

OB6

FOR AD&D 1st EDITION

The Lost Mithral Mine

By The Oliver Brothers

AN ALL DWARF ADVENTURE FOR SECOND LEVEL CHARACTERS



The young dwarves, having found the runestone map in THE OLD DWARVEN MINE (OB5) showing them the location of THE LOST MITHRAL MINE, set out to reclaim the mine for themselves. And because it wouldn't be an AD&D module if the mine wasn't currently occupied, the all-dwarven party will have to first clear out the mine before claiming their fortune. What creatures await them in the lost mine passages? Is there any mithral left to be mined for weapons, armor, coin, and trade? Find out in this new adventure from The Oliver Brothers.

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



The Lost Mithral Mine

by

The Oliver Brothers

"An axe-age, a sword-age,
shields shall be battered;
A wind-age, a wolf-age,
'ere the world is tattered."

—*The Edda*

INTRODUCTION

The young dwarves, having formed a party to explore THE OLD DWARVEN MINE (See OB5) for fun, found far more than they ever imagined.

Discovering a runestone map leading to THE LOST MITHRAL MINE (OB6), the party once again ventures together to discover what awaits them in this other mine; a mine that dates back to the days of the ancient dwarves.

This module may be played as a stand-alone game or as the second part of a planned all-dwarf campaign. The game is designed for 4-6 player characters of mostly the second level. It is intended for play by all characters of the dwarven race, but of mixed classes, including clerics; 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 that the denizens may have had.

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

The dwarven party lives 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, were looking to go on an

adventure. The blacksmith understood their longing and suggested they explore THE OLD DWARVEN MINE (OB5), which they did. There, among other things, they discovered a runestone map leading to THE LOST MITHRAL MINE. The location of the lost mine is a 10 day's journey (100 miles) over rough terrain from their village, so the party must prepare themselves for the journey; they will not have the luxury of repairing to the village once they enter the lost mithral mine.

This particular mine had been crafted by dwarves well over 500 years ago, before the Dwarves embraced the Baragor option. The mine produced prodigious amounts of mithral, providing weapons and armor for the dwarves, but its location was kept secret so that no single clan could dominate its resources. When the dwarves began clashing with one another, the dwarves working the mithral mine knew it was only a matter of time before the mine would become a prize possession for the most war-like clan, so they closed up the mine, collapsed the front entrance, and covered up the only entrance left into the mine—the kitchen's chimney.

Approximately 300 years ago, just before the widespread adherence to the Baragor option, a clan of dwarves having little luck with a mine that yielded few gems, began looking for an alternative location. Members of the search party found an ancient cave system some 100 miles distant which they believed looked promising. In a cave, they discovered a pit that had been camouflaged. Once they entered the pit, they found themselves in the old mithral mine, a mine that had once been home to their kin. They decided they would shift all of their resources to this mine and make the lost mine their new home.

Their dream of a new home ended, however, when the orc tribe, the Bloody Destroyers, having followed some of the dwarves to the mine, executed a raid. They raided the cave early in the morning when the dwarves were all in the cave above the mine sleeping. The dwarves, as always, remained vigilant and immediately went into combat with the orcs. Although several were killed, they put up an admirable defense and stopped the orc tribe from gaining the cave system or the mithral mine. While the orcs retreated and planned their next assault, the dwarves, like their ancestors,

camouflaged the pit in the hopes of denying the orcs access to the valuable mithral. When the orcs attacked again at daybreak, they fought valiantly, but all perished from the onslaught. Each one of the dwarves, just before they died, were concerned that their final resting places would not be honorable and would forever be disturbed, so they became dwarven undead—protectors of the mine.

Approximately six weeks ago, the Bonecrushers goblin tribe, 400+ strong, found the cave system and moved in. While exploring their new home, some of the goblins found the camouflaged pit trap. Over the long years, the materials had rotted and were brittle, so they gave way and the unlucky goblins of discovery were killed. Other members of the tribe descended the shaft, moved the dead carcasses of their comrades aside, and entered THE LOST MITHRAL MINE. There, they not only found a suitable place for the tribe to live, but they discovered remnants of the mithral, some on the second level and more on the third level. They knew the mithral would make them rich and they began to celebrate.

Goblins, however, are not very bright, and they spent more time dreaming of what they would do with the riches, rather than actually working to mine the riches. Many also fought among themselves over the future of their new found wealth. However, things then began to go very poorly for them.

The first supernatural event occurred after the goblins discovered the small chapels to the dwarven gods and the burial chamber for those who had died in the mines and the dwarves that died defending the mine against the orcs. The goblins being goblins, decided to desecrate some of their tombs, and that is when the undead dwarves, the spirits of those who died attacked the goblins.

The second supernatural event occurred when the goblins entered the mines to commence extracting the mithral. It was then they began hearing a sinister tapping noise coming from somewhere in the mines. The tapping noise was not solitary, and it echoed through the mines causing many of the goblins to go mad. Many of the goblins developed monomania, while others also developed kleptomania. Their obsession was on the tapping

noise and finding ways to hide from of it; although none of them considering abandoning the mine. Many wandered off on their own to hide, while others banded together, and eventually these groups factionalized.

The third supernatural event--at least that was how the goblins saw it--occurred when the mithral began to disappear. The Bonecrushers have a chant when they enter into combat: "Pound the skin, bone to dust, touch the sword, steel to rust." The first part of the chant refers to their penchant to carry bone clubs, generally made from animal and humanoid femurs. They use these clubs to first pound their opponent's skin, then, when the enemy has fallen, they crush their bones by repeatedly pounding on them with the clubs. The second part of the chant refers to their many mounts which have the ability to touch swords and turn them to rust; this is because many of the goblins are rust monster riders. Although some had worgs for mounts, it was easier to bring the rust monsters into the mines as they handled the terrain better. So, the goblins lowered them into the mines to serve as pack animals. Little did they know, it is not just swords that their mounts turn to rust, but all metal. The rust monsters have been feasting on the mithral in the mine, gorging themselves to their heart's content. While the goblins saw the disappearance of the mithral in the mines as another supernatural occurrence, it also drove them to see their fellow tribe members with anger and, coupled with monomania and kleptomania, they have been tearing each other apart, splitting and factionalizing endlessly.

When the player characters enter THE LOST MITHRAL MINE they will find themselves in the midst of this frenzy.

Fortunately for the dwarven party, if they can reach it, the fourth and lowest level of the mine still has mithral which has remained untouched. This is because the ancient dwarves had discovered a major seam that runs at an angle downward into the mountain. As they mined a level, they reached a point where there was little mithral left, so they dug a shaft downward and opened a new level using an elevator system. Finding mithral at the new level, they then dug a tunnel down to that level and laid mine-cart tracks in order to move the

mithral out of the mine. The last level does not have tunnel access, only the elevator system. The dwarves had not dug the connecting tunnel yet.

What has managed to preserve the mithral on the fourth level came about because of the one thing the goblins managed to do right: confine a carrion crawler to the fourth level. Upon discovering the creature in the mines, and after losing a good many goblins, they finally managed to lead it into the elevator on level three and lower it, carrion crawler and all, to the fourth level. As no goblin—and particularly no rust monster—has been to the fourth level since, the mithral has been preserved on this level. The only issue for the player characters is the carrion crawler who is now incredibly hungry.

In this adventure, the main objectives for the dwarven party is to locate the runestone and secure the mine for future mining of the mithral for it is with this precious metal they can craft new armor and weapons, as well as trade in nearby towns and cities for better equipment which they will need in THE ANCIENT DWARVEN OUTPOST (the next and future module in this all dwarf campaign).

START

It is assumed that the player characters have decided to explore THE LOST MITHRAL MINE and have secured the necessary equipment for the adventure, including both food and water. They must then leave their town, journey the 100 miles over the mountains, to the cave entrance. It is possible they may encounter wildlife and other creatures along the way, but it should be nothing more than a party of second level player character could 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). In addition, this module will introduce the player characters to the dwarven gods, all of whom will play a role in the future modules of the planned campaign. Finally, in light of the long-term campaign aspects of the dwarven series, assuming they find the mithral, the player characters will have a steady income and potentially a place to call home.

