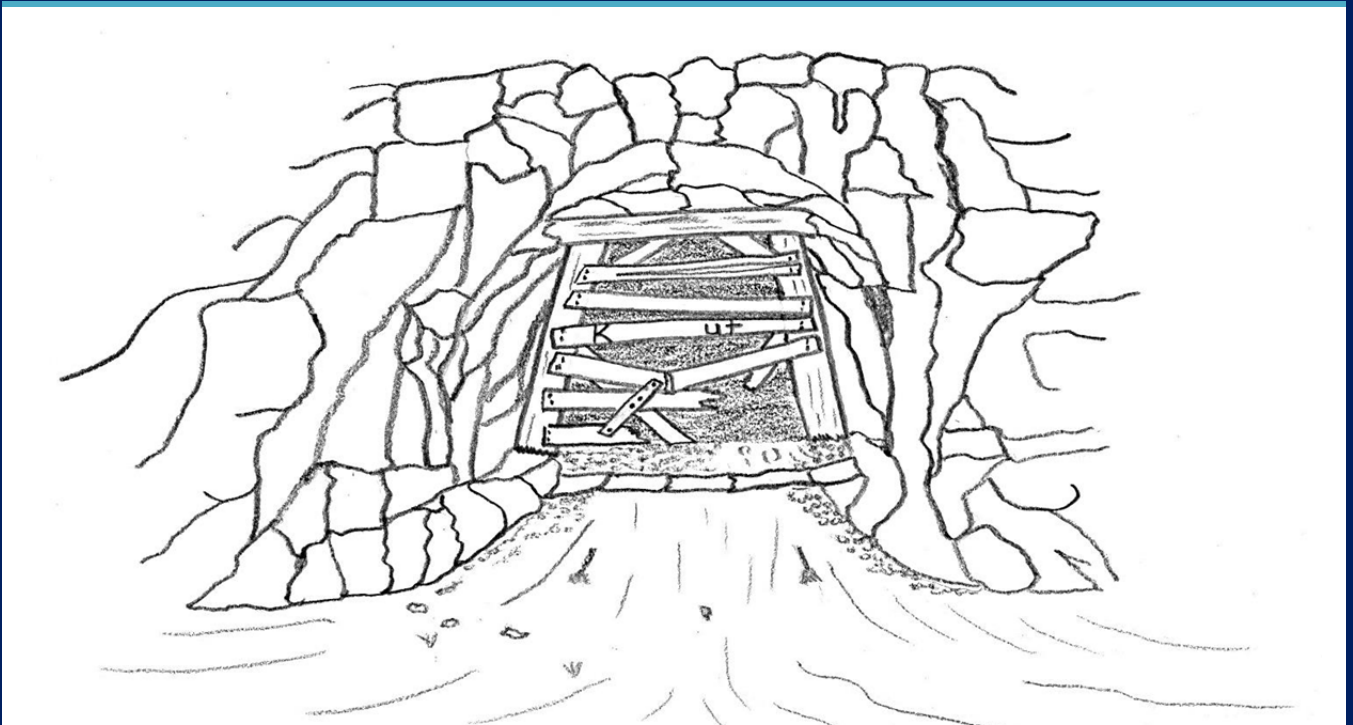


The Old Dwarven Mine

By The Oliver Brothers

AN ALL DWARF ADVENTURE FOR FIRST LEVEL CHARACTERS



The young dwarves are restless and bored and longing, like all dwarves, for some adventure. The local blacksmith suggests the young ones form an adventuring party and go explore the old abandoned mine on the mountain overlooking town. This sounds like a grand adventure and the party sets out to have some fun. Little do they know, they are about to find themselves in the midst of a mixed species battle. However, if they can survive, they may also learn one of the lost secret of the dwarves.

Get ready for some old school, classic, First Edition, Advanced Dungeons & Dragons in this all dwarven module, the first in a series.



An All
Dwarf
Adventure!

The Old Dwarven Mine

By

The Oliver Brothers

"In the koboldes' homes
shall vile things harm thee
Each day with evil deeds;

Grief shalt thou get
instead of gladness,
And sorrow to suffer who bleeds."

—*The Edda*

INTRODUCTION

It is late fall, and the Blacksmith duties of the dwarves are winding down for the year. The fall harvest equipment has all been repaired and every pony in the village has been shod. With idle time in advance of winter, young dwarves begin dreaming of adventure. The Blacksmith remembers what it was like to be young, and already at their age he had been in several great battles. These young dwarves had little adventure in their lives; they had not faced much in the way of adversity. So, the Blacksmith casually remarked one day that "It sure would be interesting to go up to the old Dwarven Mine up the mountain just outside of town." The thought caught hold and the young Dwarves earnestly threw themselves into planning an exploration of THE OLD DWARVEN MINE.

This module may be played as a stand-alone game or as part of a planned all-dwarf campaign. The game is designed for 4-6 player characters, all of the dwarven race and of mixed classes; although with a heavy emphasis on dwarf fighters.

HISTORY OF THE DWARVES

Moradin and the other dwarven gods lamented their people and the Dwarven Lords for their divisive ways. So, they aimed to unite the dwarves under a king.

As all good kings eventually do, however, he became a dictator. Although his every action was always said to be: "for the good of the dwarves."

The king was eventually deposed by the dwarves and who, knowing better than the gods, placed another dwarf as king for he promised great things.

This new king so divided and so polarized the dwarves, he drove them all to the brink of war.

Then the gods did something no one expected—they abandoned the dwarves.

Bereft of their gods, the people turned on themselves. The wars came. And as always in war there were winners and losers. All of the losers and some of the winners, in their retaliation turned evil.

The gods were so angered by this dwarven pettiness that they smashed the Gifts of the Dwarven gods and cast them to the four winds. They then turned their backs on the dwarves and disappeared. It was said that only when the dwarves were reunited would the dwarven gods return.

The dwarves were lost and knew not what to do.

One lone dwarf, Baragor, offered a new way. It came to be known as the Baragor Option.

Baragor said the dwarves who wanted to preserve their dwarven culture and their dwarven gods must scatter like the Gifts of the Dwarven gods and reside alongside both humans and non-humans, remembering the old ways and awaiting the day the gods would return and the dwarves could be reunited.

Baragor prophesied that one day hope—hope in the form of a small group of Dwarves—would come.

Hope that the Gifts of the Dwarven gods could be found . . .

Hope that they could be brought to bear against evil . . .

Hope that they could restore the ways of the dwarves . . . and

Hope that the Dwarven gods would return.

BACKGROUND

It has been over 300 years since many of the dwarves acted upon the Baragor option and found their way into the towns and villages of the world to live among humans and non-humans. Most had become Blacksmiths for it allowed them a comfortable living and an occupation with which their skills would override any opposition to their presence the denizens may have had.

The other dwarves simply disappeared and nary a trace has been seen or heard of them.

The dwarves (and perhaps a friend or two) live in the small town of _____, surrounded by hills and mountains, and are associated with the local Blacksmith, either as kith or kin. By dwarven standards they are young (just entering adulthood— all around 40), and they, like all young adults, are looking to go on an adventure.

The Blacksmith understands their longing and suggests they explore The Old Dwarven Mine, located outside of town, above the hills, and whose entrance lies toward the top of the closest mountain. The chance to explore an old mine sounds both fun and exciting, and, since they are dwarves going into a dwarven mine, what could possibly go wrong?

This particular mine had been crafted by dwarves over 300 years ago, before the Dwarves embraced the Baramor option. The mine had never produced well, only just enough. It was decided to look for alternative locations and one of the mines, some 100 miles distant, proved promising until the dwarves stumbled upon an ancient dwarven mine—then it proved to be a mine beyond their wildest dreams for it was an old mithral mine they had chanced upon. It was decided that the current mine would be closed and they would shift all of their resources to this new discovery.

