a DC 12 Survival check. During the night, the party will hear noises in the distance. Distorted by the wind it is impossible to tell if they are cries of an animal in pain or the shouts of an orc war party.

## Day Two

The second day goes by much as the first except that the terrain becomes more hilly as the PCs approach the mountain. It will take another six hours travel to reach the mine but before lunch, the party will find the remains of a mostly devoured horse and rider.

### Search DC 12

The carcasses are around a couple of weeks old and show signs of being killed by a large predator before being pecked at by scavengers. This is Jonesy, one of the expedition, and a DC 12 Search of the carcasses will find a note addressed to Farvro from Mournie that tells of a cave-in and the on-going rescue effort.

### Spot DC 20

Whilst the party searches the carcass, they are spotted and attacked by two hippogriffs in search of prey. The hippogriffs will dive silently out of the sun, making them hard to detect before they attack. A DC 20 Spot roll is required to prevent surprise.

The hippogriff's lair is a mile away and this area is part of their hunting grounds. The lair contains 1 egg worth 2,000gp.

## The Mine Entrance

Once at the mine, the players will discover the Upper Camp in working order but recently deserted. A half-crazed, half-starved, member of the expedition, named Bark Norman, will come out of the hills and tell the party that there was a tunnel collapse inside the mine near the lower camp. Everyone but him and the other teamster, named Jonesy, was sent down by the expedition leader to help. Jonesy was sent back to Three Rivers with a message for Farvro about the cave-in while Bark was left to man the camp and tend to the animals. Bark was frightened away from camp by orcs and has spent the last week hiding in the hills, waiting for the return on Jonesy and a rescue party.

**After two long days of travelling you finally reach the foothills of the Stone Peak mountains. Junior leads you to a smooth stone pass cut through the bleak gray rocks and informs you that the camp is just beyond this pass. The high cliffs either side of the pass leave little room for manoeuvre but eventually you make your way through the**

pass and reach a plateau on the far side.

High walls form a bowl that surrounds the plateau, which is small and fairly barren with only a few boulders and some scrub brush scattered around. At the far end of the plateau you notice a wide mouthed cave surrounded by several buildings.

The plateau is approximately 200' x 200' and is surrounded on all sides by steep slopes. Survival or Mountaineering checks of DC16 will discover several goat paths leading from the plateau that can be used to escape higher into the mountains if necessary. A DC 20 Survival check will uncover signs that a human has moved at speed along one of the paths several days ago.

The mine shaft and the upper camp are against the southernmost edge of the plateau. There are three long bunkhouses, a main house, warehouse and an animal corral. Directly in front of the mine are three loading/unloading stations for the mine carts on tracks that lead into the mine.

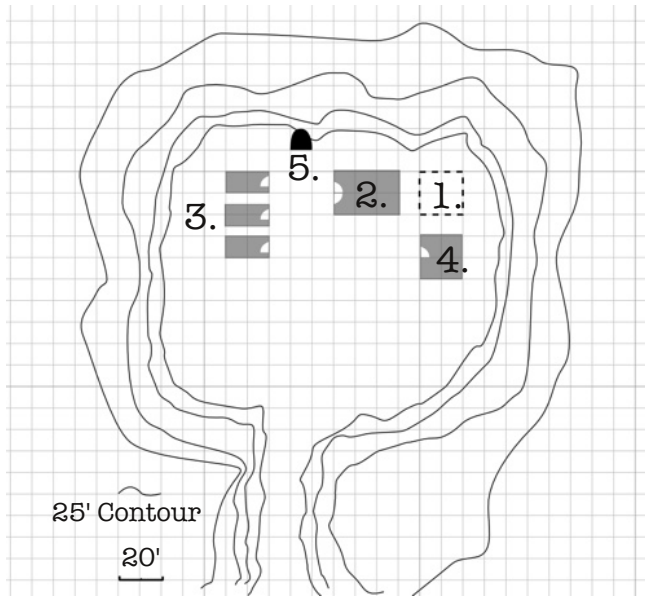
The camp is silent as you approach. There are three long wooden shacks left of the cave entrance. To the right of the cave is a rather large barn as well as a large stone house and an animal corral made of a wooden fence surrounding a flat area that's covered in straw and littered with hay bails. Directly in front of the cave are three small wooden carts lined up in a row.

### 1. Animal Pen

Closer inspection of the animal pen will reveal that one side of the fence surrounding it has been knocked over and much of the straw on the ground is covered in dried blood.

### 2. Warehouse

A heavy iron bar about six feet long lays in front of the large door that has been left open. The windowless stone structure is dark inside and its cavernous interior is empty except for a mound of dark stones piled against one wall. The stones are about 200lb of raw iron ore taken from the mine. (Value: 2GP unsmelted)



**Survival**  
**DC 16 / 20**



### 3. Longhouses

Each longhouse is made of a fitted stone construction and could house as many as twenty men, but they are all empty at the moment. The first longhouse looks as though it was recently refurbished with fresh roofing and mended walls. However, overturned cots and broken furniture are strewn around the building and it appears to have been thoroughly looted. The other two longhouses show the wear and tear of many years of neglect and are mostly roofless and empty.

### 4. Main House

The main house is very old and sturdy, made from large blocks of stone that came from the surrounding mountain. The wooden front door has been smashed and the interior looted. The front area contains tipped over table and chairs, the small kitchen area has nothing left but broken shelves and a large iron stove. In the back is a private sleeping area with a feather bed that has been cut open and the feathers thrown everywhere.

### 5. Mine Carts and Cave Mouth

The three carts are constructed from heavy wood and reinforced with bands of iron. They have four high walls and a flat bottom that sits on four iron wheels. The wheels are attached to a pair of iron rails on the ground that lead into the cave mouth and beyond. Each cart has a hand break and can also be attached to winch. A large winch complete with a thick rope, a hand crank and an attachment point for an animal harness sits at the top of the mine shaft. All the equipment looks old but show signs of having been recently serviced and are operational.

The cave mouth is about 30' wide and 12' high. It is very dark inside and the only things visible are the iron rails that follow the floor of the cave as it quickly slopes downward, deep into the earth. A steep and crudely carved staircase along the left side of the cave runs parallel to the iron rails.

## Bark Norman

Soon after the PCs enter the camp and begin exploring the buildings they will hear the frantic yelling of Bark Norman as he climbs down onto the plateau from one of the goat paths. Bark is a teamster and was in charge of the animals and running the mine carts for the expedition.

**Suddenly, from behind the longhouses you hear the yelling of a man in distress. Looking in that direction, you see a bearded man in tattered**

**clothing who is yelling and waving frantically as he climbs down a small path in the plateau wall. Once the man makes it to the ground, he runs and stumbles his way into the camp and begins thanking you profusely for rescuing him.**

Bark will eventually calm down and tell the adventurers that the entire expedition was led into the mine two weeks ago by the lead Dwarf, Mourne, because there was a cave-in that trapped some of the miners. Bark was left alone with the animals to keep an eye on the upper camp, but he was forced to flee when a troupe of orcs on horseback came up the pass and looted the camp. He will ask about Jonesy and why it has taken so long for the rescue party to arrive.

Junior will insist on going into the mine to find Mourne and the expedition. Bark will reluctantly follow as well, not wanting to be left behind again.

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## Falling Down The Shaft

If a character falls whilst descending they take damage depending on which Climb check they failed.

1st 10d6

2nd 8d6

3rd 6d6

4th 4d6

5th 2d6

A falling character may hit other characters on the way down. A kind GM might allow the other characters a chance to grab hold of their comrade with Reflex check. An unkind GM might require the characters to make a Strength check to avoid being knocked down the shaft as well.

**Climb**  
**DC 12**  
**Reflex**  
**DC 18**

**Climb**  
**DC 18**  
**Strength**  
**DC 24**

## Descent into the Depths

Looking down the throat of the mine you see the shaft descends quickly and at a fairly steep angle. A set of iron rails are secured against the floor of the shaft, which appears to be very smooth and slick with water. A narrow and crudely carved staircase along the left side of the cave. The staircase looks very steep and treacherous with no handrail or handholds of any kind and tiny steps that are warn and slippery, but probably passable with extreme caution.

To enter the mine, the party must descend an 800' shaft that is perilously angled. They can do this with mountain climbing skills and equipment, or by taking the treacherously steep "engineers' footpath", or by riding down in one of the three mining carts that are used to haul ore out of the mine.

Before entering, the players will have to take care of the horses and sort out what equipment they plan to take with them. Encumbered characters [Player's Handbook p162] will have difficulties climbing down the mine shaft and navigating through the treacherous lower parts of the mine. However, anything they leave behind might be stolen or eaten by wandering monsters.

### Climbing Down

The engineers' footpath is a crude stairway that runs the length of the shaft but is very slow and difficult to descend. It will take an hour to reach the bottom by climbing and require five successful DC 12 Climb checks to avoid slipping. A DC 18 Reflex check can be made to recover from a slip.

Climbing down without using the engineers path is even more dangerous. Five DC 18 Climb checks with a DC 24 Strength check needed to recover if the climbing roll is failed.

Climbing gear will offer a +2 to all Climb checks.

### Taken for a Ride

The mining carts are the normal way to get into and out of the mine, but they are usually pulled by oxen or teams of horses. Each cart can hold three men comfortably. Players who take a cart must operate the handbrake as they careen down the shaft in pitch blackness at ever increasing speeds. Bark will instruct the adventurers on basic operation of the carts and describe how to brake, but he will also warn that usually the carts are guided down by the winch and very rarely left to free fall. The carts will take less than 2 minutes to reach the bottom.

**Climbing inside the cart you grab hold of the handbrake lever and find it stiff and difficult to pull. Bark tells you to go easy on the brake or it'll snap, but don't baby it either or you'll pick up too much speed and crash at the bottom.**

Bark will operate the cart with Junior inside, which the DM can roll for or assume that it makes it to the bottom safely. It will take only a few seconds to ride the carts down as the players will experience a roller-coaster like drop as they plummet into the pitch blackness of the mineshaft at breakneck speed.