Key to *THE LOST MITHRAL MINE*



The Cave

1. CAVE ENTRANCE

The mouth of a natural cave lies up the mountainside—an opening shaped vaguely like the letter A. From it emits a low moaning sound, as a steady stream of air pours out of the entrance causing the scant foliage outside to bend and wave.

The moan comes from wind passing through the Mithral Mine, up the chimney (pit), and out of the mouth of the cave. If the player characters are an all-dwarven party, there will be no need for a light source. However, if any non-dwarves are present who do need a light source to see, candles and torches will be blown out by the wind. To stay lit, they will need to be behind a protective cover, such as the use of a bull's eye lantern.

2. SHIELDS SHALL BE BATTERED

Stepping in a small chamber that is as chilly as an icehouse, you find the cave walls are dewy with a cold sweat. Here the tunnel commences to make a steep descent, and the lofty walls of rock reach upward to their point of juncture some 60' overhead. Every few steps, both lofty and narrow crevices branch off from the main tunnel. Embedded into the wall on both sides of the hall, are two parts of a cloven shield, ancient and dwarven in construction.

The cave complex and the entire Mithral Mine remains at a constant temperature of 49 to 50 degrees Fahrenheit and because water and carbonic acid are constantly seeping through the walls, the humidity is near 100%.

The cloven shield was that of a dwarf which a Bloody Destroyer orc battered and clove in half. It was then put into crevasses in the wall three hundred years ago. Over time, because of the water and carbonic acid, it has become a fixture in the cave walls.

3. A SWORD-AGE

This lofty crevice reaches back approximately 70' and the height of the walls are nearly as high. On the southern wall there is a length of worked stone set 5' high into the limestone wall. The cave walls above it creates a protuberance that acts like an awning over the wall from which hang stalactite straws, obscuring full view of the wall. The smooth wall itself is frescoed and depicts a massive horde of orcs attacking dwarves as they flee into the mountains along an open borderland.

The stalactite soda straws are thin and can be broken in order to gain a better view of the fresco. The fresco depicts an event that occurred over 500 years ago when dwarves from the area made their way out of dwarves' deep and onto the borderlands where the orcs roamed. The orc army attacked the dwarves and eventually amassed an army that drove them back underground. It was a sad day in the history of the dwarves.

4. AN AXE-AGE

A lofty crevice reaches upward of 70' in height and on the southern wall, hidden behind a thick number

of stalactite straws is a faded frescoed wall. It depicts a dwarven outpost built into the mountain side overlooking the borderlands. It shows a massive horde of orcs being slaughtered by axe-wielding dwarves as they attack the heavily fortified outpost.

The stalactite soda straws are thin and can be broken in order to gain a better view of the fresco. The faded fresco depicts an event a little over 400 years ago, when the dwarves, having built an outpost into the side of the mountain called Breidablik, once again returned to the outside world. The orcs amassed yet again to drive the dwarves underground, but this time the dwarves defeated the orcs and they began to spread throughout the world. Not long after, the dwarves began to fight amongst themselves, disappointing the dwarven gods.

See area #44 for more information on Breidablik and the runestone map that leads to THE ANCIENT DWARVEN OUTPOST.

5. A WIND-AGE

The cave passage continues to descend further into the depths of the mountain. As you reach another intersection, the moaning of the cave grows louder and the wind stronger, as it buffets your face from the right.

The wind blows from the pit the goblins opened up which lies at the end of this passageway (See area #6). It blows from a natural crevice opening on the other side of the mountain (See area #60), blows through the mines, up the chimney/pit, and out the cave's mouth, creating the continuous wind and moaning noise.

6. 'ERE THE WORLD IS TATTERED

The passageway extends down a level crevice 20' wide and traveling 60' further into the mountain. The ceiling of the passage starts at no more than 10' in height but continues to gain until reaching over 60' in height. The passage ends at a pit in the floor and a hole in the ceiling. Various rotted pieces of wood lie beyond the pit where the passageway comes to a dead-end. The pit, which is 15' in diameter, reaches down 30' to the bottom. A 50' length of rope has been knotted and tied to a spike driven into the cavern floor. It descends to the floor

of the pit where the excess rope lies coiled at the bottom.

The pit was first dug by the original dwarves and, after building a new entrance, it became their chimney. When they left, they camouflaged the pit to conceal it, but others have since discovered it. One group covered it over, but never was able to return to mine the mithral. Six weeks ago, when the Bonecrusher tribe entered the cave, they found the covered pit. Not knowing what it was, two goblins jumped up and down on the pit's cover and, crashing through, plummeted to their deaths. The goblin tribe, discovering the Mithral Mine, moved in. Once they found evidence of the mithral itself, they declared themselves wealthy beyond all measure, and began counting their treasure before it was mined.

There is a 10% chance during the night that the worgs and goblins from area #8 will be coming or going from their lair. If that is the case, the worgs will smell the adventuring party and attack.

7. SPLIT PASSAGE

Ahead you see the passageway split in two directions at the same time it begins to level off.

Both passages lead to a large spacious cavern (See area #8) that remains level throughout.

8. A WOLF-AGE

The passageway enters into a large spacious cavern from whose ceiling depend a multitude of shining stalactites of the length and circumference of at least a full-sized dwarf. Suddenly, echoing throughout the cavern you hear the low deep sound of a threatening growl.

The goblin tribe that has taken over the lost Mithral Mine decided not to take their worgs down into the mine. They have left them in the cavern with 2 goblins to guard the cave. The guards have been entirely forgotten by the Bonecrusher's tribal leadership, so they have remained in the cave with the worgs awaiting further orders. The guards mostly sleep among their worg mounts in the area of the cave marked by an 'X' on the map. Various materials, including some tapestries, were brought up to the cave to serve as bedding material for both the goblins and the worgs.

The worgs can smell the presence of intruders as soon as they enter this spacious cavern. The worgs will spend one melee combat round becoming alert to the presence of any intruders. The second melee round will be spent closing the gap. In the third melee combat round, they will attack.

The 2 goblins will follow cautiously behind, trusting that the worgs will dispatch any and all intruders. If there is an opportunity during combat for the goblins to strike with their bones with limited risk to themselves, they will do so, otherwise they will stay hidden. If three or more worgs are killed, the goblins will become unnerved and call back the worgs. They will then mount them and ride out of the cave, fleeing the area.

Worg (7): AC 6; MV 18"; HD 3+3; hp 8, 11, 15, 16, 18 (x3); #AT 1; Dmg 2-8.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 2, 5; #AT 1; Dmg 1-6 or by weapon type; armed with a bone club (1-6) and two javelins (1-6) each.

Treasure: each goblin carries a small leather pouch, one with 12 sp and the other with 9 sp.



Great Hall

9. KITCHEN

As you descend down the 30' shaft, wind blows continually from below. Reaching the last 10' of your descent, you find the walls have been bricked over. Coming to the bottom of the shaft, it becomes evident that you are inside a large brick fireplace. Peering out from the opening of the fireplace you see what could only be a kitchen. There are several smashed tables, chairs, and shelves in the room, as well as three archways, dwarven in size, leading to hallways north, south,

and west from the kitchen. Something in the air smells most foul, reminiscent of something dead. Across from the fireplace, on the western wall, are tall letters painted in dripping red paint which read, in common, "Beware the Bonecrushers."

During dwarven times, the shaft had been converted into the fireplace chimney after the dwarves built the formal entrance (See area #20).