At about this time, a tribe of orcs, the Bloody Destroyers, began watching the dwarven mine for the purposes of planning a raid. When they saw many of the dwarves leave, the head orc sent a party to track them. After the small scouting party returned, they decided to first raid the present dwarven mine, then go after the second. During

the raid, they made their way down to the third level, and there they discovered only 7 Dwarves, hard at work. The orcs had thought the dwarves would present an easy target, but they were proven wrong that day.

Hearing the fighting, the head Dwarf, Lofarr, ran to assist. He saw the odds were against them and he returned to the dwarf's secret room. Taking the runestone that showed the location of the mithral mine, he wrote a note on the back. Then, taking up his axe, he closed the secret door behind him and fought the orcs to his last dying breath.

The orcs had won a Pyrrhic victory, and the thought of attacking the second mine was diminished, put off for another day, which never came.

Overtime, various creatures began moving into the upper level of the dwarven mine. At times, they would be cleared out by many would-be adventurers, until someone had the common sense to board up the mine entrance. That too, eventually gave way and more creatures began occupying the upper level.

On the mid-level there is a well whose source of water is an underground lake and river—the well that had been the source of water for the dwarves. Several years ago, a band of bullywugs ventured down the river where they discovered the lake and then the well, and soon they occupied the mid-level of the mine.

Only recently, in the past several months, did a band of kobolds discover the mine. They came through the mine entrance and made their way to the second level. When they stumbled upon the lair of two boggles, they fought ferociously, managing to get onto the second level of the mine. However, they only killed one boggle and earned the enmity of the other who now guards their retreat. Then the kobolds discovered the second level of the mine belonged to the bullywugs, whom they also fought. Although they own much of the real estate in the mine, the one area the bullywugs still control is the well which leads to the only water source in the mine. The kobolds, being afraid to leave the mine because of the boggle, are now trapped in the mine and

badly in need of water. The bullywugs, not willing to relinquish control, are now engaged in a fight to keep their new home.

There is also a lower level to the mine. The kobolds, having gained access of the pit that leads to the lower level, had started to explore it only to retreat in *fear*. It was there they discovered what appeared to be the ghosts of 7 dwarves mining with pick axes (actually poltergeists). In horror, they watch the dwarves suddenly turned toward them and begin fighting an unseen foe. The 7 dwarves who had been suddenly attacked by the orcs, turned into poltergeists when they were killed and now relive their slaughter over and over again. Although they had given as good as they got, none felt they had done their race any honors on that fateful day and so they are trapped in the lower level to this interminable fate.

The kobolds, once regaining their composure, fled this level and have maintained a ban on it ever since.

START

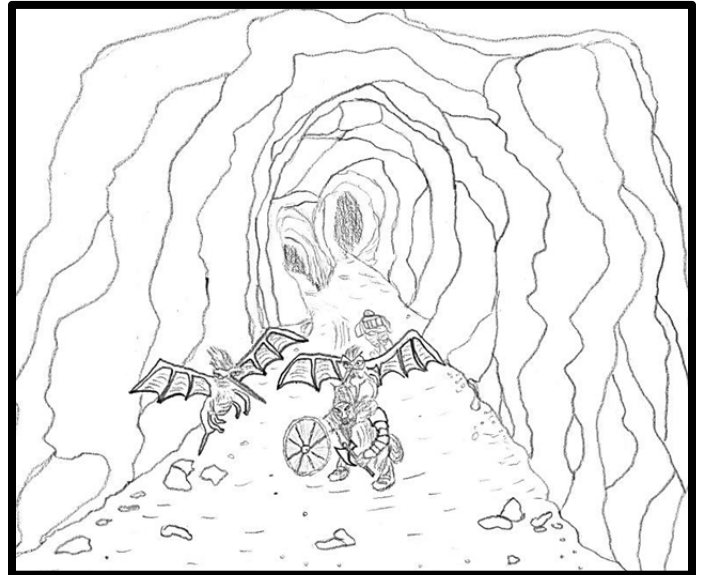
It is assumed that the player characters have decided to explore *The Old Dwarven Mine* and have secured the necessary equipment for the adventure, including both food and water. They must then leave their town, journey over the hills to the base of the mountain and then up the trails leading to the entrance to the mine. It is possible they may encounter wildlife along the way, but it should be nothing that a first level player character could not handle.

If you are intending to play this module as part of the all-dwarven campaign, it is important to identify the stronger player characters in these early modules, as they may very well play an important role in the later modules. Each module will build on the other and every module will be a site location module, leaving the dungeon master to plan the movement between sites. This will allow for the campaign to be dropped into any existing world with only each module's location needing to be identified prior to play.

Elements of dwarven culture will be employed throughout this series of modules to capture the

essence of an all-dwarf campaign, as a method of driving the story, and to educate the player characters about what it means to be a dwarf. A good start is to read the history of the dwarves above to the players, as this is something the blacksmith would have told them quite often so as to keep hope alive (the Baramor option).

Key to *The Old Dwarven Mine*



Upper Level

1. MINE ENTRANCE

A cool breeze blows down from the mountain top and a whistling noise sounds from the mine entrance that stands before you. Although it is too soon for snow, at this elevation a heavy frost covers the ground. Framed in stout wooden beams set into the mountainside 10' wide and 10' high, the opening into the mine is partially covered over with wood planks, many of which have rotted, while those on the lower right side have all been kicked in or removed. All of the wood, as well as the ground around the entrance, are covered in stone debris, rubble, and flinders of rotted wood. Further outside the mine entrance, burnt-out torches and several candle stubs, litter the ground. Someone, long ago, painted some words on the wooden planks that now simply read "K" and "ut."

The whistling sound comes from the wind blowing through the upper level of the mine. When the dwarves first constructed the upper level, they

created a rear opening for cross-ventilation. The sound will be heard constantly throughout the upper level, making hearing movement on this level more difficult.

Normally dwarves would have permanently closed the mine entrance by removing the wooden structures and collapsing the rock around it, but because they were all killed, they never had the chance. Over the years, elders from the village have boarded it up, only to see those boards knocked down or rotted quickly over time due to weather conditions. Often as soon as new boards go up, a variety of creatures remove them to gain entry into the mine; sometimes animals, sometimes would-be adventurers. So frustrated were the elders that one time, they went up with axes with the intent of collapsing the beams around the entrance. They learned a thing or two about dwarven construction and all they managed to leave behind were flinders. Most recently, the kobolds, now located on the middle level, removed the lower right boards in order to gain entry into the mine. The words on the board once read "Keep out," but again, weather and time have all but erased those words.

The weather outside of the mine is cold due to the elevation. It measures in the lower 30s (Fahrenheit) during the day and can drop into the teen's at night. Inside the cave, it is a constant 52 degrees.

2. STIRGES NEST

As you enter the mine shaft, you see something ahead, lying on the ground. It doesn't appear to be moving.

Pause to let them formulate a plan, then add the following:

Suddenly, you hear a fluttering sound from above you and something swooping down toward your neck.

There is a stirge's nest above the mine entrance on the inside of the tunnel. The thing lying on the ground was one of the last—and most recent—adventurers to the mine (See Area #3). The stirges are hungry again and will attack the player characters for their blood. If a stirge manages to

drain 12 hit points, it will return to its nest to digest its repast. The nest is large and contains the odd pieces of treasure they have picked off of previous victims. As the stirges have been very successful with attacking victims as they enter the mine, they will fight to the death out of confidence they will win.

Stirge (3): AC 8; MV 3"/18"; HD 1+1; hp 2, 6, 8; #AT 1; Dmg 1-3; SA: attack as 4 hit dice monster, blood drain for 1-4 hit points of damage.

Treasure: Located in the stirge's nest are 1 blue quartz (10 gp), 1 star rose quartz (50 gp), 1 citrine (50 gp), 1 rock quartz (50 gp), 1 chrysoberyl (500 gp), 1 amethyst (500 gp), and a dragon bracelet (900 gp).