**Strength,  
Profession(Miner)  
DC 16**

There are five DC 16 brake checks needed to get to the bottom safely using either Strength or mining/engineering skills. Each fail adds +2 to the DC of the next check and multiple failures are cumulative. If the fifth check is successful, the cart will grind to a halt at the bottom with no ill effects. If the final check is failed, the cart smashes into the stopper at the end of the tracks and throws everyone in the cart out, violently. Each person takes 1d6 falling damage for each failed brake check.

Alternatively, someone can stay up top to winch the carts down with a DC 24 Strength check. Two people may operate the same winch and add their strength bonuses together. It takes about 20 minutes to winch one cart to the bottom.

### **The Tunnel**

At the bottom of the main shaft a large tunnel 30' wide, 12' high runs 250' until it reaches a huge cavern containing dozens of ancient Dwarven mining camps.

**The darkness at the bottom of the mine shaft is complete and only barely penetrated by your lights or dark-vision. The only things you can make out in are the smooth walls, ceiling and floor of a long tunnel that stretches off into the deep.**

Bark will walk over to an equipment box at the base of the mine shaft and recover a small pick axe, new overalls, boots and a helmet with a lantern on it. He will light the lantern and lead the way into the dark. These are his personal effects and there are no spares.

### **The Wall**

Bark will lead the players down the tunnel until they reach the walled off entrance to the old dig and the tunnel to the great cavern.

**You walk along the tunnel from the mineshaft for a few hundred feet**

and with each step the ceiling gets lower and lower until you reach a bend where the ceiling is a mere 6' high. Bark leads you to the bend and stops in front of a massive wall made of many shaped stones mortared into place. Each block in the wall is covered in glyphs, wards, and ancient writing. To your right you see a faint glow through the mouth of another tunnel. "The Great Cavern is through here," Bark says as he walks towards the glowing tunnel.

**Read Dwarven  
DC 20**

The glyphs on the wall can be read by Decipher Script, the wards by Read Magic and the ancient Dwarven writings by Read Dwarven. All have a DC 20 and all say variations on warning, danger, and keep out.

If asked, Bark will explain that the wall covers the main entrance to the Old Dig, which was sealed (as far as he knows) due to dangerous cave-ins.

## The Great Cavern

The cavern is huge, covering several miles, and is littered with ancient dig sites and stone buildings left over from the dwarf miners who used to live and work down here. Ancient stones imbued with permanent light spells sit atop tall poles like lamp posts and still glow strong enough to light the cavern to a tolerable level. Visibility is similar to an overcast day.

**Bark leads you through the mouth of the tunnel towards a warmly glowing light tinted with a dull blue hue. You quickly reach a gently sloping ramp that leads to the floor of an enormous cavern. Staring out over a cavern that must stretch for miles, you see dozens of small villages carved out of stone and scattered all around, each one illuminated by the soft glow of large orbs placed atop high pedestals. Most of the villages are near the edges of huge pits dug into the floor of the cavern with ramps and ladders coming out of them.**

Bark will inform everyone that the lower camp is nearly two miles to the south, near the western wall. He will attempt to guide the party but he has only been to the lower camp once and does not remember the best way to get there.

Bark will have to make four successful DC 16 Survival checks before he leads the PCs to the Lower camp. Each successful check takes a half hour of travel and each failure adds another half hour to their travel time as Bark accidentally takes the party on a detour or runs into a dead end. Players can try to find the camp themselves with DC 24 Survival checks or by assisting Bark.

## Cavern Encounters

The cavern is large and dangerous with various hazards, pits and even a few creatures. Roll 1d6 for each hour of travelling. A 1 indicates a random encounter. Use each encounter only once.

d20

- |       |   |
|-------|---|
| 1-3   | A Dire Weasel is stalking the PCs and will attack anyone that trails behind the group or goes off alone.  |
| 4-7   | As the PCs walk down an ancient path near the edge of a shallow pit, their footing suddenly gives way and each must make a DC18 Balance or Reflex check to avoid sliding into the pit along with several loose stones. Those who fail take 2d6 damage from the fall.  |
| 8-10  | From the corner of their eyes the PCs notice a flicker of dark movement and hear the sound of picks and shovels against hard rock. If they investigate, the PCs will find 13 ghosts of dwarven miners toiling away in a dark corner of the cavern. The ghosts will disappear if attacked or threatened, but may offer vague clues to their cursed existence if asked. Each ghost was cursed by their greed and is now seeking honest riches instead of the Devil's Gold. If pressed for more information they disappear and reappear elsewhere in the mine. |
| 11-12 | The PCs are following a path through the cavern when they come to the edge of a crumbling stone bridge that crosses a 20' wide, bottomless, chasm. The bridge looks unsafe, but a DC 12 Knowledge (Architecture/Engineering) skill check will allow the party to find a sturdy path across. If the check fails or is not made, each PC must roll a d20 with a roll of 1 resulting in the stonework crumbling under their feet. A DC 12 Reflex save lets them throw themselves clear and land on a ledge 20  |

**Spot  
DC 15**

## The Cavern

The 500 foot ceiling of the cavern is barely visible, but giant stalactites can be seen hanging menacingly overhead. Some parts of the walls and floor are smooth and worn by many years of digging and scraping, but much of the cavern remains rough terrain marked by large rocks, deep chasms and jagged stalagmites.

## Dwarven Roads

Large paths of smoothed stone criss-cross the floor of the cavern leading to and from the many mining pits and villages. Built by dwarven engineers to facilitate the moving of ore and equipment, many of these roads have become cracked and difficult to traverse due to landslides, sinkholes and years of neglect.

## Dwarf Mining camps

The dwarves built small villages near each mining pit to house the workers and their families as they toiled for years digging ore from the ground. Some of the mines are miles from the entrance and a system of crude and crumbling roads connect them all. Some camps are elevated above the floor and only accessible by 15 foot ladders, a few of which remain climbable. The stone houses are all deserted and nothing is left but dust and few crumbling pots or disintegrating tapestries. A DC 15 Spot reveals runes and wards etched into many of the homes that are similar to those by the entrance to the Old Dig.

## Glowing Orbs

At the center of each village is a softly glowing orb, 5' in diameter weighing 600lbs, resting atop a 12' tall stone pillar. The orb is imbued with a permanent spell that casts light 300' in all directions.

## Mining pits

The Mining pits are 20' to 30' foot deep rectangular gorges cut out of the floor of the mine. They range in size from a few hundred feet across to a half mile across and each has a ramp sloping into it that leads to a Dwarven Road. There are also a few rickety ladders placed around its edges. The pits look very dangerous due to the many loose rocks, dark shadowy corners, and smaller mining pits dug into the larger pit's floor. Any adventurers entering a pit should roll on the encounter table once for every 20 minutes of exploration.

## The Lower Camp

The expedition made camp in a group of buildings about two miles from the main entrance, near the south-western wall of the cavern. The buildings are part of a small fort that is facing the mouth of a large tunnel that was once the rear

- feet down, taking 1d6 damage. A DC 20 Climb check is needed to make it back up the crumbling cliff to safety.
- 13-15 The PCs round a bend and find the ground in front of them littered with bones. Some of the bones are vaguely humanoid, but none are distinguishable. A DC 12 Spot check will notice the 1' diameter tunnels in the walls and floor just ahead. If the PCs continue on this path they will be attacked by 1d4 Carrion Crawlers who will come out of random tunnels.
- 16-18 As the PCs walk through the cavern they come to a large area covered in dust and loose stones. As they proceed, one of them is hit by a small rock and some dust falling from the ceiling. Moments later there will be a loud rumble and parts of the ceiling will collapse. Characters caught in the 15' radius of the minor collapse must make a DC 15 Reflex save or take 3d6 damage from falling rocks.
- 19-20 A large contingent of grimlocks have taken up residence in nearby caves. Several of their warriors (3d6+3) will stalk within 40 feet of the PCs so they can "sense" what is going on, however, they will not attack unless provoked. The grimlock caves are well defended with stone barriers lining the entrances and several packs of (1d4+1) Warriors waiting with their battle axes. They will attack the players from good hiding spots if they enter too far into the grimlock's cave. The Grimlocks possess a small stash of gold ore (100gp/6lb) and dwarven relics (tools, pots, mundane items) in their caves.

entrance into the Old Dig. The tunnel was blocked off by the Dwarves and re-opened by the expedition but it now shows signs of a cave-in. This area of the cavern is much darker than the rest and is lacking any glowing orbs. Visibility will be limited to the distance of the PCs own light sources.

**After a trudging through the dimly lit cavern you come to a flat, open area near the south-western cavern wall that is nearly pitch dark. In the distance you see light from a large fire in the centre of a camp made of several block houses and surrounded by a high wall.**

When the party approaches the camp they will be verbally challenged by Milo who is keeping watch from the guard tower.

**Approaching the camp, you can see that it is more like a fort, with 10' high stone walls, a guard tower, and thick iron doors. The fire you saw in the distance is hidden by the stone walls, but its bright glow can still be seen emanating from the centre of the camp. You soon get within shouting distance of the wall and are immediately challenged by a mans voice from the guard tower. "Who goes there?" the voice asks.**

Once the party has been identified, Milo will call down to Furd, who will open the gate for the party as Jumpy stops tending the cauldron bubbling on the fire. All three men will be very happy to see the party and thankful to be rescued.

**The man in the tower yells down to the fort and you soon hear the iron gates being unlocked. The heavy Iron doors creak loudly when opened and the young Dwarf who opens them welcomes you inside.**

**"My name is Furd," the young Dwarf says. "We thought a rescue party wasn't coming!"**

Inside the fort the players will find three members of the expedition, a cook named Jumpy and two porters named Furd and Milo, who are all very glad to see the party.