When the goblins arrived, the first two were ordered to explore the wooden thing covering the floor. When they jumped up and down on it, they fell through, falling the 30' and impaling themselves on the fireplace grate; both were killed instantly. The goblin chief then ordered the next two goblins to descend using a rope. Once the goblins reported there was a worked stone complex down below, the other goblins began entering the grand hall level of the mine, pushing the two carcasses and the fireplace grate aside. In the kitchen, finding the tables and chairs, they climbed all over them, jumping up and down, and collapsing them. Eventually the two dead goblins were moved into the kitchen pantry (See area #10), which is what creates the carrion stench in the kitchen. On the western wall, the tribal chief ordered some of his goblins to paint a warning to all intruders, so they painted the words, "Beware the Bonecrushers"—the name of their tribe—in common. When the goblins' rust monster mounts were lowered down the shaft, they found the iron grate from the fireplace moved to the southeast corner which they quickly devoured.

The wind blows from the north entrance of the room and then proceeds up the chimney and out through the mouth of the cave. The dwarves used to control the amount of wind entering the kitchen so as to keep the fireplace burning.

10. PANTRY

The smell grows stronger as you approach the entrance to this room, which even from outside shows evidence of once having served as a kitchen pantry. The shelves now lie bare except for the two dead carcasses set on the bottom shelves.

During dwarven times, the room served as the kitchen pantry and was a well-stocked larder.

When they left the complex, they took all the food-stores with them.

When the goblins arrived, needing to get the first two goblin carcasses out of the way, they moved them into the empty pantry, placing them on the bottom shelves. While they were intending to find a better means of disposing the bodies, they became distracted and forgot all about them. They have been in the pantry for the past six weeks.

11. SERVERS' AREA

The northern archway of the kitchen, from which the wind blows, leads through another room where there are shelves and tables lining both sides of the room. There is a heavy layer of dust on the shelves and tables, but unlike in the kitchen, they remain unbroken and undisturbed. There are, however, broken cups, plates, and many bent utensils lying about the floor.

During dwarven times, the room served as the great hall servers' area. Clean dishes and final food preparation was done on the west side, while dirty dishes were returned to the east side of the room.

The goblins mainly passed through this room, but some did take the time to explore the utensils and dishes. All of them were unserviceable except for one tin mug. Mostly the goblins bent the utensils, such as the fork missing a tine, or smashed the broken dishes that had been left behind. Two goblins reached for the tin cup at the same time, fought over it, and one of the goblins, grabbing a two tine fork, stabbed the other in the back. He survived and is hiding in the great hall (See area #12).

12. GREAT HALL

You enter a great hall that is 50' wide and 70' in length and notice the wind buffets your face from the east. In front of you, two large fireplaces sit unlit, side-by-side against the western wall. Old faded murals adorn the other walls, depicting outdoor and underground scenes that—where still visible—are dwarf filled. Over the old murals on the east wall of the room are written the words "Bonecrushers crush bones" in common. All of the furniture that may have once existed in this room, and more, is piled up high in the northeastern corner of the room. Intermixed in the pile are rocks,

pieces of wood, broken tables, chairs, and benches, as well as barrels and crates; it is a veritable wall of debris.

During dwarven times, this was the great hall, where communal meals were consumed, and frothy mugs of ale were downed. It was table filled with benches and chairs, and the murals on the wall celebrated the lives of the dwarves. The hall also served as a location for meeting and important events and was the hub of most activity not pertaining to mining.

When the goblins arrived, the tables, benches, and chairs were relatively usable, although their state of disrepair was made worse by their antics. When the rappers began affecting the goblins, this group developed the psychosis of monomania (See the **DUNGEON MASTERS GUIDE** p. 83), with their obsession being to protect themselves against the creatures they believed (rightly) were preparing to attack them. Not really knowing what the rapper's look liked, they became suspicious of nearly anything and everything, including many of their fellow goblins. The obsessed were soon piling up anything they could get their goblin hands on to create a barricade in order to protect them from the unknown creatures. However, they left the moving of all heavy items to the bugbear that is a follower of the goblin tribe. The bugbear was also affected by the rappers' tapping.

One of the goblins became so affected by the rapper's tapping that he developed kleptomania as well, and has been stealing from all of the goblins hiding in the great hall. All of the treasure listed below is found on his person.

Also, one of the goblins has a two-tine fork stuck in his back. He is the goblin that was stabbed in area #11. He could not reach the fork and the other goblins thought the protrusion to be rather comical, so none were willing to help him remove it from his back. His leathery skin has healed around the two tines making it a permanent appendage.

If the player characters attempt to look through the barricade to see what is behind it, they will see a rather large eye staring back at them belonging to a bugbear. If the player characters touch the barricade as if to remove a piece of it, knock it down, or in any way disturb it, the goblins will attack

with a blood-curdling scream. All of them, that is, except the goblin that has developed kleptomania (the one with 5 hit points). He will attempt to steal items from the player characters or pick their pockets for which he has not the skill (10% chance based on thief function table (See **PLAYERS HANDBOOK** p. 28).

Goblin (13): AC 6; MV 6"; HD 1-7 hps; hp 1, 2, 3 (x3), 4 (x4), 5, 6 (x2), 7; #AT 1; Dmg 1-6 or by weapon type; armed with a bone club (1-6).

Bugbear: AC 5; MV 9"; HD 3+1; hp 14; #AT 1; Dmg 2-8; SA: Surprises on a 1-3 out of 6.

Treasure: The goblin with 5 hit points carries on his person 14 small leather pouches containing a total of 13 cp, 169 sp, 4 ep, and 7 gp.

13. SET OF PORTCULLISES #1

You come to a turn in the hallway that is blocked by an iron gate. You can see that 20' down the hallway, the corridor again turns and is also blocked by yet another set of iron bars.

The dwarves built the system of portcullises to be operated by the guards in area #16 as a final defense measure to prevent intruders from entering the mithral mines. The plan was to lower the portcullises, destroy the mechanism that lowered and raised them, and fight to the death.

Currently, the two sets of portcullises operated by the goblins hiding in area #16 have been lowered in the hopes they will not be attacked by the creatures who have been constantly rapping on the mine walls and killing off their tribe one by one. They have become obsessed with protecting themselves from the unseen rappers (See area #12 for more on the goblin's psychoses).

If the player character looks up at the ceiling, they will see the recess for the portcullis to be raised. If they attempt to raise any of the portcullises, refer to bend bars/lift gates in the **DUNGEON MASTERS GUIDE**.

14. SET OF PORTCULLISES #2

This area of the corridor is blocked by three sets of iron gates, one blocking passage south and two in succession blocking the passageway west.

Note: The above description assumes the player characters are approaching the portcullises from the 20' wide hallway. The Dungeon Master will need to alter the description if they are coming from area #17.

The dwarves built the system of portcullises to be operated by the guards in area #17 as a final defense measure to prevent intruders from entering the mithral mines. The plan was to lower the portcullises, destroy the mechanism that lowered and raised them, and fight to the death.

Currently, the three sets of portcullises operated by the goblins hiding in area #17 have been lowered in the hopes they will not be attacked by the creatures who have been constantly tapping on the mine walls and killing off their tribe one by one. They have become obsessed with protecting themselves from the unseen rappers (See area #12 for more on the goblin's psychoses).

If the player character looks up at the ceiling, they will see the recess for the portcullis to be raised. If they attempt to raise any of the portcullises, refer to bend bars/lift gates in the **DUNGEON MASTERS GUIDE**.

15. TRAP

You enter an area 50' long and 20' wide which features two 4' high walls on the west and east ends of the room. There are two archways just beyond these low set walls and a 10' corridor leading south. In front of the corridor there is a pit, evidently a trap for which the trapdoor was previously triggered, as it currently hangs down into the pit.

