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Credits

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Dragon Drop

Mini-Adventures

Dragon Drop Mini-Adventures are created to be easy to use mini-adventures that a DM can simply drop into their campaign. Dragon Drop Mini-Adventures can be played in 2-3 hours, and with minimal tweaking can fit easily into your campaign and setting. These mini-adventures are designed to only require a small amount of preplanning, aside from reading the document.

‘**Mines of Abkuma**’ is designed for a party of 4 5th-level characters. If your party has more or fewer members, you can appropriately adjust the number of monsters present in each encounter.

Adventure Background

The miners at the previously profitable Mines of Abkuma have accidentally unleashed an ancient evil lurking within.

This unknown evil consumed the mine, filling it with all kinds of creatures. The foreman has recruited a local adventuring group, the party, to clear the mine for a hefty reward.

Customising the Adventure

By design, any part of the adventure can be customised very easily to fit your setting and campaign, however I’ve included a few simple examples.

Locations

The exact location of The Mines of Abkuma is never specified and can be anywhere in almost any setting.

NPCs

No NPCs are directly encountered in this adventure, although it is not outside the realms of possibility to add one or more trapped miners, or to include the mine foreman.

Difficulty

This is a **Deadly** encounter for four 5th level characters.

Characters who are not well equipped, and who do not work together may not survive this encounter.

The Mines of Abkuma

The adventure begins with party arriving at overrun Mines of Abkuma, having accepted the job of clearing them out.

Promised 5000gp, surely facing the danger that lies within must be worth that price?

Abkuma Mine

The Abkuma Mine was abandoned long ago, and recently reopened when a prospector opened up a previously undiscovered second and third chamber.

Unknown to the miners, a previously buried, hidden temple lays very close to the mine. All that it took to disrupt the creatures within was the occupation of the foreman's office.

Abkuma Mine Features

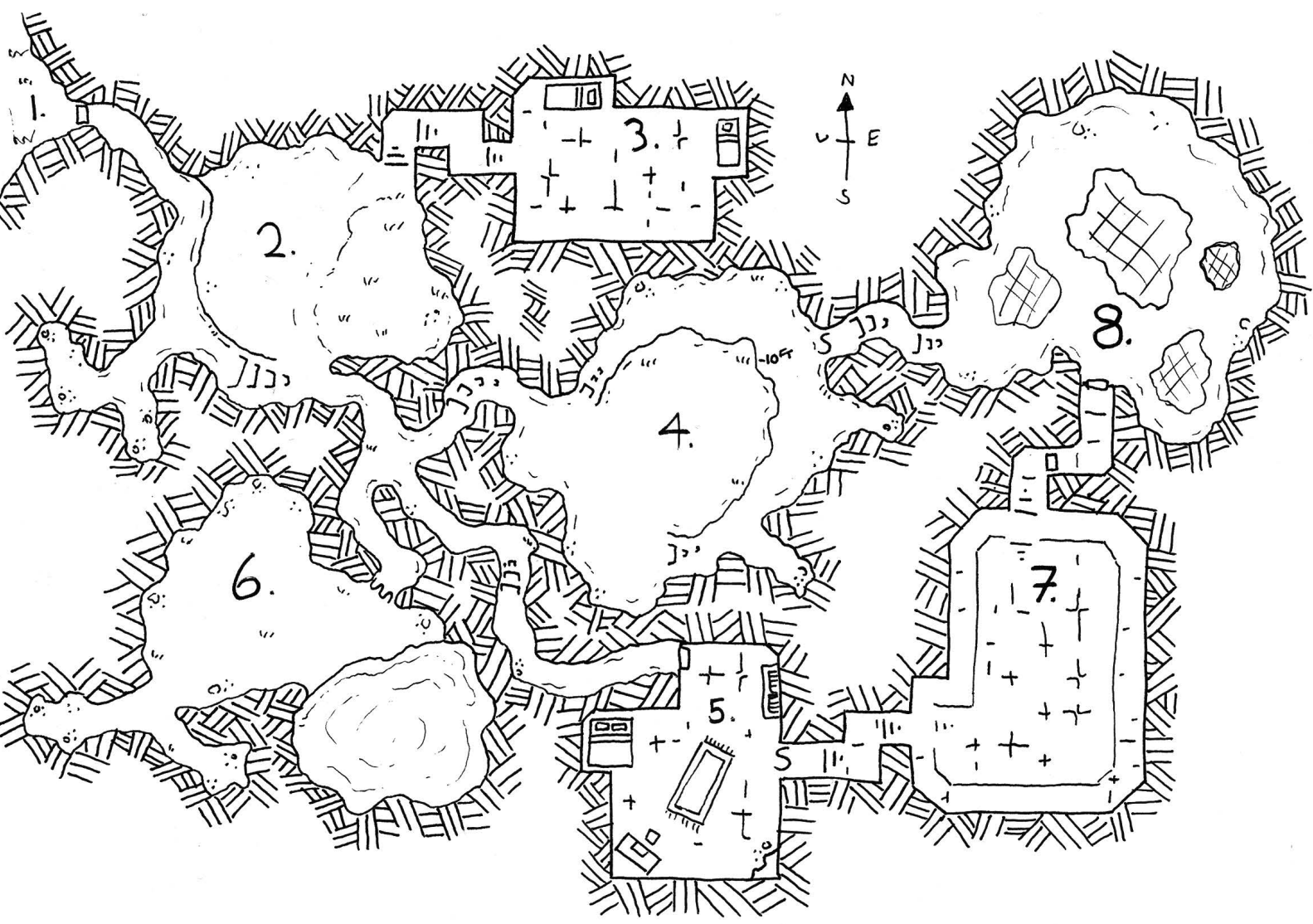
The Abkuma Mines have the following features, unless otherwise noted in the description for that area.