**Furd regales you with thanks and relief as you step inside and survey the scene. Just in front of you, in the centre of an open area, there is a large cauldron filled with a brightly burning charcoal fire. Behind that are six block houses like those in the upper camp, except these are**

**made of stone. To your right is the guard tower where a young man is climbing down a ladder into the fort, and all around are the 10' high stone walls.**

### **The Survivors**

Jumpy is the expedition cook and a crotchety old human who is prone to telling everyone exactly what he thinks on any subject.

Milo is a young human who is a porter for the expedition. He is friendly, but uneducated and naive. He doesn't really comprehend the danger they are in.

Furd is a young dwarf porter who has never been eager to mine and wishes greatly to leave. He is frightened and doesn't know exactly why.

Once everyone is introduced, Jumpy will explain that the rest of the expedition went further into the mine, a place they called the Old Dig, to rescue the miners who had made a discovery shortly before a cave-in trapped them. They have not been back for a week.

Jumpy will also warn that Mourn was acting strangely, "Like a boy with itchy balls but is too polite to scratch them in public". He was very determined to go down into the Old Dig even though that wasn't the plan that he and Mr. Farvro worked out for this expedition. Many of the other dwarves argued with him about it but he bullied and beat them until they agreed to continue digging.

Bark and the three men from the fort will beg to be rescued and sent back to the surface but Junior insists on discovering what happened to Mourn before he reports back to his father. Junior will tell the men to wait in the fort no more than one more day while he and the PCs investigate the collapsed tunnel. If he does not return, they are to report back to his father in Three Rivers.

### **The Fort**

Clerics and Paladins will feel an undefinable sense of evil floating in the air and characters of good alignment will feel uneasy about pushing on into the Old Dig.

The lower camp is stocked with food, healing supplies and tools. It is a good place for the PCs to rest up and heal any wounds from their travels before venturing further into the mine. The large double doors of the fort are made of thick iron and are locked by a huge iron latch attached to a fulcrum that allows one person to operate it with ease. The stone guard tower is accessible by ladder and rises 15' above the ground. At the top is a platform big enough for two with handrails and an excellent view of the surrounding area.

Each longhouse could hold as many as twenty men in one long room, but only two



**Search  
DC 16**

of them are currently furnished to house about ten men in each. The other four buildings sit empty except for centuries of dust. The longhouses are set up with bunks and a common area full of tables and chairs. Clothes and personal effects are stored neatly in chests at the foot of the cots. A causal search of the two occupied longhouses will find clothes, mundane items and a smattering of coins. A successful DC 16 Search check will find the personal journal of Mourne Hurd Loch hidden in the false bottom of his foot locker.

## Mourne's Journal

The journal catalogues Mourne's journey through life from a young dwarf working in Gnomish mines of the north to his dreams of partnering with Farvro and opening up his ancestral mine. Whilst it spans many years, anyone who can read dwarven script can spend an hour to find these key entries.

From last year:

**Met with my cousins, uncles and great grand father to discuss the mine. He kept warning me beware the Bearded One. Everyone I know is bearded. Crazy old coot.**

Six months ago:

**Farvro appears trustworthy, for a human. Will make a fine partner when mine re-opens. Has no beard?**

Three months ago:

**Arrived safely at upper camp. Orcs in the area. Sharpening axes.**

A four weeks ago:

**Set up in fort near the Old Dig. Miners scared, refusing to dig. 20 lashes each. Did not like lying to Farvro. Old mine holds key to the treasure.**

Two weeks ago:

**Cave-in! Miners buried, feared dead. Found something before cave-in. Must know. Brought everyone into mine for rescue. Tunnel is shoddy but holding. No sound from survivors. Must know. Must know.**

## The Old Dig

Junior will insist that they go into the Old Dig in search of the expedition.

The tunnel to the Old Dig was once an grand arch holding tons of rock at bay, but even this impressive entrance was walled up by the Dwarves in an attempt to keep the evil at bay. It is now a crumbled shell of itself as only a small portion of it remains intact and even that is mostly supported by newly inserted iron and timber trusses.

**With torch in hand, Junior leads you across the rocky terrain between the fort and the south-west cavern wall where you soon reach a huge archway that has been crushed by a mountain of boulders. The archway looks like it was once around 40' high and 20' wide but now it is filled with rubble and boulders from a massive cave-in. A small tunnel about 6' high and 2' feet wide that has been burrowed out of the rubble and reinforced with iron bars and timber trusses.**

Close inspection of the rubble will reveal stones from the wall that covered the archway mouth scattered around. These stones have the same warning symbols found elsewhere in the cavern.

Entering the tunnel is dangerous, a dwarf or anyone with suitable skills will be able to tell that immediately. However, Junior will insist upon it and go in alone if necessary.

**The tunnel is narrow, and less than 4' tall. The walls look precarious and support beams seem few and far between.**

**Knowledge  
(Architecture/Engineering), Craft  
(Stonemasonry)  
DC 20**

The tunnel is 100' long. Near the centre of the tunnel is a disastrously weak portion of the ceiling that is ready to collapse. The weakened ceiling can be spotted with a DC 20 Knowledge (Architecture/Engineering) or DC 20 Craft (Stonemasonry) check. A dwarf can make such a check by simply looking down the tunnel. Other races need to enter the tunnel.

**Knowledge  
(Architecture/Engineering), Craft  
(Stonemasonry)  
DC 15**

If this dangerous stonework is spotted, it can be shored up with 20 minutes worth of work and an DC 15 Knowledge (Architecture/Engineering) or Craft (Stonemasonry). Failure will result in more work, not a cave-in. If this area is not spotted each player who passes under it must make a DC 15 Reflex check or they inadvertently cause a 10' section to cave-in with a 5 foot slide zone on either side.

**Reflex**  
**DC 15**

Characters caught in the central 10' a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are now buried and unable to move. Characters in the slide zones take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. See Cave-In & Collapses in the Appendix for more details.

Beyond the tunnel, a small chamber has been cleared in an attempt to get around a massive boulder blocking the tunnel. Here, Mourne tried to dig a new tunnel, around the obstruction and accidentally found an entrance to The Deep.

**The tunnel exits into a small chamber, only 6' square, that has been cleared of rubble and reinforced with beams. Ahead, progress is blocked by massive boulders but a new tunnel has been cut in an attempt to go around them. That tunnel stops after just a few feet, revealing a hole in the ground dropping away into darkness. Several ropes tied to pitons hang down into the hole and smell of sulfur and hot air rises up from it.**

Its clear to Junior that someone is alive and down in this new cavern. He will insist on going down to follow them.

"His friends call him Split Beard.  
Sorry, that should be  
his fiends call him Split Beard"



6d6 Miniatures

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## Entering The Deep

The Deep appears to be a natural formation of caves and tunnels. However, a forgotten civilisation turned it into a labyrinth that contains their temple and home for a Bearded Devil and other evil creatures.

These caverns are right on the border between the material plane and the planes of hell. Occasionally, a few wayward demons or devils have strayed from one plane to the other. The evil and magical nature of this place was first discovered by an ancient civilisation that built a temple in an attempt to appease the devils. The original Hurd Loch Dwarves rediscovered it as they pursued the natural riches in the area. Now the rescue party, in their zealous attempt to bypass the cave-in and rescue their colleagues, has opened up a new entrance to The Deep.

The entire area emanates evil and it is impossible to pinpoint the location of any specific evil threat using Detect Evil or similar magics. Good players will have the feeling of a hot, demoralising, pressure weighing on their body and mind, whereas evil PCs will feel a compulsion to move forward and embrace what lies ahead.

## Caverns

### 1. Entrance Cave

The entrance into the The Deep is a small, natural cave, with exits East and West. The ceiling, and the parties' entrance into the cave, is 15' above the floor.

**The smell of sulphur burns your nostrils as you make your way into the cave below. This cavern has been naturally formed out of the solid rock and there are no signs of mining or potential cave-ins. The walls, floors and ceiling are smooth and glassy. Two narrow exits are visible East and West.**

A DC 15 Knowledge (Architecture / Engineering) or Dungeoneering will reveal that these caves were formed by an ancient lava flow and are perfectly natural.

The tunnels leaving this cave are narrow and low, just 2' wide and 4' high. Human sized characters will squeeze through (page 29 of the DMG).

### 2. Dead End

**The walls and floor of this caves appear identical to others but dark**

**Knowledge  
(Architecture/Engineering) or  
(Dungeoneering)  
DC 15**

**stains cover the floor and splatter the walls.**

The stains are the dried, blackened blood of three of the rescue party, killed by the Lemures of locations 3 and 4. A DC 10 Survival check will reveal that the stains head out towards location 3. The nature of the stains and where the trail leads will only be obvious if a character stops to examine them, which should give the Lemures enough time to attack (see location 3).

**Survival**  
**DC 10**

**3. House of Lemures, Part 1**

**More dark stains cover the walls and floor of this cave and bones, scraps of cloth and broken equipment lies scattered around.**

The three unlucky members of the rescue party were dragged here and torn apart. The equipment consists of pick axes, lanterns and a couple of lengths of rope. All broken in the Lemures feeding frenzy.

Five Lemures live in this cave, having been part of a group that wandered by chance across the thin border between the planes. The Lemures in this area (and in location 4) will sense the life force of anyone entering locations 2 or 6 and immediately start moving towards them. It takes one full round for the Lemures to reach those locations. They move silently (DC 20 Listen check to hear) and they are not restricted by the narrow tunnel openings. The unlucky characters should find Lemures streaming out of tunnels on both sides of them.