When the old dwarves began expanding this complex, they built an entryway into the side of the mountain. Thirty feet into the entrance, they erected two statues of the dwarf god Moradin standing before a set of double doors (See area #19). For security purposes they left a 40' by 30' room empty, leading to a 10' passageway that passed underneath an archer's walk (See area #18). If invaders assaulted the mithral mine, the archer's, with a perfect field of fire, could cut down most attackers with their crossbows before they ever entered the mine. Those that made it past the archers would find themselves channeled down a 10' wide passage that takes them under the

archer's walk, from which the archers could again attack from that side of the walk. If that also failed to stop the attackers, a 50' deep pit trap was sure to stop any advancement once and for all. However, if for some reason it did not, the dwarves could use the 4' high wall from which to hide behind as they assaulted any attackers who managed to clear the pit. The final defense of the mithral mine was for the dwarves to drop the portcullises, destroy the control mechanisms and then fight to the death.

The goblins, fleeing the rappers, discovered the pit trap in this room the hard way for two goblins attempted to run down the corridor toward the double doors, but triggered the trap and fell into the pit. Their corpses still lie at the bottom. None of the other goblins were brave enough to venture past the pit trap after that, so they continue to cower in the two guardrooms (See areas #16 & #17).

The pit trap is a 50' drop with rocks lining the bottom. Anyone falling into the pit will suffer 5-30 hit points of damage. Anyone surviving the fall will note the two dead rotting corpses of the goblins who triggered the trap.

The pit trap can be manually reset.

16. GUARDROOM #1

Through the archway you find a 20' by 20' room that contains a wooden table, several wooden chairs, and a wheel device set into the northern wall. The wheel has a chain attached to it which runs up the wall and into the ceiling.

During dwarven times, this room served as a guard room to monitor those entering and leaving the mine, as well as to protect against intruders.

Currently, it is the hiding place for 9 goblins who—out of fear of the rappers—are hiding in the room. They figured out the wheel controls the portcullises, so they lowered them into the down position. They know there are goblins also hiding in area #17, but they have had little contact with them, hoping that if the knocking creatures attack, they will destroy those hiding across the way and ignore them. If the goblins in area #17 are attacked, the goblins in this room will continue to hide unless the player characters enter this room.

If the one portcullis is raised by the player characters, this will make the goblins aware of their presence. If the other portcullis is raised, they, out of fear, will attack.

Goblin (9): AC 6; MV 6"; HD 1-7 hps; hp 2, 3 (x2), 4 (x2), 5 (x2), 6, 7; #AT 1; Dmg 1-6 or by weapon type; armed with a bone club (1-6).

Treasure: Two of the goblins have a coin pouch with 3 sp each.

17. GUARDROOM #2

Through the archway you find a 20' by 20' room that contains a wooden table, several wooden chairs, and two wheel devices with chains running up the wall into the ceiling: one set into the northern wall and one into the eastern wall.

During dwarven times, this room served as a guard room to monitor those entering and leaving the mine, as well as to protect against intruders. It also served as a means of controlling entry into the area containing the guards' quarters and the two jail cells.

Currently, it is the hiding place for 14 goblins who—out of fear of the rappers—are hiding in the room. They figured out the wheel controls the portcullises, so they lowered them into the down position. They know there are goblins also hiding in area #16, but they have had little contact with them, hoping that if the knocking creatures attack, they will destroy those hiding across the way and ignore them. If the goblins in area #16 are attacked, the goblins in this room will continue to hide unless the player characters enter the room.

If the one portcullis is raised by the player characters, this will make the goblins aware of their presence. If the other portcullis is raised, they, out of fear, will attack. If the portcullis into the guards' quarters and jail cell area is raised, the goblins will see the chain running from the wheel on the eastern wall go slack.

There is a dwarven secret door in the eastern wall that allowed the dwarves to access their quarters from the guard room. The goblins are unaware of the secret door.

Goblin (14): AC 6; MV 6"; HD 1-7 hps; hp 1, 2, 3 (x3), 4 (x2), 5, 6 (x3), 7 (x3); #AT 1; Dmg 1-6 or by weapon type; armed with a bone club (1-6).

Treasure: Each of the goblins has a coin pouch, but most of them are empty. There is one containing 1 sp, 2 containing 2 sp each, and 1 containing 4 sp.

18. ARCHER'S WALK

Stone stairs lead up to a walkway which stands 10' above the floor below. It has a 10' wide opening to the hallway below on the north-side of the walkway and is completely open—being 30' wide—to the room below it on the south-side.

The dwarves built this walkway as a means of defending the mithral mines. Any intruder making it past the double-doors (See area #19) would have to cross the 40' expanse under heavy fire from archers above. If any of the intruders survived the crossing of the room, they were channeled down a 10' hallway over which the archers could fire down upon them from the north-side of the walkway. And, if they managed to survive that gauntlet, there was still the trapdoor to stop their ingress into the mines.

Currently, there are 2 goblins hiding at the top of the eastern set of stairs. There was not enough room for them with the other goblins in area #17, so they fled up the stairs and have been hiding here ever since. They both developed the manic fear of the rappers, but also the kleptomania. Ever since they have been hiding here, they have been stealing from each other.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 4, 6; #AT 1; Dmg 1-6 or by weapon type; armed with a bone club (1-6).

Treasure: One has 5 sp stuffed into his boots, while the other has a small piece of mithral the value of 1 mp (or 5 pp or 25 gp) stuffed down his breeches.

19. DOUBLE DOORS

The room is 30' wide and 40' in length and stands 15' high. The walls of the room are unnaturally smooth, as if every care was taken to ensure there was no blemish on the doors. At the end of the empty room stand two double doors reaching to the height of the ceiling and each being 5' wide.

The room served mainly as an entry area into the mines and as a kill zone for the archers' walkway (See area #18). The smoothness of the walls prevented any intruders from being able to climb, hide, or assault the dwarves posted on the walkway. The double doors are barred on the inside of the room and they are clearly designed to open into the room. Player characters can easily remove the iron bar across the double doors and open the doors inward.

20. TWIN STATUES

Standing before you are the backsides of two 15' tall statues, and beyond them is nothing but rocks and rubble—the passageway being completely blocked. It looks as if there was a cave-in along this passage. The two stone statues are nearly identical, but they are turned slightly toward each other and each statue has only one-half of an anvil. Both statues clearly depict the dwarven god Moradin swinging a forging hammer down toward the anvil.

The dwarves, in honor of their god Moradin, carved these statues from stone. Their symbolism is Moradin creating the race of dwarves by forging them with half-iron and half-mithral. They were created to pay homage to their god for giving them the mithral mine from which they too could forge a stronger dwarven race (figuratively speaking of course). The two statues are still in good condition; the collapsed entrance to the mine did not damage them in any way. They are priceless to any of the dwarven race, but there is no amount of money that could be paid for them. However, if the player characters find some manner by which they can share these statues with others of the dwarven race, reward them with experience points for their efforts.

21. JAIL CELL #1

At the end of the hall stands a jail cell, which features nothing but a lone cot with torn bedding, under which something stirs and whimpers.

In dwarven time, the jail was built to house troublesome dwarves, usually the result of too much dwarven ale.

Currently, it houses the first goblin to have gone crazy from the rappers' incessant tapping. He developed monomania, obsessing over the tapping, quickly followed by kleptomania. When he

attempted to steal items from the other goblins, he was thrown into the jail cell. However, as the others succumbed to the effects of the tapping, they forgot all about this goblin, where he has remained, surviving (barely) by eating the bedding. He is currently hiding under the cot out of his fears and will only fight if someone attempts to remove him from his hiding place. He is unarmed. The keys to the jail cell can be found in the guard's quarters (See area #23)

Goblin: AC 6; MV 6"; HD 1-7 hps; hp 1; #AT 1; Dmg 1-6.

22. JAIL CELL #2

You come to a 10' square recess in the stone whose entrance is blocked by a door made of iron bars. Inside is a cot under which three goblins are trying, quite futilely, to hide.

In dwarven times, the jail was built to house troublesome dwarves, usually the result of too much dwarven ale.