3. DEAD BODY AND TRACKS

Lying on the ground face down is what appears to be a human male in his late teens. He is wearing dark clothing and there is a backpack still on his back. The body is somewhat bloated and still stiff. Next to him, you can see drag marks in the dirt leading further into the mine, as well as the tracks of an animal.

On the previous day, two boys from the village had the same idea. They wanted to explore the mine. After they entered the mine, they were attacked by the stirges and both were killed. Late last night, a wolf smelled the blood and entered the mine for a meal. He too was attacked by the stirges, but he dragged one of the victims off to a side cave and has been eating on the dead body ever since (See area #4).

If the dead adventurer is examined, the body has serious welt marks on the face, neck and hands, with a hole in the center of each. It is still stiff from rigor mortis. The adventurer wears dark clothing over leather armor, and he was only armed with a dagger which is still in his hand, tucked under the body. See treasure for the contents of his backpack.

Treasure: Inside the backpack are two day's rations of biscuits and dried meat (venison), two pairs of dirty socks with holes in them, 50' of rope, a crudely made grappling hook, a canteen of water with no

strap, and one **potion of healing**. The backpack is still serviceable.

4. HUNGRY WOLF

Two yellow eyes peer back at you from the darkness of the cave and the creature emits a low growl.

This cave was originally a sleeping area for the Dwarven miners. It was partially emptied as the dwarves dug deeper into the mountain, and then completely emptied when most of the dwarves moved to the mithral mine.

The wolf, smelling the blood of the two victims, entered the mine. He was attacked by the stirges, but managed to fend them off and drag one of the bodies into the side cave, leaving drag marks and foot prints. The wolf chose this victim because his flesh was more accessible, as he wears no armor under his clothing.

If the player characters approach the cave opening, the wolf will stand and growl, believing they are there to steal his meal. If the player characters enter the cave, the wolf will attack. If the wolf is injured, it will look for a means of escape. However, if the player characters continue to block the entrance to the cave, the wolf will feel cornered and will fight ever more savagely.

The wolf has no treasure, but the victim's backpack contains some items (see treasure).

Wolf: AC 7; MV 18"; HD 2+2; hp 9; #AT 1; Dmg 2-5.

Treasure: the backpack contains two torches, two candles, a small box containing flint and steel, a sweater, a bowl and spoon, sweetmeats wrapped in a cloth, and a ball of twine. The backpack has been torn and is no longer serviceable.

5. HIBERNATING CAVE BEAR

As the mine branches off and leads into another cave-like room, you hear the sound of snoring. Snoring that is louder than any you have ever heard from the oldest and fattest dwarf you know.

This cave room was originally a sleeping area for the Dwarven miners. It was abandoned when most of the dwarves left for the mithral mine.

A little over a month ago, a cave bear was looking for a place to hibernate and, after wandering through the upper level of the mine, he chose this room to lie down for the winter. As he is sleeping, it will be hard to waken him. If the player characters do decide to try and wake the cave bear up, he will be extremely angry and go into a rage, seeing anyone in the cave as both a threat and a potential mid-winter meal.

Bear, cave: AC 6; MV 12"; HD 6+6; hp 33; #AT 3; Dmg 1-8/1-8/1-12; SA: Hug for additional 2-16 hit points of damage.

6. BATS

The mine branches off from the main corridor and before you make it into the room you smell a strong and very foul odor. The smell is almost a mixture of urine and ammonia.

This portion of the upper mine originally served as the dining hall for the Dwarven miners. Since the dwarves moved into the middle and lower level of the mine or abandoned it for the mithral mine, it has sat empty. A colony of bats now occupies the ceiling of the room during the day and their guano covers the floor—the source of the foul odor. The bats will leave out of the back exit (See area #9) at sunset and will return to the cave just before sunrise. If the bats are disturbed, they will go into a frenzy and swarm the player characters.

Bat (642): AC 8; MV 1"/24"; HD 1-2 hit points; hp 1 each; #AT 1; Dmg 1; SD: in good flying conditions AC is 4.

7. FURTIVE MOVEMENT

As the corridor moves past a slight bend, you see an intersection about 20' ahead. Suddenly, something darts across the corridor from right to left. Whatever it was, it was low to the ground and about the size of a small dog.

There is one adult and three young giant centipedes located in the northern room (See area

#8). The mother centipede was going to the opposite cave from their location to bring back one of the cave crickets located in the southern cave (See area #10) for a meal. When the giant centipede heard the party, she quickly returned to her lair in order to protect her young.

8. LAIR OF THE CENTIPEDES

As you enter the cave, you see movement in the back of the cave, as four creatures, each about a foot long with numerous feet crawl over each other, before they lurch forward in your direction.

This room was originally a sleeping area for the Dwarven miners. It has since become the lair of a giant centipede and her three young ones. They are located at the back of the cave, where there are also the remnants of a cave cricket. The mother will attack first, followed by the other three.

Centipede, giant (4): AC 9; MV 15"; HD ¼ ; hp 2 (x3), 3 (x1); #AT 1; Dmg nil; SA: poison.

9. BACK EXIT

The mine tunnel comes to an end and exits the mountain. There is a 1' rock platform jutting out from the side of the mountain, but from there it is a sheer drop to the ground below. There are other mountains in the distance and a valley below.

The original construction did not include this back exit which was later created for the purpose of cross-ventilation by the dwarves once they began work on the lower level. This backside of the mountain cannot be descended without the necessary climbing equipment. The centipedes entered the mine via this back exit (See area #8) and the bats make use of it as their primary means of ingress and egress.

10. CAVE CRICKET

As you move down this tunnel, you hear a loud chirping sound coming from inside the cave. The sound echoes off the walls making it difficult to tell if there is more than one of the creatures making the noise.

This cave was originally a sleeping area for the Dwarven miners that has since been abandoned.

Since that time, three cave crickets moved into and have occupied the cave. One of them, however, was poisoned by the bite of a giant centipedes and its carcass dragged into their lair for food (See area #8). The cave crickets will turn toward the player characters and back up against the rear wall of the cave, but if frightened they will try to leap pass them and may inadvertently kick them.

Cave cricket (2): AC 4; MV 6"/hop 3"; HD 1+3; hp 11 (x2); #AT 0; Dmg nil; SA: jump/kick, there is a 1 in 6 chance per player character that the cave cricket will leap in their direction and inadvertently causing 1-4 hit points of damage.

11. RATS

This elongated cave is filled with a variety of items spread haphazardly along the floor, some of it covered in rotting canvas that has been pulled back. There are broken crates and rotting timbers, as well as a variety of mining tools that all appear to be in poor condition—damaged iron heads, rotting handles, etc. Much of the wood and canvas also appears as if it has been chewed upon.

This cave originally served as an equipment room for the dwarves. There were crates with supplies, timbers for shoring up the mine, and plenty of tools. Damaged equipment was also placed in this room to later be repaired. When the orcs attacked the mine, they took anything that was serviceable and took pleasure in destroying the rest. Currently living amongst the equipment is a small colony of rats.

Rat (24): AC 7; MV 15"; HD ¼; hp 1 each; #AT 1; Dmg1; SA: with each bite, 5% chance of contracting a disease (save vs. poison).

12. 10' HIGH LEDGE

The passageway comes to an end. There is a ledge 10' above where just beyond is the opening of a tunnel. Lying on the ground are broken pieces of rotting wood from what was most likely once a ladder.

When the orcs left the mine, the last one out of the tunnel destroyed the 10' ladder that was the means

of access to the ledge. The player characters will have to figure out how to get up to the ledge.

13. THE TUNNEL

The tunnel is about 5' in diameter and looks to continue back for about 30'. The tunnel is rounded on the inside with pock marks all along the rounded walls and ceiling.