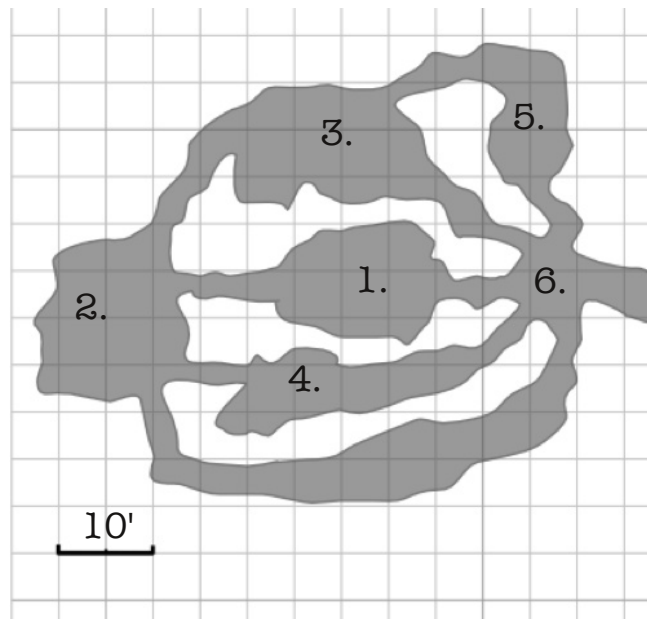
If there are characters in both locations 2 and 6, the Lemures will split up to attack each target.

**4. House of Lemures, Part 2**

Like location 3, five Lemures live here and will attack anyone in areas 2 and 6. Apart from these foul, slithering creatures, there is nothing of interest in this cave.

**5. The Art Gallery**

The walls of this cave are covered in images, daubed with primitive paints and dyes. The style is primitive, unlike anything you have seen before but the images show the artists had great skill and took great care creating them.

**Hazard Summary**

All the tunnels between locations 1 to 6 are narrow and medium sized characters will have to squeeze through.

Location 2.

Attack from Lemures in Locations 3 & 4.

Location 3.

Lemures x 5

Location 4.

Lemures x 5

Location 6.

Attack from Lemures in Locations 3 & 4.

**Listen**  
**DC 20**

The paintings belong to the primitive people who built the Temple. Their culture has been totally lost and forgotten, wiped from the face of history. Knowledge checks are useless in trying to discover more. However, by careful examination of the paintings, the party may learn something about the ancient history of The Deep.

**After studying the paintings for a while, you work out that they tell a story.**

The human, or human like people, who painted this wall sacrificed many creatures here to a nameless god. Some of the sacrifices are humanoid, others are clearly animals or monsters. Then a strange bearded creature arrived and started devouring the people. They cast down their old god and began offering gifts to the bearded one but it was a trick. Using the gifts they lured it into a trap and imprisoned it.

Once the beaded creature was trapped, they started worshipping it and building a temple around it. The temple is full of gifts and offerings but some curse seems to have been placed on the gifts. Two figures, who might be thieves, can be seen stealing the treasure and then being struck down by some unknown killer.

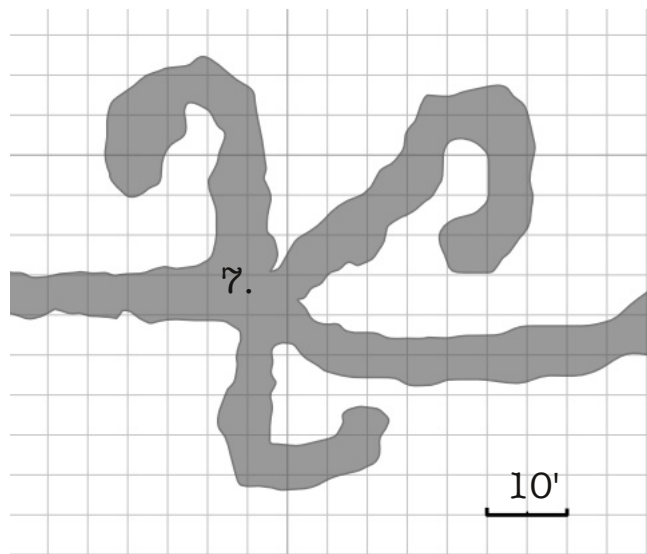
## 6. Junction House

**The stink of sulphur is stronger here. Five narrow tunnels converge in this cavern but the stink is strongest from the wide tunnel to the east. A shovel lies on the floor.**

This cavern is made of the same glassy rock as all the previous ones. It is bare and unremarkable. The shovel was dropped by one of the surviving members of the rescue party as Mourne led them away from the Lemures.

**Listen  
DC 20**

The Lemures from areas 3 & 4 will attack anyone in this cave after a round. The Lemures move silently (DC 20 Listen check) and are not restricted by the narrow tunnels.



## Hazards Summary

### Location 7.

Poisonous fumes as per Stinking Cloud spell.

Quasit x 1

**Fortitude**  
**DC 16**

**Fortitude**  
**DC 20**

**Climb**  
**DC 15**  
**Strength**  
**DC 10**

## 7. Lucifer's Hole

The rock in this part of the complex is rougher and more broken than the previous caves and noxious gases fill the air making it hard to breathe. Bright yellow, sulphurous stalactites cover the ceiling. Four tunnels are ahead but all appear to descend steeply and clouds of steam rise up from each of them.

The levels of gas in this cave are dangerously high. Any character staying in this area for any length of time (more than a minute) or doing strenuous activity (e.g. fighting or climbing) are effected as if in a Stink Clouding spell, DC 16 Fortitude save or become nauseated (PHB page 310).

The four, eastward tunnels all seem to produce the same amount of steam and all drop sharply downward within ten foot of the cave. The gases come from natural volcanic vents near the bottom of each tunnel. At the bottom of the three dead ends, the gases accumulate making it even harder to breathe and it requires a DC 20 to avoid being nauseated.

The rock in the tunnels is slippery but there are adequate handholds and it requires a DC 15 Climb check to safely ascend or descend the 50' drop. One character can lower another character down by rope on a DC 10 Strength check but heavy characters or loads of equipment will incur strength check penalties (see page 162 of the PHB). Lowering a person takes two rounds to do safely but if the character at the top is nauseated it takes four rounds and incurs a -4 penalty on the Strength check.

A Quasit lurks in these caves but will never attack the party head-on. Waiting for the right target and opportunity, it moves around invisibly in its bat form and is unaffected by the gases. It will attack either a character on their own, exploring one of the dead ends or someone defenceless, such as a character busy lowering someone else down on a rope. Having successfully disabled one of the party, the Quasit will use its bat form plus its hide and stealth skills to ambush anyone who investigates what has happened to their comrade. If things go badly, it will try to flee towards location 8.

## 8. Incy-Wincy Spider

Once passed the volcanic vents near area 7, the air clears and the tunnel leading to location 8 is easy going. The tunnel appears natural and is often wide enough for two characters to walk side-by-side. It twists and turns, sometimes doubling

back on itself, for over 100 yards before reaching the cavern.

**The tunnel opens out into a large cavern, your lights do not reach the other side but it appears to be over 100' wide and several hundred feet long. The ceiling disappears into the darkness above. The ground is covered by loose, broken stone and slopes gently away from you.**

The loose stone makes movement noisy but does not hamper movement at first. However the floor of the cavern start to slope downwards more steeply and it becomes hazardous. On this scree, movement is halved and a DC 10 Climb or Balance role is needed every round to move safely.

If the character fails the roll, they slip and send a cascade of small stones bouncing down the slope. They are unharmed and can resume their descent but anyone below them, in a 15' wide line, is struck by 1d10 stones each (+5 to Hit, 1d4 damage).

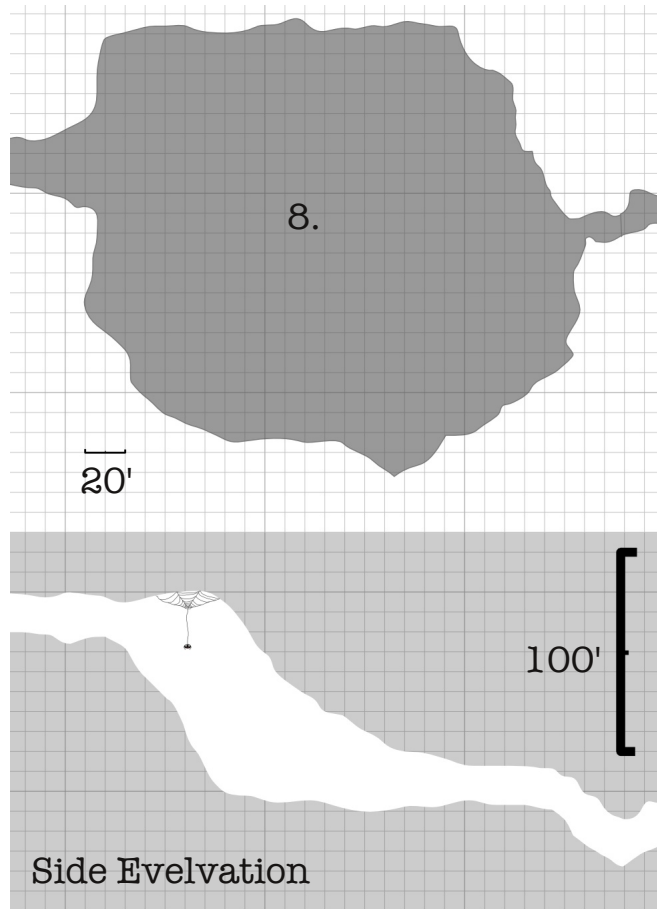
Avoiding this hazard is easy. The party just has to spread out but this makes them easy prey for the Imp.

Having been banished from the planes of hell to this borderland for offending a more powerful devil, the Imp found itself spending more and more time in its alternative form as a monstrous spider. It and the quasit in location 7 have attempted to kill each other for hundreds of years and being able to weave webs offers many advantages when fighting a creature that turns into a bat.

As the party carefully moves down the loose, rocky slope, the Imp in spider form will invisibly climb down a thread of web hanging from the ceiling. Positioning itself to pick off one of the party members, which ever one is furthest from their comrades.

The Imp/Spider drops onto its target and uses the element of surprise to bite and poison the hapless victim. It then grapples the target with four legs and quickly climbs up back the thread, carrying its victim towards it web in the ceiling. Once in the web a character is entangled as per the Web spell. Should the victim put up too much of a fight, the Imp/Spider will just drop them and let gravity do the work.