Currently, there are three goblins located in this jail cell who have purposely locked themselves in after the tapping drove them crazy. Upon hearing the approach of the player characters, they were afraid that they might be the creatures incessantly tapping on the walls, hence they are trying to hide under the lone cot. In order to do anything with them, the player characters will have to either drag them out from underneath the cot or simply remove the cot. They would prefer to hide, and if forced to fight, the two healthier goblins will throw the weaker goblin at the player characters while trying to flee the jail cell. If they do escape, they will make for the guards' quarters (See area #23). Although the goblins located there want nothing to do with them, they will be interested in their raising the hue and cry about the adventuring party.

They are all unarmed, and the keys to the jail cell are located in the guards' quarters (See area #23).

Goblin: AC 6; MV 6"; HD 1-7 hps; hp 1, 5, 6; #AT 1; Dmg 1-6.

Treasure: The weakest of the goblins (the one with 1 hit point) has secreted a small chunk of mithral in his breeches. It is valued at 25 gp.

23. GUARDS' QUARTERS

The door opens to a short 10' hallway before opening into a room. Your view is blocked by several beds standing on end, partially blocking access to the room.

In dwarven times, this was the guards' quarters, where those guarding the front entrance, archer's walk, and the two jail cells would sleep.

When the goblins entered the lost mithral mine and began hearing the incessant tapping from the rappers, most of the goblins developed the insanity of monomania, becoming obsessed, while a small number also developed kleptomania. A small number of the goblin tribe also managed to deal with the tapping noise and it did not drive them insane. The only problem was, most of the tribe's leadership had gone insane, leaving those who were not affected powerless. Many of the goblins who were not affected by the rappers' tapping have gathered in this room and are plotting how best to overthrow the current tribal leadership and secure the mine for themselves.

The goblins have stood the old beds on end (they sleep on the floor), partially blocking the entrance to the room. One bugbear, a follower of the goblin tribe who was also not affected by the rappers, monitors the door and stands ready to push the beds onto any intruders attempting to enter the room. Any player character trying to enter the room will have their access blocked with no damage, but the goblins will be prepared to engage in combat.

Gramn, the sub-chief of the Bonecrushers, has become this group's *de facto* leader. When intruders enter, the bugbear will push the beds down on them, thus alerting the goblins. Gramn will order the goblins to take spears and he has them trained to divide in half, with 8 kneeling and pointing the spears to create a phalanx, while the others, standing behind them, are poised to throw their spears. Once the spears are exhausted for distance fighting, they will resort to their bone clubs.

On the northern wall, written in a black lettering are the words, "Bonecrusher's Strongest." A set of keys hang on the wall in the southwest corner. They open the two jail cells and the double doors leading into the dwarf complex (See area #19). In

the southeast corner, where the goblins have been fashioning spears; they have a total of 27 ready.

Goblin (Gramn): AC 5; MV 6"; HD 1; hp 8; Dmg 1-8 or by weapon type (spear and bone club); SA: fights as a hobgoblin.

Goblin (16): AC 6; MV 6"; HD 1-7 hps; hp 6 (x5), 7 (x8); #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs and spears.

Bugbear: AC 5; MV 9"; HD 3+1; hp 22; #AT 1; Dmg 2-8; SA: Surprise on a 1-3.

Treasure: Each of the goblins has a silver purse holding between 3-18 sp for a total of 179 sp. The bugbear has a pouch as well containing 21 cp, 11 sp, 8 ep, and 5 gp. There is a lockbox hidden among Gramn's bedding—a portion of the tribe's treasure—that contains 2,324 sp and 867 gp.

24. MUSHROOM FARM

The smooth worked stone walls give way to a rough stone corridor before opening into a large natural cavern. The floor of the cavern is covered entirely in mushrooms, some standing as high as 3' tall.

When the dwarves lived in the mithral mine, this natural cavern served as their mushroom farm. The mushrooms, no longer cultivated, have continued to grow with some achieving 3' in height.

A number of the goblins, knowing of this cavern, fled the rappers' incessant tapping and hid among the mushrooms. They have all fallen victim of insanity (monomania) and they fear the tapping sound more than anything else. Having lived off of the mushrooms since entering the cavern, none of them are in good health. They have abandoned their weapons and, although there are seven goblins hiding here, fearing each other, they have not banded together.

The goblins located in the cavern will try to hide from the player characters. If confronted, they will fight, mainly to stay free to avoid the rappers. Any sound resembling the rappers' tapping will send them into a frenzy. They have no treasure.

Goblin (7): AC 6; MV 6"; HD 1-7 hps; hp 4 (x4), 5 (x3); #AT 1; Dmg 1-6 (unarmed). If these goblins hear a sound resembling the rappers' tapping, they will go into a frenzy, gaining +1 on attacks, but losing -1 on armor class.

25. MALE GOBLIN GUARDS

As you push the door open, it suddenly pushes against you.

During dwarven times, this room served as the dwarven tavern, where off-duty miners came to enjoy a mug of dwarven ale.

When the goblin tribe broke up over fear of the rappers, this group, not succumbing to the rapper-caused insanity, decided to protect the women and children of the tribe by moving them into this series of rooms. The women and children live and play in the attached two rooms (See areas #26 and #27). The male goblins see this room as their last line of defense and will fight accordingly.

When the player characters open the door, the two goblins sitting behind the door as guards will push back against the door, slamming it shut, and alerting the other guards in the room. They will then wait for the attack, fearing it will be the tapping creatures coming to get them. Upon seeing the adventuring party, they will assume they are the tapping creatures come to eat them. They have had long discussions about the creatures and concluded the tapping is their dinner bell, and that the next thing they will do is try to eat them. They will fight not only to destroy the tapping creatures, but to protect the women and children.

Goblin (13): AC 6; MV 6"; HD 1-7 hps; hp 6 (x5), 7 (x8); #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs.

Treasure: Each of the goblins has a silver purse holding between 3-18 sp for a total of 137 sp

26. WOMEN & CHILDREN PLAY AREA

The hallway opens into a 30' by 40' room that is crammed with dozens of female goblins who stand in front of even more goblin children hiding behind them.

In dwarven times, this room was a game room, including versions of ten-pins, billiards, and box hockey.

Currently, since the goblin tribe broke up fearing the rappers, all of the women and children were moved into this series of connected rooms to hide from the tapping creatures. The male guards protect them and sleep in area #25, while the

women watch the children play in this room and sleep in area #27. There are 47 females and 63 children currently in this room (it is very cramped). The women and children will not fight, and, if left alone, they will remain here. If all of the males protecting them are killed and the player characters leave them alone, they will try to escape the mine. Many of the women and children, however, have succumbed to the monomania induced by the rappers, so they greatly fear the tapping sound.

Goblin, female (47): AC 7; MV 6"; HD 1-7 hps; hps 1-6 each. Note: female goblins do not fight.

Goblin, young (63): AC 7; MV 6"; HD 1-7 hps; hps 1-4 each. Note: child goblins do not fight.

27. WOMEN & CHILDREN SLEEPING AREA

The hallway ends in a 20' by 30' room, which is filled with various blankets, rags, and tattered clothing that serves as bedding; there is barely any stone floor showing throughout the entire room.

During dwarven times, this room was reserved for mostly small gatherings of card and dice games and was filled mostly with tables and chairs.

The goblins, fearing the constant tapping sound, moved all of the women and children into these two back rooms (areas #26 & #27), to protect them. The room in area #26 is generally reserved for those who are awake, while this room is left for those who are sleeping. Any loud noises from areas #25 or #27 will awaken those in this room. The females will try to protect the children, but neither will fight.

Goblin, female (12): AC 7; MV 6"; HD 1-7 hps; hps 1-6 each. Note: female goblins do not fight.

Goblin, young (21): AC 7; MV 6"; HD 1-7 hps; hps 1-4 each. Note: child goblins do not fight.

Treasure: One of the females, a favorite of the goblin chief, is wearing a gift from him, a gold chain with human teeth, all capped in gold, valued at 450 gp.

28. BARRACKS CORRIDOR

This 20' wide corridor has two doors on either side of the hallway near the entrance, and three doors where it dead-ends.