The tunnel was originally created as a means of protection when the dwarves began moving into the mid-level of the mine. It is 10' off the floor, 5' in diameter tunnel, and travels 30' before reaching another ledge on the other side (See area #14).

After the orcs left the mine, the tunnel became the initial lair of two boggles who, after using their *dimension door* ability, discovered a smaller cave opening in the rock in which to lair (See area #14). When the kobolds passed through the tunnel, they were attacked by the two boggles. They managed to kill one of them, but paid a heavy price. The remaining boggle still resides in the tunnel and guards it to prevent the kobolds from leaving the mine. Anytime they try to access the tunnel, it attacks them.

When the adventuring party accesses the ledge (See area #12) and enters the tunnel, the noise will alert the boggle to their presence. He will first use his black oil secretions to make the surface of the tunnel slippery. He will then *dimension door* and use this ability to keep watch on the party without being seen. As they pass through the tunnel, if the opportunity arises, the boggle will attempt to steal items from the party (roll versus AC 5). If the boggle is successful, he will then *dimension door* to his lair (See area #14), deposit the item, then *dimension door* and attempt to steal another item.

Boggle: AC 5; MV 9"; HD 4+3; hp 23; #AT 3(2); Dmg 1-4/1-4/1-4; SA: Rear claws for 1-4/1-4; SD: secretes a black oil from its body making surfaces slick, rubbery body causes all damage to be at -1 per die, resists fire (as the ring), and can spider climb allowing for drop attacks which allow for the rear claw attack, has a keen sense of smell, and can *dimension door* at will.

14. THE BOGGLE'S LAIR

The boggle's actual lair is located just off of the tunnel, but through solid rock. It is an opening in the rock and the boggle reaches its lair through its *dimension door* ability. The center of the small cave is covered in the black oil of the boggle and near that is scattered its treasure. The only means of accessing the boggle's lair is by digging through the solid rock between the tunnel and its lair.

Treasure type: 1,120 cp, 3,543 sp, 4,342 ep, one sardonyx gem worth 50 gp, one piece of jade worth 100 gp, one aquamarine gem worth 500 gp, a small gold statue of a horned creature with a tale wielding a spear (the Kobold god Kurtulmak) (worth 750 gp), a **potion of human control**, and a **+1 dagger/+2 vs. creatures smaller than man-sized**.



Mid-Level

15. WELCOMING COMMITTEE

The tunnel opens up upon a large cavern and ends at a ledge overlooking the cavern floor 30' below. There are three mine tunnels exiting this cave: one to the west, one to the south, and another to the southeast. There are two mining carts that have been tipped over on their sides, one near the west mine tunnel and the other near the southerly tunnel. There appears to be no means of reaching the cavern floor below, although there is a metal hook in the cavern's ceiling placed within arm's reach of the ledge.

This cavern was a natural cavern that the dwarves who worked the mine had tapped into. From this natural cave, they created minetunnels in three directions in an attempt to mine the gems. Again, they were successful enough with the mining operation, but there were never an overabundant number of gems found.

When the kobolds entered the mine, they used the rope that remained threaded through the hook to climb down to the cavern floor. However, after they were attacked by the boggle, they removed the rope to guard against their rear flank, not knowing of the boggle's ability to *dimension door*. The kobold leader then ordered sentries posted at the mine-carts to protect against the boggle. Later, after discovering the bullywugs and coming under attack by them, he ordered the mine-carts flipped over to create permanent sentry posts to guard against the boggle coming from the tunnel (See area #13) or the bullywug's from attacking from the southeastern mine tunnel.

There are two kobold sentries concealed behind each of the two mine-carts. They have, however, become quite complacent in their duty as neither the "invisible creature" (boggle) or the bullywugs have recently attacked them, so they pay little attention to either the ledge or the southeastern minetunnel. They sit propped against the mine-carts and the cavern wall (denoted by an 'X' on the map), feeling very drowsy from both hunger and thirst. Once the player characters make any noise, it will arouse the kobolds out of their stupor, and they will attack whenever the player characters look most vulnerable (most likely descending from the ledge).

If the kobolds are injured or any die, they will begin raising the "hue and cry" to call to arms the other kobolds, and one of the sentries located at the western mine tunnel will run for help.

Kobold (4): AC 7; MV 6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-4 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. Each is armed with a short sword and spear.

Treasure: each kobold has a small coin pouch containing 13 cp.

16. INFIRMARY

The 10' wide mine-tunnel travels in a northwestern direction. Emitting from that direction are the sounds of something writhing in agony.

This dwarves found some gems in this tunnel, which was why it expands to 15' wide. However, no sooner did they find some gems on either side of the tunnel, then their abundance dried up. They continue the tunnel for another 15' and abandoned it.

The kobolds, after being assaulted by the boggle, had two of their members injured. When they retreated further into the mine, this was the tunnel they holed up in. Since the infirm could not be moved, this became the infirmary. After the battle with the bullywugs, three more were brought here. These six lie on the mats on the floor.

There are five kobolds tending to the needs of the injured. The leader is a male kobold who calls himself a cleric, because he once carried a gold statute of Kurtulmak, the god of the kobolds. He is not really a cleric and has no special healing powers, as the injured and female kobolds have quickly figured out. He also no longer has his golden idol because it was stolen by the boggle. The other kobolds are females who are attending to the needs of the injured.

If the player characters enter into melee with the kobolds, the females will fight first, followed by the three injured against the bullywugs. The other two, injured by the boggle, are incapable of combat. If given the opportunity, at least one female will attempt to escape to warn the others. If they cannot escape, they will scream and yell, giving them a 50% chance they will be heard.

Kobold, "cleric": AC 7; MV 6"; HD 1-4 hit points; hp 3; #AT 1; Dmg 1-4 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. He is armed with an axe.

Kobold, injured (4): AC 7; MV 6"; HD 1-4 hit points; hp 1 each; #AT 1; Dmg 1-4; SD: excellent night vision and infra-red vision up to 60'.

Kobold, badly injured (2): AC 7; MV 6"; HD 1-4 hit points; hp 0 each; #AT 0; Dmg 0.

Kobold, female (4): AC 7; MV 6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-4; SD: excellent night vision and infra-red vision up to 60'.

Treasure: none.

17. SENTRY'S QUARTERS

As you come to a bend in the mine tunnel, you hear the sound of snoring coming from just around the corner.

The kobolds who are on sentry duty in area #15 and #21 sleep in the back of this mining tunnel. As the sentries work in 12 hour shifts, there are an additional 6 kobolds currently sleeping here. As the shifts are long, and their hunger and thirst strong, they do little but sleep when they are here. Unless someone has come to rouse them, they will most likely be asleep.

Kobold (6): AC 7; MV 6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-4 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. Each is armed with a spiked wooden club (they trade off with the other sentries for their weapons when they go on duty).

Treasure: each kobold has a small coin pouch containing 13 cp.

18. GUARDS' POST & QUARTERS

As you proceed down this mine tunnel you hear movement directly ahead of you. Some one—or some thing—is coming at you.

The some thing are two kobold guards. They guard the lair of the kobold leader and one of them is always on alert and will quickly summon the other and they will confront anyone entering the minetunnel. Upon seeing the player characters they will shout a war cry and attack.

Kobold (2): AC 6; MV 6"; HD 1-4 hit points; hp 4 each; #AT 1; Dmg 1-6 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. Each is armed with a short sword and spear.

Treasure: each kobold has a small coin pouch containing 13 cp, 8 sp, and 4 gp.

19. LAIR OF THE KOBOLD LEADER

As you come to the end of the mine tunnel, it opens up into a cavern room approximately 20' by 40'. There are two female kobolds sitting on a chest trying to hide another kobold crouching behind the chest.

This is the kobold leader who has turned into a sniveling reptile. He was a bold leader as long as his band was successful. However, once the boggle and the bullywugs wreaked havoc on the clan, he turned inward and has been trying to protect himself. He hoarded most of the food and water, but even that is almost out. Unable to get to the water past the bullywugs or escape the mine because of the boggle, he is becoming desperate. He does have a water bag still half-filled, some of the meat left from the wild boar, and two 50' coils of rope.