After its first attack, the Imp/Spider will continue to stalk the party until they leave the area. The cavern is so large and the ceiling so high that most of it will be in darkness regardless of what light sources the party has. Using the darkness, its Hide and Stealth skills and the spider form's web ability, it will try to entangle party members and carry them up to its web.



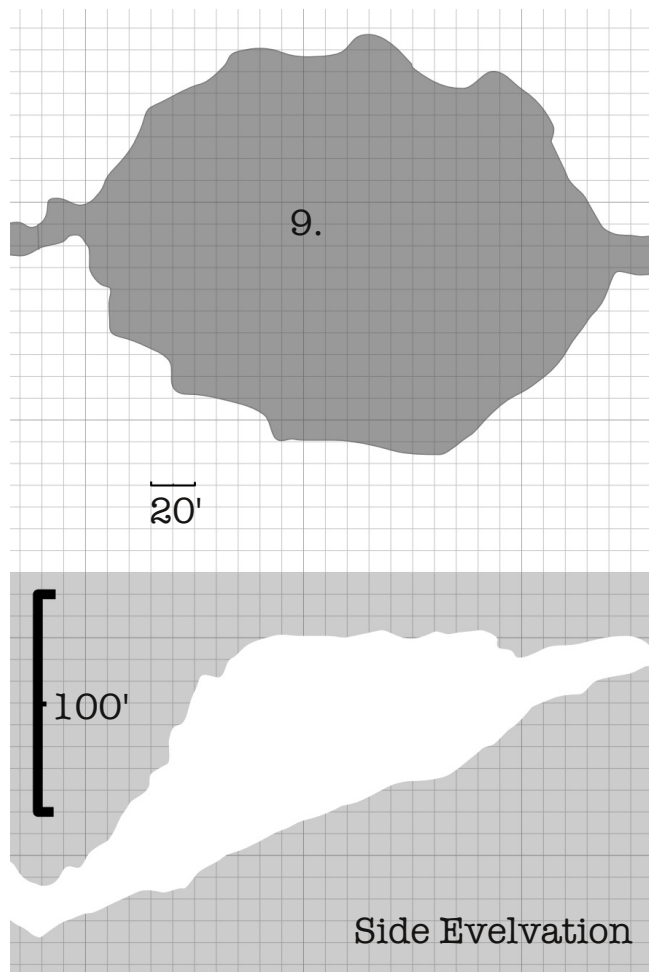
**Climb, Balance  
DC 10**

## Hazards Summary

Location 8.

- Rock falls
- Imp / Monstrous Spider





**Dungeoneering,  
Survival  
DC 18**

Any characters who are pulled up into the web covered roof of the cavern are in trouble. They have to get themselves free of the web without falling 100' or more to cavern floor below. However they are safe from immediate attack from the Imp/Spider who will concentrate on catching as many victims as possible.

Tangled up in the web are the remains of a dwarf and a human from the rescue party.

At the bottom of the cavern, it narrows in a 5' wide tunnel, still sloping downwards but at a much gentler angle. Dripping water can be heard ahead.

### 9. Drip, Drip, Drip

The tunnel from location 8 is only 10' long and turns sharply up into the bottom of a new cavern.

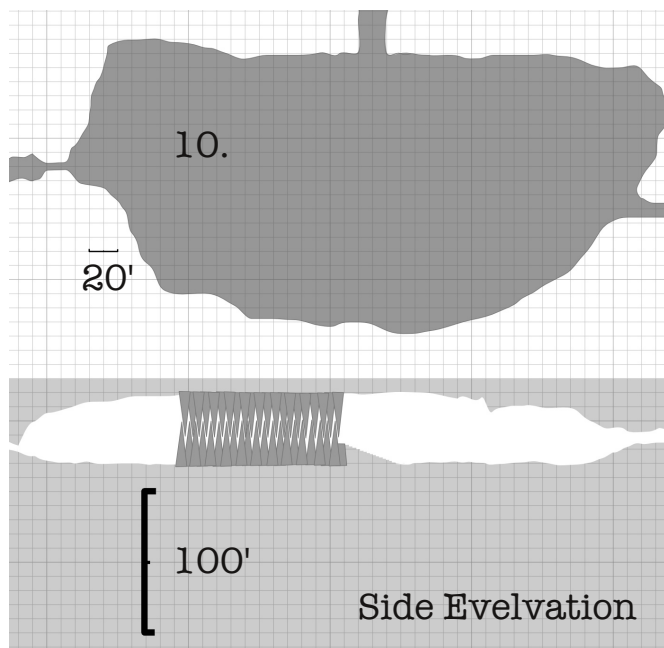
**After the near silent world of the mine and the caves, this cavern seems deafening. It is almost as large as the previous cave and slopes upwards away into the dark but it is filled with the sound of dripping water. Your lights show hundreds of wet, glistening stalactites suspended from the ceiling. The floor of the cavern is covered by stalagmites and pools of water, The sounds of the drips striking and rocks and the water creates an eerie, chaotic melody.**

As the party assess the situation, they will realise that progress is going to be difficult.

The floor of the cavern slopes upwards in almost a reverse of the previous cavern. However, rather than loose scree, this floor is covered by massive, 15' tall stalagmites and deep pools of water. Many of these pools cover needle sharp, smaller stalagmites that are treacherous to stand on.

Progress will be exceeding slow. Taking at least 30 minutes to cover each 100' of the 300' climb. The party needs to make a DC 18 Dungeoneering or Survival check for each 100' as they try to pick out a safe route through the maze of pools and rock. Failure means a wrong turn and the party wastes half-an-hour trying different routes without making any progress.

As the party makes its way across this tortuous landscape they will find signs that the rescue party came this way: The occasional scrap of cloth caught on a rock; a button ripped off a shirt while squeezing between two stalagmites; and even a piton or two driven into the rock as a hand hold in a particularly difficult spot.



## Hazard Summary

Location 10.

Bonksi (Derro trap maker)  
Traps

**Survival**  
**DC 20**

## Random Traps

See the appendix for details.

1. Trip-Wire
2. Camouflaged Pit Trap
3. Deeper Pit Trap
4. Rolling Rock Trap
5. Spiked Pit Trap
6. Large Net Trap

**Search, Spot**  
**DC Depends on**  
**Trap**

## 10. Cave of Bones

The tunnel from location 9 to this cave is low and constricted. Human sized characters will need to crawl through the last 20'.

Another large cavern stretches away in to the darkness. Much to your relief, the floor of this cave is generally flat though the roof disappears high above. The ground is covered in what first appears to be loose white stones but as you look closer, you realise they are bones white with age. As far as you can see, the entire massive cavern is covered in bones.

**Glinting in the distance, beyond the reach of your lights in the centre of the cavern, there appears to be some sort of building or structure.**

This cavern was the temple for a lost civilisation for thousands of years. Its primitive god had to be appeased by daily live sacrifices. Domestic animals on most days but holy days it was captured monsters or humans. Several millennium of sacrifices has left a lot of bones.

As the party moves into the cavern, the bones will crunch underfoot. Even at the outer edges, it is almost impossible to walk without crushing some bones with each step. At random intervals, piles of bones have been erected. These vary in size and style. Some are rough heaps only 2' high, others are much taller, neatly stacked and consist of a single type of bones such as thigh bones or a skulls. Careful examination of the piles, a DC 20 Survival check, will reveal the piles are all fairly recent. They are no more than a few years old and were built by the solitary Derro, Bonksi, who strayed into this cave and made it his home.

Whether his strange behaviour is due to his racial madness or because of the evil all around this cave, is unknown but he has appointed himself guardian of the temple. The piles of bones are used to pinpoint the positions of the various traps he has laid in the room.

Whatever route the party takes, they will encounter at least two traps if they approach the centre of the cavern in single file, more if they spread out. Roll randomly to decide which traps are encountered and see the Appendix for details. Unless the party is actively looking for traps, they will walk straight into them. A successful Search or Spot check will allow a party to avoid a trap but the masses of bones make this very hard (-4 penalty on Spot or Search). See each trap for the required DC.

Bonksi himself will wait for the PCs to become ensnared in a trap then attack from a hidden position with his crossbow and poison.

**Suddenly, you hear the deep laughing of a humanoid followed by a strange language. (In Undercommon, the Derro will say: You are not one of the chosen. You will not pass.) The darkness of the cave and echoing of the sound make it impossible to pinpoint the source.**

At home in the pitch dark and with a perfect memory for where all the traps are, Bonksi will move around attacking from different locations, luring the party into traps and sniping at the party which is clearly visible to him because of their light sources.

Any characters moving to attack the Derro will fall into more traps and in the darkness, Bonksi is almost invisible and impossible to hit with missile weapons.

The party's best tactic is to continue moving towards the centre of the cavern and the temple. Bonksi will grow more agitated and desperate the closer the party gets to it and he will ultimately break cover and attack.

As the party approaches the centre of the room, the temple becomes visible.

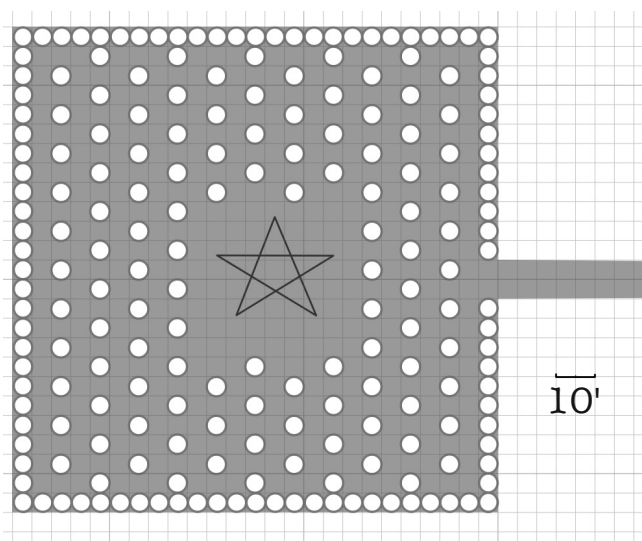
**Rising up from the floor and down from the ceiling, massive stalagmites and stalactites meet and overlap to form an almost solid wall of rock. Some great magic must of been at work here as the wall turns a sharp corner and continues. It almost seems like the a building.**

Moving to the front (eastern) side of the temple, the players will see.