In dwarven times, this corridor and the rooms surrounding it were the main living area for the dwarves. They lived in a barracks style room in area #30, they recreated in the southern rooms in areas #25, #26, and #27, and their privy was at the end of the hall, area #29.

The goblins, fearing the tapping creatures they could not see, put males in the northern room and mostly females and children in the southern rooms, with some males to act as protectors. Behind the first two doors in the corridor, they blocked the passages, hence, any player character attempting to open either of these two doors will find them blocked. Any attempt to force them open will alert the goblins, who will believe the sound is coming from the tapping creatures that have come to get them.

29. PRIVY

As the door opens, the first thing to assault you is the smell, the second is the sight you behold. The smell is clearly the noxious smell of a privy, while what you see are two wooden boxes with three holes each, and sitting on the seats are four goblins looking at you wide-eyed.

In dwarven times, the room was just as described, a privy, while currently it is the hiding place of four goblins who are obviously inured of the smells.

The goblins will be stunned by the presence of the dwarven party and will go last in initiative.

Goblin (4): AC 6; MV 6"; HD 1-7 hps; hp 3, 5, 7, 8; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs.

30. GOBLIN CHIEF'S LAIR

The room has a 10' hallway before opening up into a larger room. Various pieces of furniture are piled on either side of the entrance into the room, and past that is a chest upon which rests a single gem, radiating with a soft green glow.

In dwarven times, this room was a barracks for the miners, which featured a series of bunk beds set in rows.

When the goblins began hearing the tapping sound, the goblin chief Morgue, his guards, and others, took up residence here. In a short time, the goblins in the room began turning on each other,

so Morgue set them to work. First he had them pile up the old furniture at the entrance to the room, creating a channel. In the middle of that channel, he had them dig a 20' deep pit (although they only got as far as 10'), and camouflaged it with a canvas tarp. He then placed a chest at the end of the channel of refuse and set his **jewel of attacks** on top, which gives off a greenish glow. His hope was that the tapping monsters would enter the room, move to seize the jewel, and fall in the trap. If he leaves the room, the jewel appears in his pouch, but if he is killed the magical item bestows its curse on the next person that picks it up. If someone else picks the jewel up while Morgue is still alive, it will disappear and reappear in his pouch.

If any creature, including a player character, falls into the pit, the plan is to push the piled up refuse into the pit, burying the hapless party. At the bottom of the pit there are two dead carcasses of goblins. They developed not only the monomania but the kleptomania as well, and were killed by Morgue's two bugbear bodyguards when they tried to steal from Morgue's (the tribe's) treasure. One of them was Morgue's goblin bodyguards, so now he only has 3 and he does not trust them as much as he does the bugbears who have not been affected by the rappers.

Morgue will order all of the goblins into combat as a means of protecting himself, and, if he can find a way to sneak away or hide, he will do so. If injured, he will consume the **potion of healing** he carries in a pouch on his belt.

Morgue (goblin chief): AC 3; MV 9"; HD 7-14 hps; hp 14; #AT 1; Dmg 2-8 or by weapon type; armed with bone club and wears +1 **leather armor**.

Bugbear, bodyguard (2): AC 5; MV 9"; HD 3+1; hp 13, 19; #AT 1; Dmg 2-8; SA: Surprise on a 1-3.

Goblin, bodyguard (3): AC 4; MV 9"; HD 7-14 hps; hp 8, 9, 12; #AT 1; Dmg 2-8 or by weapon type; armed with bone clubs. Note: Fight as gnolls.

Goblin (17): AC 6; MV 6"; HD 1-7 hps; hp 3 (x3), 4 (x2), 5 (x3), 3 (x5), 7, 8; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs.

Treasure: In addition to Morgue's +1 **leather armor**, his **potion of healing**, and the **jewel of attacks**, there is a treasure chest located on the far western wall

containing most of the goblin tribe's treasure: 3,353 sp, 1 malachite gem worth 10 gp, 1 Alexandrite gem worth 100 gp, and 1 peridot worth 250 gp.

31. STORAGE ROOM #1

You enter a 20' by 20' room containing a scattering of boxes, crates, and assorted broken pieces of wood. In the far corner lies the fur and skin of a cave bear. There is a lump under the middle of the bearskin and it appears to be moving.

During dwarven times this was a storage room for various supplies purchased from various far off towns. When the dwarves abandoned the mine, they took most of the items with them.

When the goblins came, they found the mostly empty boxes and crates and destroyed many of them in their scavenging. The bear pelt once hung in Great Hall, an early kill in the upper caves when the dwarves first moved in. As it aged, it was moved to the storage wall.

One of the goblins, who went crazy from the rappers' tapping and developed kleptomania, ran up the hallway into Moradin's chapel (See area #38) to hide. He then spied Moradin's head which had been knocked off the statue by the other goblins. This goblin, because of his kleptomania, stole the head. He couldn't lift it, so, he rolled it down the hallway into this storeroom. Fearing someone might try to take it, he has covered himself and the statue's head with the bearskin.

If any player character removes the bearskin, they will find the goblin wrapped around the statue's head and he will hold on for dear life. The only way he will give it up is if he is killed or tied up.

Goblin: AC 6; MV 6"; HD 1-7 hps; hp 5; #AT 1; Dmg 1-6.

Treasure: the bear skin is valued at 5 gp.

32. STORAGE ROOM #2

You enter a 20' square room that is empty.

In dwarven times, this room was used as a storage room. When they departed the mine, they sorted through everything they wanted to take, moving the empty boxes and crates into the other storage room (See area #31).

33. BERRONAR DEVOTIONAL

On either side of the hallway you find two recessed niches. This niche contains a pedestal upon which stood a statue of a female dwarf with two long hair braids and three shorter beard braids. She wears chainmail, wields a large mace, and on her carved hands rest two rings. The statue has been pushed over and leans against the back wall, and has been splashed with red paint. An inscription on the pedestal reads, in dwarven, "Berronar."

The statue was erected in dwarven times and is the depiction of the dwarven goddess Berronar, mother of safety, truth and home. The creation of these devotionals somewhat created a split between the dwarves, those who felt they should honor the gods with those who felt they should only honor work. This was why it was built off of the main dwarven area, so only those who were inclined to honor their gods could come and offer prayers. The so-inclined dwarves generally asked Berronar for safety in the mines.

When the goblins found this area, they recognized these must have been important people to the dwarves, so they set about destroying the statues for fun. This one, because it was so stout, gave them difficulties in toppling it; when they did manage to push it over, it simply leaned against the back wall. The red paint was used to further deface the statue.

Any dwarf that takes the time to upright the statue, clean the paint, etc., should receive an extra 100 experience points for honoring the dwarven goddess.

34. VERGADAIN DEVOTIONAL

This niche contains a pedestal and a statue that lies face up on the ground, split in half. The statue is of a huge dwarf with a full-beard wearing breeches and tunic, a sword at his side and a lute in his hands. The face of the statue has been defaced with a red painted X. An inscription on the pedestal reads, in dwarven, "Vergadain."

This statue was created to honor the dwarven god Vergadain, the god of wealth and luck.

Any dwarf that takes the time to upright the statue, clean the paint, etc., should receive an extra 100 experience points for honoring the dwarven god.

35. IRON-GATE

On the eastern side of the hallway stands an iron-gate that is partially open, leaving a 2' gap between the floor and the gate; you see there is a recess for the gate in the ceiling.

As their worship of the dwarven gods sometimes failed, many of the miners died in accidents. This led those who believed statues should not have been erected to complain that the gods were angry over the statues. The hallway beyond the gate leads to the dwarven crypt (See area #39). The gate is not locked, only somewhat rusty, so in order to lift it further, it will take a bend bars/lift gates check.

36. DUMATHOIN DEVOTIONAL

This niche contains a pedestal and a statue leaning against the back wall, while the head of the statue lies on the ground, covered in red paint. The statue is of a gigantic dwarf wielding a two-handed mattock with piles of coins at his feet. The head lying on the ground is oddly shaped for his hair and beard are both carved as chunks of stone. Red paint is splashed on both the pedestal and statue. An inscription on the pedestal reads, in dwarven, "Dumathoin."