The kobold leader whiles away his time with two of the kobold females and refuses to see any other members of his band, other than his guards (See area #18). He will gladly trade the entire treasure of the kobold band if the player characters can help him escape. When he entered the mine, the boggle stole his **potion of human control** and his **+1 dagger** (See area #14), so he is now only armed with a sword. At this point, he is only concerned about himself. If no deal can be struck and he is ultimately confronted, he will fight.

Kobold leader: AC 6; MV 6"; HD 1-4 hit points; hp 4; #AT 1; Dmg 1-6 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. He is armed with a sword.

Kobold, female (2): AC 7; MV 6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-4; SD: excellent night vision and infra-red vision up to 60'.

Treasure: 3,243 cp, 1,125 sp, and 14 gems consisting of 2 azurites (10 gp each), 1 lapis lazuli (10 gp), 1 obsidian (10 gp), 2 star rose quartz (50 gp each), 2 sardonyx (50 gp each), 1 rock crystal (50 gp), 1 moonstone (50 gp), 1 amethyst (100 gp), 2 pearls

(100 gp each), and a very deep blue spinel (500 gp).

20. WHERE THE CHILDREN PLAY

As you proceed down this mine tunnel you hear the sound of small creatures running, followed by low whispers, then nothing but silence.

There are 7 young kobolds playing in this mine tunnel, overseen by four female kobolds. If the player characters approach, the female kobolds will defend themselves and the children. The females are armed with spiked wooden clubs, while the young have no weapons. However, if any of the female kobolds are killed, the young will try to arm themselves with the fallen clubs.

Kobold, female (4): AC 7; MV 6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-4; SD: excellent night vision and infra-red vision up to 60'. Each is armed with a spiked wooden club.

Kobold, young (7): AC 6; MV 6"; HD 1-4 hit points; hp 1 each; #AT 1; Dmg 1-2 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. They are currently unarmed.

Treasure: none.

21. FEAR OF THE KOBOLDS

As you proceed down the mine tunnel, you see up ahead in the distance what appears to be two alcoves on the western side of the tunnel. Just beyond the second alcove, you see a pile of rocks and rubble blocking the way.

When the kobolds explored the lower level of the mine, they came across the spirits of the dwarves still mining for gems. It scared the kobolds so bad, they fled the lower level, and the kobold leader ordered the collapse of the mine tunnel to keep the spirits from following them. The kobolds managed to get some debris and rocks to fall and partially block the passage, but they failed to collapse the tunnel completely. In the end, the kobold leader decided to place two guards in the tunnel to watch for the spirits. This is not a favored duty among the kobolds.

The two kobolds sentries are located in the second alcove (denoted by an 'X' on the map) and are so fixated on the rubble pile, waiting for the spirits to attack them, that they will not immediately notice the player characters. If the player characters making any sounds, it will scare the kobolds and they will attempt to flee.

Kobold (6): AC 7; MV 6"; HD 1-4 hit points; hp 2 each; #AT 1; Dmg 1-4 or by weapon type; SD: excellent night vision and infra-red vision up to 60'. Each is armed with a short sword and spear.

Treasure: each kobold has a small coin pouch containing 13 cp.

22. DEEP MINE LOCKER

This side cavern stretches back 15' and is 40' long. It appears it was once an area for deep mining supplies, for there is scattering of equipment on the ground—pickaxes, shovels, lanterns, rope, burlap bags, helmets, and the like—but nearly all of the equipment is broken, damaged, or rotted with the vagaries of time.

This area served as a storage area for the dwarves' mining equipment. It was also where temporarily unserviceable items were left to later be prepared. When the other mine was discovered, much of the serviceable equipment was taken. What was left that was of any use was taken long ago by the orcs. Therefore, none of the equipment lying on the cavern floor is usable as is. For instance, the pickaxe heads are either damaged or the handles are broken, while the burlap bags have been chewed upon by rats or already had holes in them and were discarded. The 50' of rope does look like it is in decent condition, but it is dry rotted in multiple places. A close inspection of all 50' would tell the player characters that fact. However, if they chose to use it anyway, there is a 75% chance it will break if stretched or if used to bear any amount of weight.

23. A CARCASS OR TWO OR THREE . . .

As you turn the bend in this mine tunnel, the sick smell of rotting flesh greets your nostrils; something foul lies just ahead.

Once the kobolds found themselves trapped in the mine between the invisible creature (the boggle) and the bullywugs, they became very hungry. After finishing off their food supplies, they began slaughtering the 3 wild boars and 2 giant weasels that once served as their band's guards. This is the reason kobolds now serve as sentries.

At the end of the mine tunnel are the carcasses of the 5 formerly faithful guard animals.

24. MINESHAFT

At the end of the tunnel, you come to a mineshaft leading down to another level 20' below. There are no stairs, ladder or ropes present to descend to the lower level.

Originally, the dwarves used a ladder to descend the mineshaft, but the orcs left it destroyed in their wake.

The kobolds descended to the lower level using a rope, but after discovering the spirits of the seven dwarves, they retreated, pulled up the ropes, and have declared the area off limits.

25. BULLYWUG GUARDS

The mine tunnel narrows a bit before opening back up on the other side. Suddenly, you hear a croaking sound.

There are two teams of three bullywugs for six total who are guarding the entry into the area of the mine the bullywugs claim. They have no plans to attack the kobolds, but they will not allow them to enter their area, especially gaining access to the well down which the women, children, and great chief dwell. This also includes not allowing the player characters into the area either.

They will attack anyone coming through the mine tunnel and if their numbers are reduced in half, they will let out a loud croaking noise that will call forth other bullywugs on the mine's mid-level (See area #26, 27, 28, & 29).

Bullywug (6): AC 5; MV 3"/15"; HD 1; hp 4 (x4), 5, 6; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always

go last in initiative unless using long weapons. These bullywugs all carry shields and long spears.

Treasure: none

26. BULLYWUG LAIRS

Each of these mine tunnels either ends or comes to a small cavern in which the bullywugs have made a lair for sleeping. They serve as guards protecting the tribe on the lower level. Their two main rotations are to guard the one access tunnel to their side of the mine (See area #25) and the well (See area #28) which provides access to the tribe, including the tribal leader, the female bullywugs, and the tadpoles.

Each of these lairs ends in mud where the bullywugs have brought water to make the ground muddy. Any continual croaking noise will alert the resting bullywugs that they are needed and they will hop to the side of their fellow-bullywugs.

Bullywug (9): AC 5; MV 3"/15"; HD 1; hp 3 (x2), 4 (x4), 5 (x2), 6; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs all carry shields and long spears.

Treasure: none

27. ABANDONED MINE TUNNEL

The tunnel comes to an intersection, but a pile of rocks and rubble prevent your passage down one of the mine passages.

This was one of the last series of mine tunnels on the middle level created by the dwarves who decided it was an unproductive area and they decided not to shore up the intersection. They left it to begin digger deeper and eventually, over time, the roof collapsed.

The passage is only partially blocked, and the rocks and rubble can be climbed over. There is, however, nothing down any of these passageways.