**Stone stairs, apparently carved from the bedrock rise out of the floor of the cavern and into the building made of stalactites and stalagmites. At the top of the stair, the stalagmites have been cut away to make a doorway. The sharply pointed stalactites are untouched leaving the entrance looking less like an entrance and more like a gapping mouth filled with razor sharp teeth.**

The stairs are 40' long and 10' wide.

The northern exit from the cave leads 2000' back to the entrance of the Old Dig near the Fort. It is blocked by the same massive cave in and is impassible. The decomposing feet of a dwarf can be seen sticking out of the rubble.



**Survival**  
**DC 14**

The Eastern exit leads to a tunnel that runs for two miles to the outside world. Its mouth is on the far side of the mountain to the mine's entrance and is well hidden by massive boulders. It can only be spotted from the outside by someone carefully searching the exact location. Once outside of the mine, a DC 14 Survival check will uncover a goat path that leads the 6 miles around to the front of the mountain.

## The Temple

### History

Built millennia ago by a long forgotten people to a forgotten god, the temple has been the scene of thousands blood splatting sacrifices. When the Bearded Devil Badanistrax strayed into it he found a place and a people perfectly suited for devil worship. He set about convincing them to discard their old god and worship him by tearing priests limb from limb and sending plagues of lemures to terrorise the nearby villages.

His plan worked and the people cast out their old god. They created a statue of Badanistrax and placed it in the heart of the temple with all their gold and gems set around the statue as an offering to him. Overjoyed by his success, he willingly entered the temple to admire the treasure whilst hundreds of devoted followers stood on the steps calling his name. Badanistrax suspected nothing.

At the height of the ceremony declaring the devil as their new god, the head priest cut his own throat and the blood sprayed all over the treasure and the devil. Only then did Badanistrax realise he had been tricked. He, the temple and the treasure were all bound together with one curse. The curse prevents Badanistrax from leaving the temple by any means and anyone removing the treasure would suffer a terrible fate.

At first Badanistrax's imprisonment was acceptable, for a devil at least, with regular blood sacrifices and plenty of worshippers. But in time his worshipper's society collapsed and he was left alone in temple for thousands of years. With no souls to feed on, he almost faded from existence and was just a non-corporal shadow of his old self when the Hurd Loch clan drove a tunnel straight into the Cave of Bones.

The dwarves believed they had found an empty temple because Badanistrax was so faint, they could not see him. But soon after taking the treasure they discovered their folly. He fed on the suffering the curse brought to those who stole the gold, restoring him to full strength. The dwarves tried to return the treasures, those that had not been sold or melted down, but it was not enough. In desperation they sealed and abandoned the mine.

### Hazard Summary

#### The Temple

Badanistrax (Bearded Devil) x 1  
Lemures (variable)

Alone again but reinvigorated, Badanistrax discovered that the ancient spells binding him to the temple had been weakened. He was almost free of the curse and all he needed was a potent sacrifice. Patiently waiting, he knew that eventually the curse would draw members of the Hurd Lock clan back to the mine and they would make the perfect, final and liberating sacrifice.

Two days ago, Mourne Loch made it this far and was overcome by greed for the cursed treasure. Rushing into the temple, he was caught by Badanistrax and the devil now finally has his chance to break free. All he needs is for Mourne to die in the temple without the dwarf's blood being shed.

### Layout

The temple rises 30' above the floor of the cavern and is only accessible by the stairs. The outer wall is made of stalactites and stalagmites that form a solid barrier apart from 1" gaps between them. Inside the temple, more stalactites and stalagmites form pillars. The whole structure gives the impression that it grew naturally from the solid rock of the cavern but the sharpness of the corners, the regularity of the columns and the staircase demonstrate that some great magic was involved in creating it.

At the centre of the temple is an open space (40'x40') in which sits a 10' high statue of Badanistrax. Strapped to the statue is Mourne Lock, delirious and near death from Devil Chills (see Bearded Devil, Monster Manual page 52). Set around the statue are the temple's treasure.

The outer part of the temple is a thick mass of pillars, each 5' wide and only 5' between. They are laid out in a pattern that creates a lot of shadows and blind spots. Badanistrax will have observed the party approaching the temple and hidden himself at the back, furthest from the entranceway, making as much use of the shadows and cover as possible.

**At the top of the giant staircase is an open doorway that leads to a very large room filled with many load bearing stone pillars. From inside the room you feel the chilling sense of an evil presence.**

It's hard to see the center of the temple through the forest of pillars, so the PCs will need to enter the temple before they find the altar area. Once the PCs shed some light on the altar area they will see Mourne in the midst of the cursed treasure. Mourne has been infected with Devil Chills by the Bearded Devil and is experiencing phase 2 of the disease. Mourne is weak and unresponsive, and will die in less than a day without a magical cure.



**Treasure (Possibly Cursed)****Coins:**

5000 gp

8000 sp

**Gems x10 (Total Value 3066 gp)**

Fiery Yellow Corundum (600 gp)

Freshwater Pearl (10 gp)

Aquamarine (700 gp)

Golden Pearl (120 gp)

Sardonyx (50 gp)

Smoky Quartz (30 gp)

Jade (70 gp)

Chrysoberyl (80 gp)

Fire Opal (1400 gp)

Lapis Lazuli (6 gp)

**Mundane Items (Total Value 878 gp)**

Masterwork Artisans Tools

Breastplate (Medium)

Masterwork Kukri (Medium)

Masterwork Scimitar (Medium)

**Magic Items**

+1 Rapier (Medium) (Sheds light)

+2 Heavy Steel Shield (Medium)

At the centre of the temple is a large open area with five small stone altars marking the points of a pentagram around a frightening stone statue. Each altar is covered in ancient runes and has a bowl-shaped stone receptacle that is stained black by blood and filled with all manner of bones and skulls. The statue is of a bearded creature with cloven feet that is holding a wicked glaive. Tied to the statue is the body of a dwarf and set all around the statue is a small mound of gold and treasure. The dwarf is shivering despite the warm temperature of the temple and his face and hands are covered in boils and lesions.

The devil will conceal itself from the PCs until they reach the altar area, at which point it will attack. The devil will first summon a pack of lemures to distract the PCs, it will then use its Teleport ability to move freely around the temple and attack the PCs.

The devil is trapped in the temple until Mourne Lock dies a bloodless death inside it and will fight to the death to kill or drive off the PCs. If the battle goes poorly, the devil will go into a battle frenzy and launch a furious assault.

**Aftermath**

The devil and the temple are magically linked and as the devil suffers severe damage and dies, the temple will begin to collapse. The party has six rounds before the temple collapses and anyone left inside gets caught in the cave-in. Anyone outside the temple, within 30' will be caught in the slide-in. See the appendix for rules on cave-ins.

During the six rounds before the final collapse, the whole complex will start to shake and rocks will start falling from the ceiling. The party will have to rescue Mourne Loch and as much of the treasure as they can.

Mourne will require a Cure Disease spell within 24 hours or he will die from the Devil Chill disease.

The treasure surrounding is cursed, but the curse is lifted if the Bearded Devil is slain. If the party wins they will be free to take what treasure they can and leave. If the PCs take any of the treasure without killing the devil, they will face the curse.

**The Curse**

All who take from the cursed treasure, and their blood relatives, will be filled with a nagging desire to return to the temple and find more treasure (DC 20 Will check every full moon). They will also be struck with madness, greed and violent

**Will**  
**DC 20**

tendencies while in possession of a piece of the treasure and will eventually change their alignment to Chaotic Evil. Ridding themselves of the treasure reverses the alignment change but the only way to break the curse entirely is to kill the devil.

If the party flees from Badanistrax and leaves Mourne Loch behind, the devil will free itself within 24 hours. Devils are vindictive and it will hunt the party down. If the party escapes with Mourne, the devil will be stuck in the temple until another hapless soul wanders into its clutches.

## Introduction

### Journey to the Mine

### Hard Luck Mine

### The Deep

### End Game

It's Not Over Yet

Back to Three Rivers

## Appendix

## Hazard Summary

### Mine Entrance

Orcs Scouts x15

Orc Warriors x3

Orc Captain x1

**Reflex, Balance**  
**DC 18**

## It's Not Over Yet

Either by climbing up the main entrance or by walking around the mountain from the entrance to the Cave of Bones, the party will leave the mine and return to the the upper camp. Here they will discover that the orcs have arrived.

Twenty one orcs have found the mine entrance and any animals and equipment the party left behind. If Bark, Jumpy, Milo and Furd have returned to the surface, they will be prisoners of the orcs.

The Orcs are contemplating going down into the mine after whoever is in there and will not notice the party coming around the mountain. However anyone climbing up the entrance shaft will be quickly heard up the long and echoey tunnel. The orcs will wait until the climbers are near the surface and start rolling rocks down the tunnel. +1 to hit, 1D4 damage. Anyone struck by a rock needs to make a DC 18 Reflex or Balance check or be knocked off their feet and fall down the tunnel.

The orcs will keep fighting until they have taken 50% casualties and then flee. Taking any easy to move loot (like horses) with them.

## Back to Three Rivers

When the PCs return to Farvro they will be paid the remainder of their fee so long as they return with Junior. If not, they will only receive whatever they were paid up front. If they protest too much or threaten Farvro they will gain a negative reputation in Three Rivers and beyond.

Farvro will be distraught over the loss of his expedition team, more so if Junior dies, and will decide against continuing the mining venture even if the PCs manage to kill the Bearded Devil.