This statue was created to honor of the dwarven god Dumathoin, keeper of secrets under the mountain.

Any dwarf that takes the time to place the head back on the statue, clean the paint, etc., should receive an extra 100 experience points for honoring the dwarf god.

37. CLANGGEDIN SILVERBEARD DEVOTIONAL

In this niche is a statue of a powerful looking dwarf seated on a stone chair, which is elevated by a pedestal. The dwarf is bald with a full beard wearing chainmail. He holds his helm in his left hand and two battleaxes in the other. The battleaxes, helm and face are all covered in red paint. An inscription on the pedestal reads, in dwarven, "Clanggedin Silverbeard."

This statue was created to honor the dwarven god Clanggedin Silverbeard, the father of battle.

Any dwarf that takes the time to clean up the paint or otherwise restore the statue, should receive an

extra 100 experience points for honoring the dwarf god.

Treasure: Anyone testing the battleaxes will find they can be removed, and if they further remove the red paint, they will discover the axe-heads are made of real mithral and are valued at 500 gp each. Removing the red paint from his beard will reveal it is made of true silver valued at 250 gp.

Note: Taking the battleaxes is one thing, Clangeddin would approve of them being used in battle. However, if any dwarven player character chips away the silver beard for the silver, deduct 250 experience points.

38. MORADIN'S CHAPEL

This octagon shaped room features a large statue standing across the room. The statue is missing its head. From the neck down, the statue sports a large beard and chainmail armor, while a shield lies at its feet. In the hands of the statue is an enormous hammer that is being thrust downward to strike the material on the anvil that stands before it. Red paint was poured over the statue and anvil and it runs in streams down to the floor. An inscription on the base of the statue reads, in dwarven, "Moradin."

This statue was created to honor the dwarven god Moradin, "The Soul Forger."

Although the statue was defaced when it was first discovered by the goblins, a goblin with kleptomania has since stolen the head. He rolled it down to the room in area #31.

Any dwarf that takes the time to clean up the paint or restore Moradin's head on the statue should receive an extra 100 experience points for honoring the dwarf god.

Treasure: the material on the anvil is real mithral valued at 500 gp.

39. DWARVEN CRYPT

As you turn the corner and look down the passageway, you see up ahead, lying on the ground, what appears to be a dead goblin.

In dwarven times, this passageway led to the dwarven crypt, the location where dwarfs from the mine were placed when they died. There are 13 stone sarcophagi located in the crypt where 13

dwarves were buried. Every one of those dwarves, however, feared that this, their final resting place, would one day be disturbed. Because of this, all 13 of them turned into protectors, dwarven undead. Their sole goal is to guard this sanctified place, so they will only go as far as the iron gate (See area #35).

When the goblins came, they struggled to lift the iron gate (See area #35), but they managed to get it open enough to enter. Upon discovering the dwarven crypt, they started to ransack the place. However, the dwarven undead protectors appeared and slaughtered the goblins. There are 16 dead goblins in this room and hallways, each marked by an 'X' on the map.

Any player characters entering the dwarven crypt will find themselves facing a tightly knit group of 13 dwarves who suddenly appear out of thin air and storm them, attacking with their fists. If the player characters are dwarves (which they should be), they will stop their attack and ask, "Who are you?" They will be interested in why other dwarves are there, but discourse will be limited, and often met with nothing more than stony silence. They are mostly interested in obtaining their final rest, so that is a topic that may encourage them to speak. The only way they can obtain eternal rest is if the goblin carcasses are dragged out of the crypt and the entrance to the crypt is permanently sealed—something a good dwarf could do. If the player characters take the time to do this act for the dwarven undead, reward them 250 experience points each.

If any of the player characters, for any reason, attack even one of the dwarven undead protectors, all 13 will attack in response. Those that attack them should lose 250 experience points. Also, if any player character tries to take anything from the dwarven crypt, deduct 250 experience points for the theft from their own dwarven kind.

Dwarven undead (13): AC 6; MV 9"; HD 3+12; hp 27 each; #AT 1; Dmg 3-12; SA: *Phase door* as per the spell; SD: only hit by +2 or better weapons, immune to *charm*, *sleep*, and all mind control spells, magical resistance 25%, cannot be destroyed (at 0 hit points it will reform in its sarcophagus and then *phase door* to attack again).

40. MINE EQUIPMENT STORAGE

You enter a long, 30' wide room that is filled with all manner of materials, mostly broken and smashed. There are tables, chairs, crates, and barrels that were already obviously in poor condition, but have been smashed against the walls and the floors. The three barrels in the southeast corner of the room appear to be the only things that remain intact.

In dwarven times, this was the main mine equipment storage and repair room. When the dwarves left, they took most of the supplies, leaving behind mostly the containers they no longer needed, as well as tables and chairs.

When the goblins entered the living area for the mine and found this storage room, they searched through all of the crates and barrels, and, finding nothing of value, smashed most of the items. When the rappers began affecting the minds of the goblins, three of the goblins chose to hide in this storage room. They turned three of the better barrels upright, jumped in them, and pulled the lid shut. They are still there. If they are exposed, out of fear of the rappers, they will try to remain hidden in the barrels, even if they are overturned. If the goblins are forced out of the barrels, they will attempt to flee, fighting only to get away.

Goblin (3): AC 6; MV 6"; HD 1-7 hps; hp 3, 4, 7; #AT 1; Dmg 1-6 (no weapons).

41. MINE ENTRANCE DEAD AHEAD

The wind continues to blow in your face as it comes from somewhere ahead of you. There are worked stone openings on both sides of the corridor. From the entrance on the right comes a mine-cart rail track exiting the chamber then heading due north into the tunnel ahead which is not worked stone—it appears this is the entrance to the actual mine.

The wind continues to blow through the mine, coming through a crack located in the side of the mountain (See area #60), through parts of the mine, into the living area and up the kitchen's chimney (See area #6).

42. HEAD MINER'S QUARTERS

You enter a 30' wide and 20' deep room that features nothing more than a table, an old straw mat on the floor, an empty weapons rack, and a

washstand. Goblins lounge about on the table, straw mat, and various rags. Suddenly realizing you are not fellow goblins, they grab for their bone clubs. There are 7 goblins in total.

In dwarven times, this room served as the head miner's living quarters giving him access to his office through a set of secret doors.

Since the goblins have taken over the mine, these 7, unaffected by the rapper's tapping noise, moved into this room to get away from their paranoid brethren. As these 7 are very lazy, they have done nothing more than lie about, waiting for some opportunity to avail itself. Despite having been in this room for weeks, they have not discovered the secret door.

The goblins will fight to the death, knowing they cannot obtain any support from their fellow goblins and feeling trapped in the room.

Goblin (7): AC 6; MV 6"; HD 1-7 hps; hp 3, 5, 6 (x2), 7 (x2), 8; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs.

Treasure: each goblin carries a pouch with 3-18 gp, while the goblin with 8 hit points also has 3 gp and 5 diamonds each valued at 125 gp.

43. SECRET ROOM

As the secret door opens, it reveals nothing more than a cobweb filled hallway with a table against the eastern wall.

In Dwarven times, this room served as a location for the head miner to store valuables, ranging from mithral to magical items. Whenever a dwarf was injured, they were often brought here to use some of the magical supplies they kept for just such emergencies. Although the dwarves were not keen on magic, they were also pragmatic in their survival. Located on the lower shelf of the table are a handaxe and a satchel. The satchel contains the magical medical supplies.

Treasure: The satchel contains two **potions of healing**, one **potion of extra-healing**, three vials of **holy water**, and one **elixir of health**. The handaxe is a **+1 handaxe**.