Ceilings. The Ceilings are 10 feet high and pot marked with pickaxe marks.

Lighting. The mines are in total darkness. No sources of light illuminate any of the areas. All read aloud text assumes that the party has some way of illuminating the entire rooms.

Doors. Each door is locked, but if asked, the foreman will provide the party with keys before they arrive at the mines. A DC 15 Strength check will break down any locked door.

Floors. All floors are rough uneven terrain stone with a light splattering of gravel and pebbles.



1. Mine Entrance

“The sunken entrance to the mine is flanked by two moss covered ancient carvings of demonic creatures. A single torch burns at the rickety door.”

The two demonic creatures are actually **Large Gargoyles (Appendix)**. They crawled out of the mine recently, hoping to prey on unsuspecting miners.

2. Original Mine

“A beam of natural light illuminates a grassy area in this cavern. Obviously excavated eons ago, this chamber doesn’t look like it’s had much industrial use as of late. Passages lead off to the north, east and south. Clucking noises emanate feintly from the north corridor.”

This area was the original mine. Once the natural resources had been extracted, it was abandoned. Only recently, new magics have revealed more resources deeper into the rock, causing the current exploration.

3. Miner’s Quarters

“Beds for up to 8 people fill this cramped, man made room. Six chicken-like creatures are tearing apart one of the straw mattresses with their beaks.”

The six creatures are **Cockatrice (MM)**. They are attempting to kill a mouse that retreated inside the mattress. The Cockatrice will turn their attention to the party if they notice them.

This area was used as the bunk room for the miners and features smooth walls and tiled flooring.

Treasure

200gp is hidden under one of the mattresses.

4. The Horseshoe

“A sunken walkway forms a semicircle around the outside of the north area of this room. From the walkway, three exploratory tunnels have been dug out by the miners.”

There is absolutely no natural light in this room. Hiding amongst the boulders in the center of the room are four **Basilisks (MM)**. They will attempt to ambush anybody that enters the area, or descends below to the walkway.

Secret Door. The exploratory tunnel to the north contains a very small entrance to area 8, roughly 10 inches in diameter. It is through here that the creatures invaded the mine.

5. Foreman’s Quarters

“An ancient man made chamber has been recently filled with modern furniture. A double bed, a bookcase, a desk with chair, and a soiled rug.”

This underground man made chamber was discovered by the miners and converted into the Foreman’s quarters.

Secret Door. This room was originally part of the small temple complex. A secret door leads east to area 7, the main section of the temple.

Treasure

There is a *potion of healing* stashed here in the desk, along with a pouch containing 240gp, the foreman’s monthly pay.

6. Second Mine

“The eastern section of this cavern has collapsed into a large subterranean lake. Two exploratory tunnels have been carved in the south. Signs erected throughout the cavern clearly state that the ceiling is unstable and no work should take place in this area.”

Any loud noises or powerful blast would be enough to bring down the ceiling in this room, crushing anything inside.

A **Mezzoloth (MM)** has made this area its home since the miners fled the area. The creature carries 115gp and 50sp. The Mezzoloth cannot read common and is unaware of the unstable ceiling.

7. Ancient Temple

“Ancient blood stains and piles of bones cover the floor of this large room. A hulking shape lurks in the center”

This area was used for the summoning ritual of the **Chimera (MM)** that resides here. The demon killed everyone involved in the ritual, inadvertently trapping itself in this room for centuries.

8. The Depths

“Large holes that seemingly descend forever cover the floor of this room. A single huge three headed beast is here, joined by five smaller, chickenlike creatures. Huge cracks criss cross the high natural ceiling in here, which looks like it could collapse at any time.”

The large holes descend extremely far, beyond measurement. It is from within these holes that many of the creatures infesting the mines originate.

Like area 6, the ceiling here is extremely fragile, and would collapse with only minimal force.

The original entrance, a tunnel that leads outside, was blocked when parts of the ceiling, and floor collapsed.

The structural damage, including the holes in the floor, was caused by the ritual which summoned the two Chimeras.

Appendix

Large Gargoyle

Medium elemental, chaotic evil

Armor Class 17 (natural armour)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR +4 **DEX** +0 **CON** +3 **INT** -2 **WIS** +0 **CHA** -1

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 3 (700 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The large gargoyle makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

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