**Introduction****Journey to the Mine****Hard Luck Mine****The Deep****End Game****Appendix**

Named NPCs and Monsters

Unnamed NPCs and Monsters

Traps &amp; Cave-Ins

**Named NPCs and Monsters****Badanistrax**

Bearded Devil CR 5 LE Medium Outsider (Baatezu, Extraplanar)

HP: 45 (6d8+18)

Init: +6

Speed: 40ft

AC: 19 (+2 Dex, +7 natural)

Flat-footed 17, Touch 12

Base Attack/Grapple: +6/8

Attack: Glaive +9/+4 (1d10+3 plus Infernal Wound)

Claw +8 (1d6+2)

Full Attack: Glaive +9/+4 (1d10+3 plus Infernal Wound)

or 2x Claws +8 (1d6+2)

Space/Reach: 5/10 (with glaive)

Special Attacks: Battle Frenzy 2/day \* Beard \* Infernal Wound \* Summon Baatezu \*

Greater Teleport at will (self + 50lbs)

Special Qualities: Damage Reduction 5/Silver &amp; 5/good \* Darkvision 60 \* Immunity to

Fire \* Immunity to Poison \* See in Darkness \* Resistance to acid 10 \*

Resistance to cold 10 \* Spell Resistance 17 \* Telepathy 100ft

Saves: Fort +8 Ref +7 Will +5

Abilities: Str 15 Dex 15 Con 17

Int 6 Wis 10 Cha 10

Skills: Climb 11 \* Diplomacy 2 \* Hide 11 \* Listen 9 \* Move Silently 9 \* Sense

Motive 9 \* Spot 9

Feats: Improved Initiative \* Power Attack \* Weapon Focus (glaive)

**With Battle Frenzy (6 rounds)**

Hp: 57

AC: 17 (+2 Dex, +7 natural, -2 battle frenzy)

Flat footed 15, Touch 10

Full Attack: +11/+6 Glaive (1d10+6 plus Infernal Wound)

or 2x Claws +10 (1d6+4)

Will save +7

See the Monster Manual 52 for details on special qualities.

**Braun Farvro**

Human Expert 5 Merchant NG Medium Humanoid

HP: 17 (5d6)

Init: 0

Speed: 30

AC: 10

Base Attack/Grapple: 3/3

Attack: +3 Dagger (1d4)

Saves: Fort +1 Ref +1 Will +6

## Gold Strike!

Abilities: Str 10 Dex 10 Con 10  
Int 16 Wis 14 Chr 16

Skills: Appraise 11 \* Bluff 11 \* Gather Information 11 \* Handle Animal 8 \*  
Know Geography 11 \* Know local 11 \* Know Nobility 11 \* Listen 4 \*  
Profession Merchant 10 \* Ride 2 \* Sense Motive 12 \* Sleight of Hand 7 \*  
Spot 12,

Feats: Alertness \* Armour prof light \* Deceitful \* Negotiator \* Simple Weapon  
Proficiency

Description: A successful, risk taking, merchant who is trying to put one over on the  
local magistrate and his competition by obtaining the long forgotten Hard  
Luck Mine for a song and exploiting whatever minerals it has left.

## Braun Farvro II (aka "Junior")

Fighter 3 Human (CR3) CG Medium Humanoid

HP: 19 (3d10+3)  
Init: +3  
Speed: 30  
AC: 18 (+3 Dex, +3 Studded Leather, +1 Shield: Light Wooden, +1 Natural  
Armour [Item])  
Flat footed 15, Touch 13

Base Attack/Grapple: +3/+4  
Attack: +6 Longsword (1d8+1)  
+6 Crossbow, light (1d8)

Saves: Fort +4 Ref +4 Will +2  
Abilities: Str 12 Dex 16 Con 12  
Int 14 Wis 12 Chr 14

Skills: Climb 3 \* Handle Animal 8 \* Intimidate 8 \* Jump 1 \* Listen 5 \* Ride 11  
\* Spot 5 \* Swim 1

Feats: Weapon Finesse \* Weapon Focus \* Alertness \* Armour Prof Heavy \*  
Armour Prof Light \* Armour Prof Medium \* Athletic \* Endurance \*  
Martial Weapon Prof \* Shield Proficiency \* Simple Weapon Proficiency \*  
Tower Shield Proficiency,

Magic Items: Amulet of Natural Armour (+1) \* Potion of Cure light Wounds x4 \*  
Weapon Masterwork +1 to Hit

Description: Junior has recently finished his apprenticeships and is eager to test his  
mettle as an adventurer before he settles down to the family business.  
Junior will eagerly use his skills to help and will fight in combat if needed.  
He won't insist on many courses of action unless the party is hesitant to  
complete the mission.

## Bark Norman

Commoner 3 (CR 1) CN Human Medium Humanoid

HP: 10 (3d4+3)  
Init: +0  
Speed: 30  
AC: 12 (Leather)

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Flat footed 12, Touch 10

Base Attack/Grapple: 1/2  
Attack: +2 Club (1d6+1)  
Full attack: +2 Club (1d6+1)  
Space/Reach: 5/5  
Saves: Fort +2 Ref +1 Will +1  
Abilities: Str 13 Dex 11 Con 12  
Int 8 Wis 10 Chr 9

Skills: Climb 1 \* Craft (Leatherworking) 4 \* Handle Animal 4 \* Jump 1 \*  
Profession (Teamster) 3 \* Ride 3 \* Swim 1 \* Survival 4 \* Use Rope 1

Feats: Animal Affinity \* Run \* Simple Weapon Proficiency \* Track

Description: The expedition's teamster in charge of the animals. More used to dealing  
with four legged creatures than two legged ones, he is uncomfortable and  
awkward when dealing with people.

## Bonksi

Derro Medium Monstrous Humanoid

HP: 19 (3d8+6)  
Init: +6  
Speed: 20  
AC: 18 (+2 Natural, +2 Dex, +3 Studded Leather, +1 Shield: Buckler)  
Flat footed 16, Touch 12

Base Attack/Grapple: +3/+5  
Attack: +5 Sword, short (1d6+2)  
+5 Crossbow, repeating light (1d6)

Space/Reach: 5/5  
Special Attacks: Poison (DC13) Greenblood Oil x6 doses \* Sneak Attack +1d6  
Spell-like Abilities: Darkness (at will) \* Ghost Sound (at will) \* Daze (1/day DC13 Caster  
Level 3) \* Sound Burst (1/day DC15 Caster Level 3)

Special Qualities: Darkvision 60 \* Madness (Use Charisma modifier on Will saves instead  
of Wisdom) \* Spell Resistance 15 \* Vulnerability to Sunlight 1 point of  
Con damage/hour

Saves: Fort +3 Ref +5 Will +0  
Abilities: Str 14 Dex 14 Con 15  
Int 12 Wis 5 Chr 16

Skills: Bluff 5 \* Hide 10 \* Listen 1 \* Move Silently 8  
Feats: Blind-fight \* Improved Initiative

## Furd

Commoner 1 (CR 0.3) CG Dwarf Medium Humanoid

HP: 3 (1d4+1)  
Init: +3  
Speed: 15  
AC: 13 (+3 Dex)  
Flat footed 10 Touch 10

Base Attack/Grapple: +0/+2

## Gold Strike!

Attack: +2 Club (1d6+2)  
Space/Reach: 5/5  
Special Attacks: +1 attack Orcs & Goblinoids, Weapon Familiarity dwarven waraxes and urgroshes  
Special Qualities: Darkvision 60 \* +2 Appraise related to stone or metal work \* +2 bonus on search for unusual stonework \* +2 Craft checks relating to stone or metal \* +4 Dodge AC against Giant type \* Stable +4 bonus on being bullrushed or tripped \* Resistance to Poison +2, Resistance to spells +2 \* Traits: Dwarf  
Saves: Fort +1 Ref +3 Will +0  
Abilities: Str 14 Dex 16 Con 12  
Int 11 Wis 11 Chr 7  
Skills: Climb -3 \* Craft 2 (Stonemasonry) \* Listen 2 \* Profession 2 \* Ride 4 \* Spot 2 \* Use Rope 4  
Feats: Alertness \* Simple Weapon Proficiency,  
Description: A young Dwarf Porter who has never been eager to mine and wishes greatly to leave this one. He is frightened and doesn't know exactly why.

## Jumpy

Commoner 3 (CR 0.9) NG Human Medium Humanoid  
HP: 13 (3d4+6)  
Init: +1  
Speed: 30  
AC: 13 (+1 Dex, +2 Leather)  
Flat footed 12, Touch 11  
Base Attack/Grapple: +1/+1  
Attack: +1 Club (1d6)  
Full attack: +1 Club (1d6)  
Space/Reach: 5/5  
Saves: Fort +3 Ref +2 Will +1  
Abilities: Str 10 Dex 12 Con 14  
Int 10 Wis 10 Chr 9  
Skills: Craft (Cooking) 5 \* Handle Animal 6 \* Profession 4 (Cook) \* Ride 7 \* Use Rope 3  
Feats: Animal Affinity \* Run \* Simple Weapon Proficiency \* Stealthy  
Description: The expedition cook and a crotchety old human who is prone to telling everyone exactly what he thinks on any subject.

## Milo

Commoner 1 (CR 0.3) LG Human Medium Humanoid  
HP: 3hp  
Init: 0  
Speed: 30  
AC: 12 (Leather)  
Flat footed, Touch 10  
Base Attack/Grapple: 0/+1

## Adventure Writing Competition - Autumn 2009 - Open Playtest

Attack: +1 Club (1d6+1)  
Space/Reach: 5/5  
Saves: Fort +1 Ref +0 Will +0  
Abilities: Str 13 Dex 11 Con 12  
Int 8 Wis 10 Chr 9  
Skills: Climb 3 \* Craft (Stonemasonry) 2 \* Handle Animal 1 \* Jump 1 \* Listen 0 \* Profession 2 \* Ride 1 \* Spot 0 \* Swim 3 \* Use Rope 1  
Feats: Athletic \* Self Sufficient \* Simple Weapon Proficiency,  
Description: Milo is a young human who is a porter for the expedition. He is friendly, but uneducated and naive. He doesn't really comprehend the danger they are in.