28. WELL

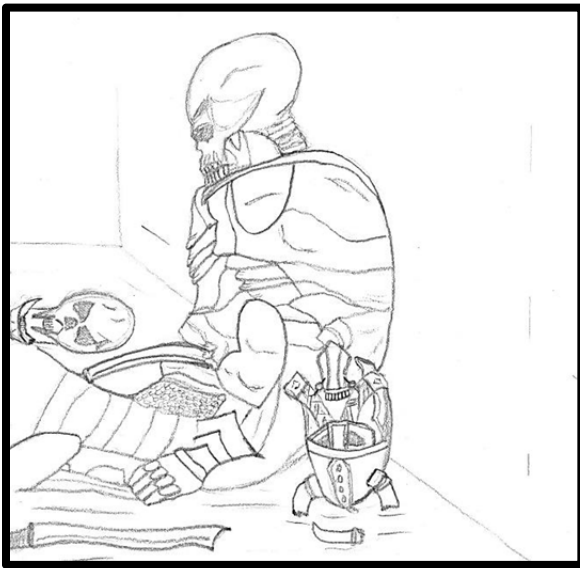
You enter a large natural cavern in which has been placed an unnatural well. Standing around the well are three of the biggest bullywugs you have yet seen.

The cavern was natural and the dwarves tapped into it with one of their mine tunnels. There was originally a small hole in the middle of the cavern floor which revealed a lake below. The dwarves created a well with winch and bucket to access the water below.

The bullywugs accessed the mine via the well and began to take it over until the kobolds came, at which point they retreated to the area of the mine they now occupy. The three present are larger bullywugs who are assistants to the tribal leader. They will prevent anyone from entering the well and accessing the lake—the home of their tribe.

Bullywug (3): AC 5; MV 3"/15"; HD 1; hp 10 each; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon and +1 damage on all attacks; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs all carry shields and long spears.

Treasure: none



Lower Level

29. THE LAKE

The well reaches down 10' before opening up into a cavern. The outside of the well and its lip are smooth, but the sides of the well are carved out of the surrounding rock so as to create handholds. The well reaches down 10' before opening up into a cavern and there is an additional 20' to the water below. Located just off of the well's opening, there are rocks piled up in the lake reaching up about 5' shy of the cavern's ceiling,

The dwarves had sensed the water below and so they created the well opening in the floor. Using a bucket lowered by a winch, they could access the water from the lake.

When the bullywugs first came to the lake by the underground river, they had to pile some additional rocks upon a pre-existing pile in order to get high enough to leap into the well. From there, it is easy for them to navigate into the mine. When they exit the mine, they simply dive through the well into the lake.

The lake itself is teeming with numerous varieties of fish, frogs, and water snakes.

30. GUARD POST

The lake water enters a side cavern in which there are three openings in the cavern wall.

This is the entryway into the lair of the bullywugs and it is guarded by five bullwugs, including one leader who commands a trained killer frog. Anyone trying to pass through the openings in the cavern wall will be attacked.

Bullywug (5): AC 5; MV 3"/15"; HD 1; hp 4 (x4), 8; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs all carry shields and long spears.

Frog, killer: AC 8; MV 6"/12"; HD 1+4; hp 9; #AT 3; Dmg 1-2/1-2/2-5.

Treasure: None.

31. LOUNGING AREA

You enter a large cavern that extends past the three openings of the entry cavern and looks to extend further back to the north. To the west is an opening into another cavern that is partially blocked by rocks.

The cavern is a lounging area for the bullywugs. The water in this cavern is more shallow than in the lake area as the cavern floor rises up. There are also pockets in the cavern floor that are 1' to 2' deep and they are filled with mud. There is a 50% chance that a player character will slip into one of these pocket ever 10' square.

There are 6 male bullywugs and 24 female bullywugs currently lounging in this cavern. However, any commotion in the entryway or croaking by the guards posted there, the 6 male bullywugs will move to assist the guards (See area #31), while half the females will move into the tadpole pond to protect their offspring (See area #32), and the other half will flee to the safety of the bullywug leader (See area #33).

Bullywug (6): AC 6; MV 3"/15"; HD 1; hp 5 each; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs have neither shield or weapon, however, if one of their own kind is killed, they will take their shield and spear, thus reducing their armor class and increasing their initiative order.

Bullywug, female (24): AC 5; MV 3"/15"; HD 1; hp 3 each; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs carry no weapons.

Treasure: None

32. TADPOLE POND

Past the rocks partially blocking the entryway into this cavern, you come to a chamber that is dominated by a large shallow pond. Swimming in the water are hundreds of tiny tadpoles. On either

side of the entry and around the perimeter of the pond are 6 bullywugs.

There are 6 female bullywugs in this chamber at any given time, however, if the female bullywugs in area #31 have fled that chamber, there will be more females located here. The job of the female bullywugs present is to protect their offspring.

Bullywug (6): AC 5; MV 3"/15"; HD 1; hp 3 each; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs carry no weapons.

Treasure: None.

33. DEN OF THE BULLYWUG LEADER

As you round the bend in the northern portion of the cavern you come to area that dead ends and is a large shallow area filled with mud, arms, a crate tipped up on its end to form a sort of chair, and two chests.

This is the bullywug leader's living area, court, armory and treasury. Crocus is a dictator who rules his clan from the broken wooden crate like a king where he is found most of the time. He has four large bullywugs as guards and usually several female consorts in the room with him.

Bullywug, leader: AC 4; MV 3"/15"; HD 2; hp 14; #AT 1; Dmg 1-6+1; SA: hop attack with +1 to hit or double damage with impaling weapon and +1 damage on all attacks; SD: camouflage. Note: always go last in initiative unless using long weapons. The bullywug leader wears chain mail armor, carries a shield and wields a **+2 spear**.

Bullywug guard (4): AC 5; MV 3"/15"; HD 1; hp 10 each; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop attack with +1 to hit or double damage with impaling weapon and +1 damage on all attacks; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs all carry shields and long spears.

Bullywug, female (2): AC 5; MV 3"/15"; HD 1; hp 3 each; #AT 1 or 3; 1-2/1-2/2-5 or by weapon; SA: hop

attack with +1 to hit or double damage with impaling weapon; SD: camouflage. Note: always go last in initiative unless using long weapons. These bullywugs carry no weapons.

Treasure: The two chests contains many worthless seashells, 1,351 sp, 4,872 gp, and one pearl worth 1,000 gp.

34. LOWER LEVEL MINE

You descend down a mineshaft that is 10' deep before coming through the ceiling of another mine tunnel where it is an additional 10 feet to the floor. The mine tunnel is 20' wide and stretches off 60' into the distance before coming to what appears to be an open cavern.

The player characters have entered the lower level of the mine where the last of the dwarves were working when the orc tribe, the Bloody Destroyers, attacked and slaughtered them all. The open cavern is actually an intersection in the mine tunnels.

35. SEVEN DWARVEN POLTERGEISTS

As you approach what you believed to have been an open cavern, you realize it is an intersection in the mine with four additional tunnels reaching into the dark. In the center of the intersection are two old mine carts that have been smashed. Scattered about the area are the tattered remains of clothing and gear, mixed with the bones of dozens of humanoids, large and small.

It is, however, the figures behind the carts that draw your closest scrutiny. They are clearly dwarves, hard at work, plying hammers and brushes to rocks piled in the mine-carts. However, they can only be faintly seen for they glow with an eerie pale green light. There are three more down the eastern tunnel who appear to be passing rocks to one another, while two more at the end of the tunnel are working the mine-wall with pickaxes.

These 7 ghostly spirits are all that remain of the 7 dwarves who were working the mine when the orcs attacked. There are two with small hammers and brushes at the carts working to expose any gems or other minerals in the rock. There are also three who

are passing the rocks that look promising back down the line and placing them in the minecarts. Finally, the two with pickaxes are working the end of the mine tunnel with their pickaxes.

The bones and tattered remains are those of the 7 dwarves who fought valiantly against the tribe of orcs, but died in the encounter, as well as 17 of the orcs. The 7 dwarves are now spirits (treated as poltergeists) who are tied to the mine, continuing to carry out their work. Unlike common poltergeists, they are lawful good, which is why they can be seen with a soft glow. They are tied to this location because they died in the mines fighting the orcs without anyone knowing of their honor. They will not attack, but will continue their work regardless of what is done to them.

Poltergeist, dwarf (7): AC 10; MV 6"; HD 1-4 hit points; hp 2 each; #AT nil; SA: fear; SD: silver or magic weapons to hit.