## Mourne Hurd Loch

Fighter 3 (CR 3) CG Dwarf Medium Humanoid  
HP: 25 (3d10+9)  
Init: +1  
Speed: 20  
AC: 13 (+1 Dex, +2 Leather)  
Flat footed 12, Touch: 11  
Base Attack/Grapple: +3/+5  
Attack: +5 Pick, heavy (1d6+3)  
Space/Reach: 5/5  
Special Attacks: +1 Attack versus Orcs & Goblinoids \* Weapon Familiarity dwarven waraxes and urgroshes  
Special Qualities: Darkvision 60 \* +2 Appraise related to stone or metal work \* +2 bonus on search for unusual stonework \* +2 Craft checks relating to stone or metal \* +4 Dodge AC against Giant type, Stable +4 bonus on being bullrushed or tripped \* Resistance to poison +2 \* Resistance to spells +2 \* Traits Dwarf  
Saves: Fort +6 Ref +2 Will +3  
Abilities: Str 15 Dex 12 Con 16  
Int 13 Wis 11 Chr 7  
Skills: Craft (Armorsmithing) 3 \* Craft (Blacksmithing) 3 \* Craft (Stonemasonry) 5 \* Craft (Trapmaking) 3 \* Craft (Weaponsmithing) \* Profession (Miner) 8 \* Spot 1 \* Swim 4  
Feats: Blind-fight \* Power Attack \* Armour Prof Heavy \* Armour Prof Light \* Armour Prof Medium \* Endurance \* Iron Will \* Martial Weap Prof \* Shield Proficiency \* Simple Weapon Proficiency \* Tower Shield Proficiency  
Description: Dwarven leader of the mining expedition, Mourne was hired by Farvro for his ancestral knowledge of the mine and his belief that he can find a new vein of iron or tin that will restart the mine and put his clan back in the mining business as partners with Farvro.

## Unnamed NPCs and Monsters

### Carrion Crawler [Cavern Random Encounter]

As per Monster Manual page 30

### Dire Weasel [Cavern Random Encounter]

As per Monster Manual page page 65

### Grimlock [Cavern Random Encounter]

As per Monster Manual page 140

### Hippogriff [Day Two Encounter]

As per Monster Manual page 152

### Imp [The Deep: Location 8]

As per Monster Manual page 56

### Lemure [The Deep: Locations 3 & 4]

As per Monster Manual page 57

### Orc (Scout)

Warrior 1 (CR 0.5) Orc Medium Humanoid

HP: 4 (1d8)

Init: +1

Speed: 30

AC: 14 (+1 Dex, +3 Studded Leather)

Flat footed 13, Touch 11

Base Attack/Grapple: +1/+4

Attack: +4 Falchion (2d4+4)

+2 Javelin (1d6+3)

Space/Reach: 5/5

Special Qualities: Darkvision 60 \* Sensitivity to Light dazzled in bright sunlight

Saves: Fort +2 Ref +1 Will -1

Abilities: Str 17 Dex 12 Con 10

Int 7 Wis 9 Chr 6

Skills: Climb 2 \* Jump 2 \* Listen 1 \* Ride 2 \* Spot 1 \* Swim 1

Feats: Alertness \* Armour Prof Heavy \* Armour Prof Light \* Armour Prof Medium \* Martial Weap Prof \* Shield Proficiency \* Simple Weapon Proficiency \* Tower Shield Proficiency

### Orc (Warrior)

Warrior 3 (CR 2.5) CE Orc Medium Humanoid

HP: 19 (3d8+6)

Init: +1

Speed: 30

AC: 14 (+1 Dex, +3 Studded Leather)

Flat footed 13, Touch 11

Base Attack/Grapple: +3/+7

Attack: +8 Falchion [Magical] (2d4+7)

+5 Shortbow 1d6+1

Space/Reach: 5/5

Special Qualities: Darkvision 60 \* Sensitivity to Light dazzled in bright sunlight

Saves: Fort +5 Ref +2 Will +0

Abilities: Str 19 Dex 12 Con 14

Int 11 Wis 9 Chr 7

Skills: Climb 8, Jump 8, Swim 2

Feats: Armour prof heavy \* Armour Prof Light \* Armour Prof Medium \* Martial

Weap Prof \* Point Blank Shot \* Power Attack \* Shield Proficiency \*

Simple Weapon Proficiency \* Tower Shield Proficiency

Magic Items: Falchion +1

### Orc Captain

Warrior 5 (CR 3.5) NE Orc Medium Humanoid

HP: 27 (5d8+5)

Init: +2

Speed: 30'

AC: 18 (+2 Dex, +5 Chain Shirt [Magical], +1 Natural [Magic Item])

Flat footed 16, Touch: 12

Base Attack/Grapple: +5/+10

Attack: +10 Falchion (2d4+7)

+8 Shortbow (1d6+1)

Space/Reach: 5/5

Special Qualities: Darkvision 60 \* Sensitivity to Light (dazzled in bright sunlight)

Saves: Fort +5 Ref +3 Will +1

Abilities: Str 20 Dex 14 Con 12

Int 9 Wis 11 Chr 7

Skills: Climb 4 \* Handle Animal 1 \* Jump 4 \* Ride 5 \* Swim 3

Feats: Armour prof heavy \* Armour Prof Light \* Armour Prof Medium \* Martial

Weap Prof \* Point Blank Shot \* Power Attack \* Shield Proficiency \*

Simple Weapon Proficiency \* Tower Shield Proficiency

Magic Items: Amulet of Natural Armour (+1) \* Chain Shirt +1 \* Potion of Cure Light Wounds

### Quasit [The Deep: Location 7]

As per Monster Manual page 46

### Robbers [Day One Random Encounter]

Warrior 2 (CR 2) NE Human Medium Humanoid

HP: 13 (2d8+4)

Init: +1

Speed: 30'

AC: 12 (+1 Dex, +1 Padded)

	Flat footed 11, Touch 11		
Base Attack/Grapple:	+2/+4		
Attack:	+4 Dagger (1d4+3)		
	+3 Crossbow, light (1d8)		
Space/Reach:	5/5		
Saves:	Fort +5	Ref +1	Will +1
Abilities:	Str 15	Dex 13	Con 14
	Int 11	Wis 12	Chr 9
Skills:	Climb 2 * Intimidate 3 * Jump 5 * Listen 4 * Ride 1 * Spot 5 * Swim 3		
Feats:	Alertness * Armour Prof Heavy * Armour Prof Light * Armour Prof Medium * Martial Weap Prof * Quick Draw * Shield Proficiency * Simple Weapon Proficiency * Tower Shield Proficiency		

## Cave-Ins (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone.

A weakened ceiling likely to collapse can be spotted with a DC 20 Knowledge (Architecture / Engineering) or DC 20 Craft (Stonemasonry) check. Craft checks can be made untrained as Intelligence checks. A dwarf can make a check if he simply passes within 10' of a weakened ceiling.

A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of non-lethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5' x5' area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check.

## Bonksi' Traps [The Deep, location 10]

### 1. Trip-Wire

To alert him of any danger, Bonksi has set up many tripwires with noisemakers such as keys or metal pots attached to them.  
CR 1; mechanical; location trigger; no reset; Attack +10 melee (Loud Noise, 60'); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.

### 2. Camouflaged Pit Trap

The pit is covered by a layer of carefully arranged bones.  
CR 1; natural; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

### 3. Camouflaged Pit Trap (Large)

The pit is covered by a layer of carefully arranged bones.  
CR 1; natural; location trigger; manual reset; (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

### 4. Collapsing Bone Stack

Several of the large stacks of bone contain rocks and are rigged to collapse to anyone nearby.  
CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

### 5 Spiked Pit Trap

The pit is covered by a layer of carefully arranged bones with sharpened bones positioned on the pit's bottom.  
CR 2; natural; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

### 6 Large Net Trap

Hidden under the bones is a large net designed to entangle the feet of unsuspecting victims.  
CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

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The 6d6 Fireball Adventure Writing Competition is open to all but is especially aimed at unpublished writers. Entrants are encouraged to send in their adventure ideas to 6d6 Fireball. We will help offer feedback and advice on how to turn the idea in to reality. This support continues all the way through the writing process until you are ready to submit your final entry. By working with new writers in this way we can help them make that difficult leap from writing for their own friends to writing for gamers all over the world.

The best adventures are and prepared for publication as part of our Open-Playtest. After which, winning adventures are collated for publication in print and digital formats for sale on 6d6Fireball.com for six months. All the profits from the sales of the adventures are then shared out amongst the writers.

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## Thank You

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It has been produced using Inkscape (graphics) and Scribus (typesetting). Both applications are open-source software available for free.

## Open Playtest

The open-playtest is a way for you to tell the authors and publishers of this adventure what you thought of it. What we want is honest feedback on the good and the bad aspects of this adventure. Below are some categories to help you organise your thoughts but we want your feedback however you want to express yourself.

### 1) Plot

Did the plot make sense? Did you find any holes or problems with the plot when you ran the game.

### 2) Gameplay

Was the adventure challenging enough? Were there enough fights or opportunities for role playing?

### 3) Mistakes and Weaknesses

Did you spot errors with the NPC's stats or other game mechanics? Could the NPC's tactics or spell selection be better?

### 4) Maps and Layout

How easy was it find the information you were looking for? Where the maps clear and precise?

### 5) Grammar and That Sort of Stuff

Was the writing style easy to read? Did you spot any spelling mistakes?

### 6) The Best and the Worst

What was the best thing about the adventure and what was the worst?

Visit

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to send us your feedback. As a thank you, we will send you a PDF of the final module that includes this adventure and other winners of our Adventure Writing Competition.