36. SKELETONS

At the end of the mine tunnel you find the skeletal and tattered remains of at least a half-dozen orcs on the ground. Propped up sitting with his back to the wall at the end of the tunnel is a lone dwarf skeleton. The skeleton wears both a helmet and breast-plate with the former showing a huge gash cut clear through and the latter highly dented. A dwarven axe lies across his lap with both hands still clutched on its handle. Near the dwarf's body are a sword and a broken axe.

There are the remains of 7 orcs at the end of the mine tunnel, having been slain by the lone dwarf—he acquitted himself well. The dwarf was Lofarr. He was in the secret room in the tunnel (See area #37) when he heard the commotion. He ran out only to find his other fellow dwarves in mortal combat with the orcs. He returned to the secret chamber, wrote out a short message on the runestone, then donned his helmet and breastplate and stepped out into the mine tunnel, closing the secret door behind him. He then defended the end of the mine tunnel with his life. The sword (which is dulled) and the broken axe were weapons used by the orcs against Lofarr. The axe still clutched in Lofarr's skeletal hands is a **+1 dwarven axe**.

37. SECRET ROOM

You enter a 40' wide and 25' deep room with 5 alcoves, each approximately 10' deep. There is a round table in the center of the room upon which rests many gems. There is also a runestone on a pedestal with the tools for inscribing the stone lying haphazardly on the ground. There are several pick axes, shovels, and other mining equipment propped against the stone walls beside the alcoves.

The dwarves tapped into a small natural opening in the solid stone and, after finding some gems off of that location, they expanded the room and created a secret door. This became their main location for securing all gems. It is also the location where Lofarr was working on polishing the gems and preparing them for the move to the mithral mine when he heard a commotion. He ran to see what it was and discovered his 7 fellow dwarves in combat with their pickaxes against a horde of orcs. He returned to the secret room, chiseled out a fast statement on the runestone, donned his breastplate and helmet, grabbed his dwarven battle axe, and—closing the secret door behind him—fought valiantly to his death.

The runestone rests on a pedestal that rotates. On one side there is a map which details the location of "The Lost Dwarven Mithral Mine." On the other there is an inscription, in very artistic dwarven lettering that reads like a log: "This mine has yielded little in the way of gems and has become unproductive. The only location that has proved of any great value is off of this lower level room which has appeared to be all tapped out. A party of our members went exploring for a new location to mine. Upon their return they told of finding a mineshaft in a cave that led to a mithral mine that had clearly been mined by dwarves. They reported the mine was not spent. Why it was closed up they could not discover. Most of our miners have now gone on to this new location, leaving only 8 of us behind to locate any last gems before closing up the mine." Located just below these words are some additional words that are written hurriedly and are not as deeply chiseled as the other letters. They read: "Under attack by orcs. It is a good day to

kill orcs. My only regret is no one will know to honor our deaths. Lofarr."

The remains of Lofarr are located outside the secret door (See area #36). He succumbed to his own wounds after killing 7 orcs. If any player character suggests preserving Lofarr's story in some fashion and burying him and the others with honor, award 500 experience points for suggesting this and an additional 500 x.p. to every player character who takes some action to do so.

The runestone map leads to "The Lost Dwarven Mithral Mine." It is located 10 days journey and is higher up in the mountains.

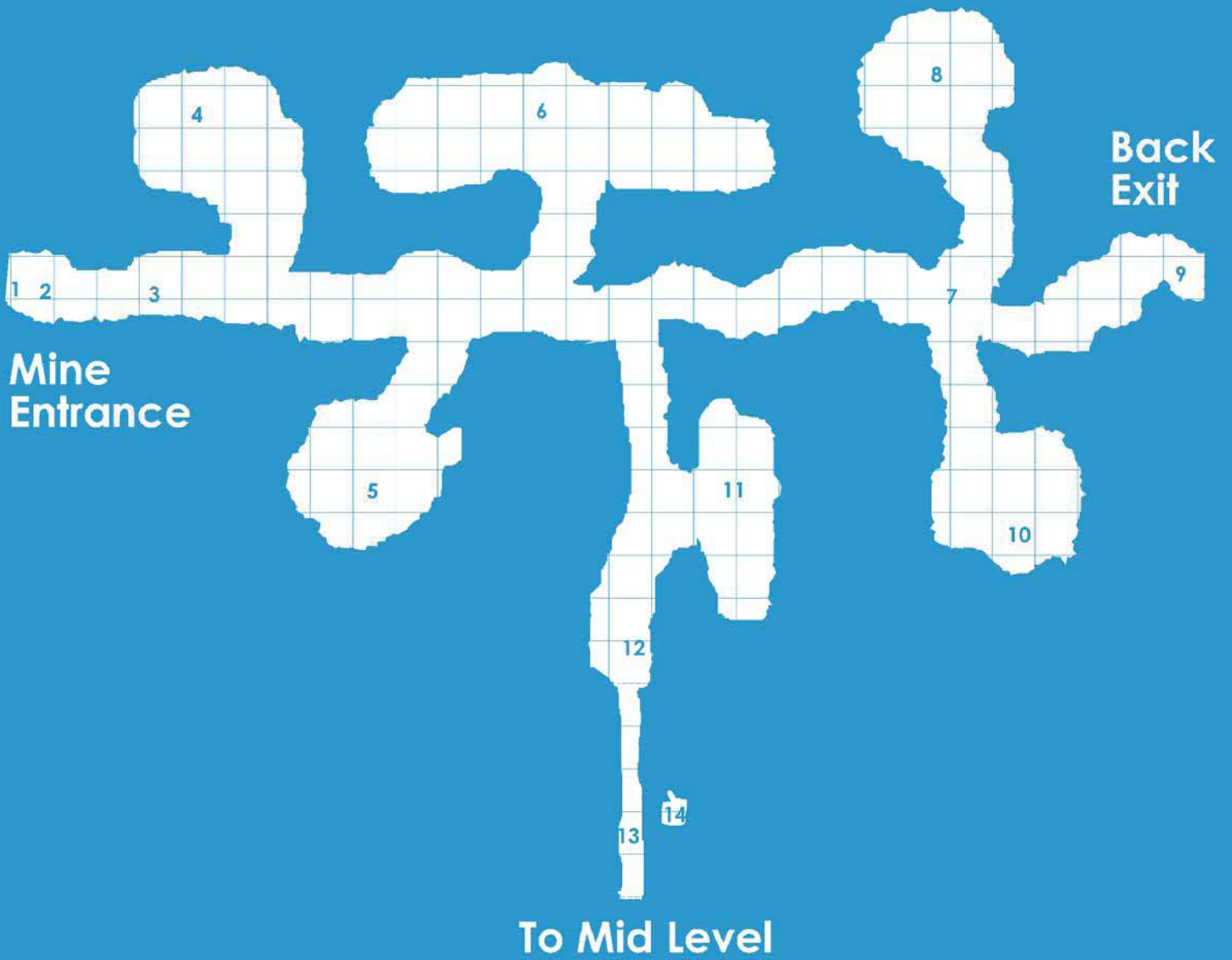
Located on the table are 23 gems and a leather satchel. Inside the satchel are an additional 18 gems.

Treasure: The gemstones consist of quartz crystals (11 x 10 gp each), beryls (15 x 10 gp each), tourmalines (5 x 100 gp each), garnets (4 x 100 gp each), aquamarines (3 x 500 gp each), emerald (1,000 gp), a ruby (1,000 gp), and a sapphire (1,000 gp).

Conclusion

Finding the secret room and the runestone map showing the location of "The Lost Dwarven Mithral Mine" concludes this first in a series of modules that are intended for use in a First Edition Advanced Dungeons & Dragons all-dwarven campaign, or they can be played as stand-alone modules.

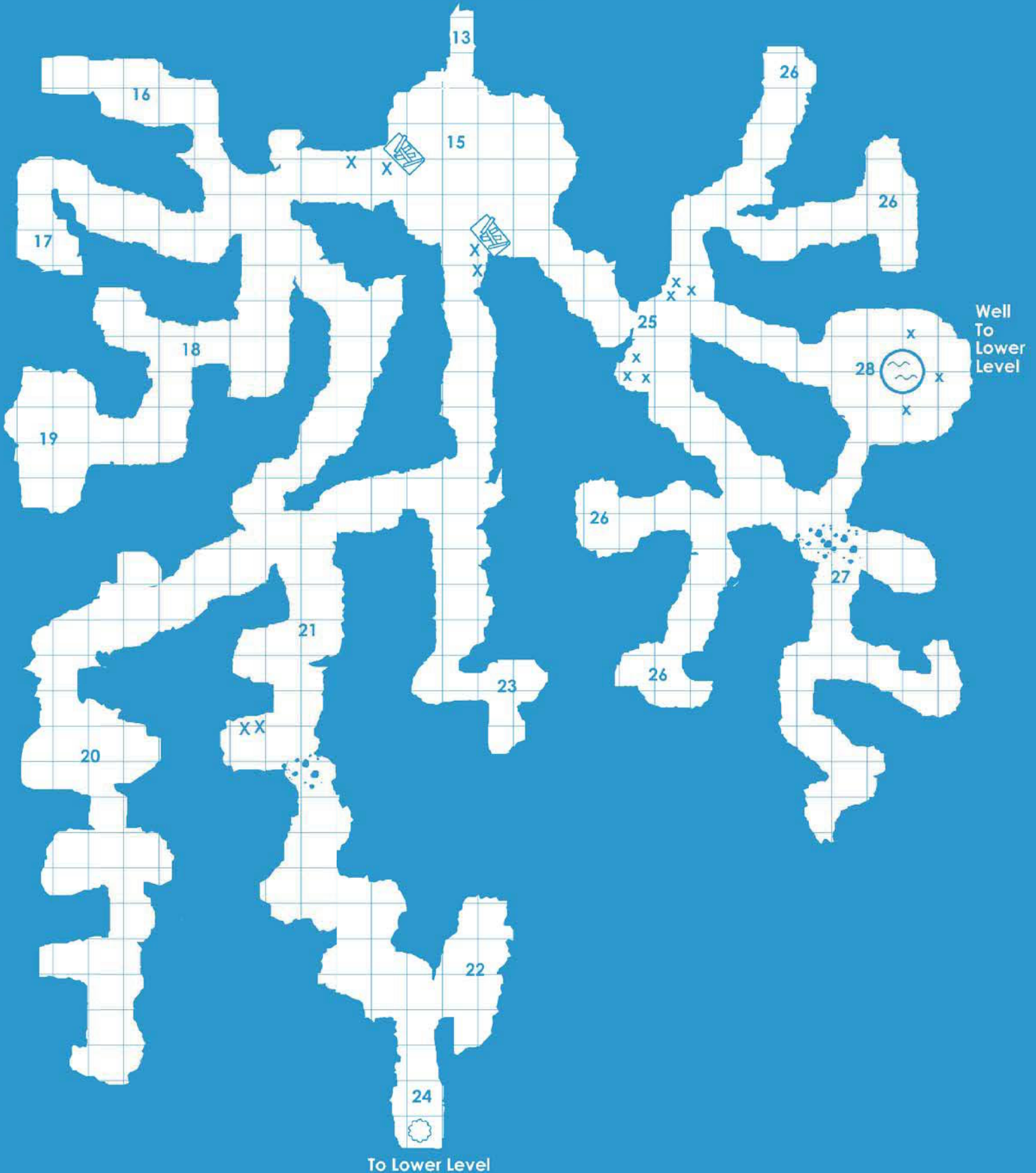
Upper Level



■ = 10'

Mid-Level

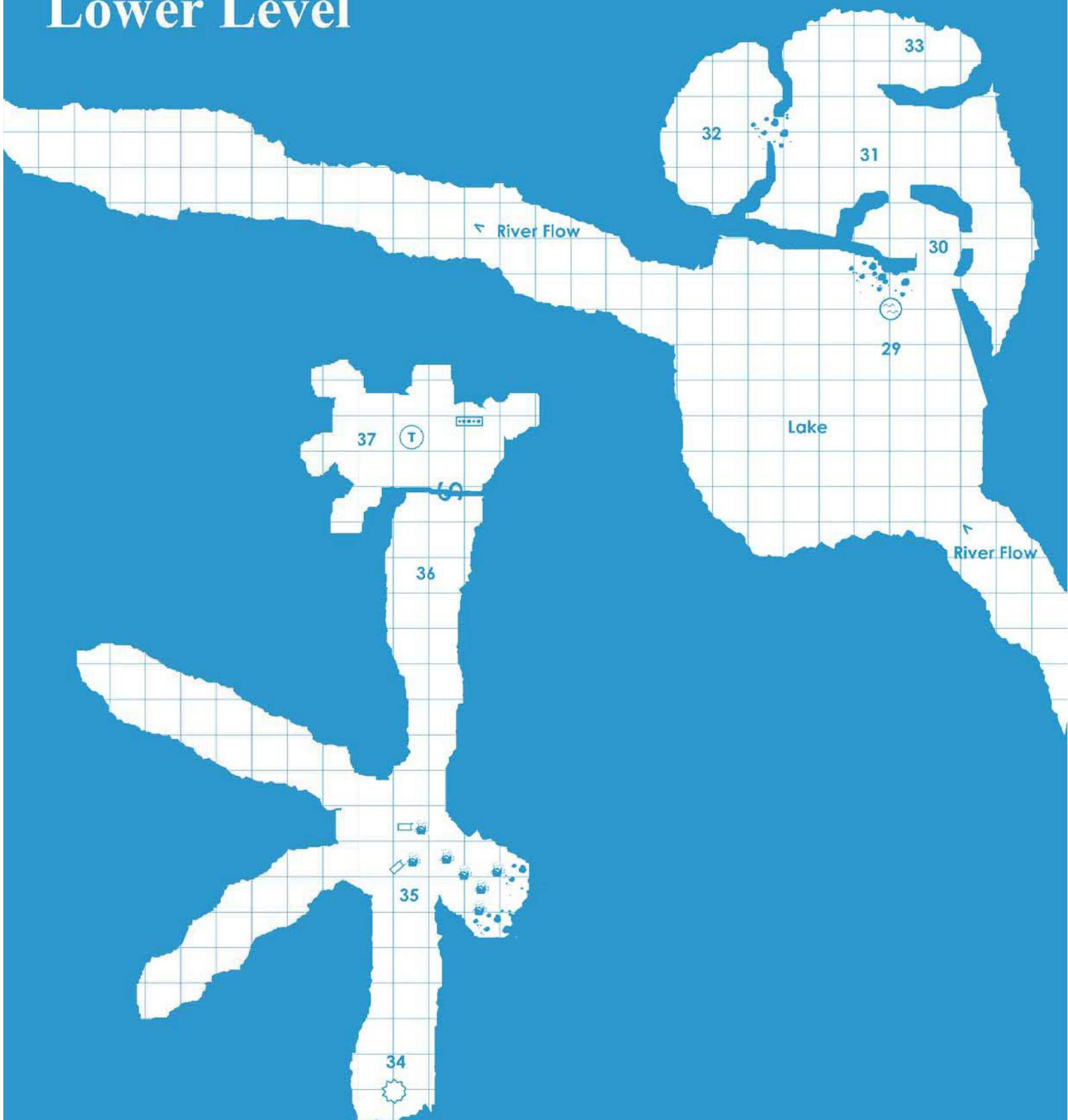
To Upper Level



Well
To
Lower
Level

 = 10'

Lower Level



■ = 10'