44. HEAD MINER'S OFFICE

You enter a 40' wide room that is 20' deep. Across from the door is a desk upon which snores a goblin, fast asleep. The rest of the room contains a table, a chair, and four chests that stand open and empty along the northern wall. In the southern portion of the room, there is a large stone with a flat front bearing runes. It is clearly a runestone.

In dwarven times, this room served as the head miner's office. It was from here the entire mining operation was run. When the dwarves left, their plan was to return to their dwarven outpost on the outskirts of the known world which was built into a mountain spur as a means of protecting both mountain and hill dwarves from attacks. Balder was the name of the dwarf that built the Ancient Dwarven Outpost to defend against the "unclean things" (orcs). He called it Breidablik. When the dwarves departed for Breidablik, they left this runestone to show where they had gone.

On the front of the runestone is written the following words:

The Ancient Outpost:

Breidablik 'tis called,

Where Balder has

A hall out of rock hewn.

In that land

where I know lie

Fewest baneful rune.

On the back of the runestone is a map, showing the way to THE ANCIENT DWARVEN OUTPOST (the next module in this all-dwarven campaign). The location should take the player characters to the edge of the world map in whatever world you are using for this campaign. Ideally, the location will be on the edge of a mountain chain into which the outpost was built. The venture should take a long time and necessitate great expense to journey there.

The snoring goblin was unaffected by the rapper's tapping, but he was greatly irritated with all of the members of his tribe. He has taken up residence in this room. He is lazy, so he has no plans to leave the mine until his food supply runs out. His one problem is that he will sleep through anything. He will either

have to be awakened or hit before he will come out of his sleep.

Goblin: AC 6; MV 6"; HD 1-7 hps; hp 8; #AT 1; Dmg 1-6 or by weapon type; armed with bone club.

Treasure: he has a pouch full of dried food, 18 sp, and a chunk of mithral he found early in his exploration of the lower mines. The mithral is valued at 450 gp.

45. ORE DISPOSAL

This large open area where the mine-cart tracks begin is filled with 7 old wooden mine-carts that are currently off the tracks and are covered with a heavy canvas material. There are also a half-dozen tables that sit low to the ground and are in very poor condition are spread about the room.

In dwarven times, this area was used for ore disposal. The dwarves brought the mine-carts up from the mines, moved the rocks to the tables, then worked to extract only the mithral; all other materials were disposed of. The valuable mithral was then moved into the head miner's office (See area #44).

When the goblins took over the mines, they took rides in some of the wooden mine-carts through the mines, but when the tapping started, many fled the lower mines. Each of the mine-carts was commandeered by a goblin affected by the rapper's tapping and now they are now hiding in the mine-carts. They have all pulled a piece of canvas overtop the cart to better hide themselves. The mine-carts were also filled with various ore waste, so they are all blackened by ore dust. If any of the goblins are exposed, they will try to pull the material back over the mine-cart, irritated that anyone would expose them thus. If attacked, they will jump out of the mine-cart and fight back, but none will come to the aide of another goblin.

Goblin (7): AC 6; MV 6"; HD 1-7 hps; hp 4, 5 (x2), 6, 7 (x2) 8; #AT 1; Dmg 1-6 or by weapon type; armed with bone club and chunks of rock.

Treasure: each goblin carries a pouch with 3-18 sp.

46. TAP, TAP, TAP

As you enter the mine, the wind continues to blow on your face, but carried on the wind you hear what might be the sound of someone tapping

gently and rhythmically on the mine walls. The sound is very faint then fades away.

The tapping sound is not coming from a miner, nor is it coming from someone. Rather, it is coming from something; namely, the rappers. These creatures are undead dwarves. They were once dwarf miners who turned greedy and began stealing mithral for themselves. The value and shine of the mithral has a strong allure, and four of the dwarves succumbed to it. When they were caught stealing from their fellow dwarves, they fought against their fellow dwarves and were killed. As they did not die an honorable death, they now wander the old mine, attempting to lure victims to their doom.



Main Tunnel Level 1

47. MINE-CART REST

The mine-cart tracks enter a side room which measures 40' by 40' and features a few abandoned wooden mine-carts and two smashed tables. Written on the back wall in large red dripping paint letters are the words, "Bonecrushers rule!"

In dwarven times, this area was used for multiple purposes, including a quality control point for the chunks of mithral—to ensure there was not too much rock slag mixed in—and as a rest area for the miners without having to come out of the mine.

When the goblins entered the mine, they used one of the old wooden tables to write the name of their tribe on the back wall. The wood gave out and the goblins crashed through to the floor. They then used the other and quickly wrote their words before this table also gave out.

48. DEAD END

This side tunnel ends in a pile of rock debris where stands a lone wooden mine-cart.

During dwarven times, these two tunnels were started, but eventually abandoned as they yielded little mithral. The Dwarves discovered the main mithral vein lay on the other side of the mine-cart tracks and traveled downward into the mountain.

49. ROCK-FILLED TUNNEL

The worked hallway is entirely filled with rocks, blocking the passage entirely.

In dwarven times, the miners realized the mithral vein ran down into the mountain. They proposed building shafts running up and down to obtain the mithral. When the dwarves mined upward in this location, they realized the vein was only beginning, so after all that work on the hallway to prepare a shaft going up, they realized it was futile. Rather than trying to shore it up, they used the hall as a dumping area for rocks.

50. MINING ENTRANCE

The mine tracks enter and stop in this 20' wide corridor. There is an old wooden mine-cart just beyond the end of the tracks, and three tunnels just beyond that.

In dwarven times, this was the first level that yielded mithral. The dwarves discovered that the main mithral vein was in the central area south of the elevator and east of the rubble filled hallway (See area #49).

When the goblins came, they entered the mine tunnels and discovered a little bit of mithral, and they celebrated the fact they were all going to be rich. Then the tapping sound came, and the mithral began to disappear. The goblins thought the mithral's disappearance came from the creatures making the tapping sound. Little did they know, it was their rust monster mounts who were devouring all of the mithral. As the goblins use bone clubs, they never had anything to fear from the rust monsters. They also never knew what it was they ate, so when the mounts were let loose during the time period when the goblins starting developing their mania, the rust monsters went about the mine feasting on all of the exposed mithral. They were like kids let loose in a candy shop. The rust monsters have since been rounded back up and employed as mounts for the goblins.

51. ATTACK OF THE BONECRUSHERS

As you come before the three mine tunnels, one before you traveling east, and one both north and south, you hear sounds emanating from all three directions; it is the sound of a quadruped's feet striking the stone floor. Suddenly, emerging from all three directions are four-legged creatures with two long antennas protruding from near their mouths, and sitting atop each of their domed backs are goblins holding the reins of their mounts and swinging their bone clubs. They are chanting something over and over as they charge.

The three goblin riders are upon their rust monster mounts and each will attack from one of the three directions. Once engaged in combat, they will be followed by the foot soldiers of which half will attack in the second combat round, and the other half will enter in the third round of combat. They have all developed the monomania and suffer from extreme lack of sleep. They assume that anything in the tunnels not goblins must be the creatures making the tapping sound. If the player characters can understand goblin, they will hear them saying repeatedly, "Pound the skin, bone to dust, touch the sword, steel to rust"—the death chant of the Bonecrushers.

Goblin rider (3): AC 6; MV 6"; HD 1-7 hps; hp 6, 9, 10; #AT 1; Dmg 1-6 or by weapon type; armed with bone club.

Rust monster (3): AC 2; MV 18"; HD 5; hp 14, 22, 24; #AT 2; Dmg nil; SA: a rust monster will attempt to hit any metal, which on a successful hit, corrodes the metal and falls to pieces (magical weapons have a +10% saving throw for each +); SD: anyone striking a rust monster with a metal weapon will also see it corrode.

Goblin (10): AC 6; MV 6"; HD 1-7 hps; hp 3, 4 (x2), 5, 6 (x2), 7, 8 (x3); #AT 1; Dmg 1-6 or by weapon type; armed with bone club and chunks of rock.

Treasure: one of the goblin riders has three diamonds of varying sizes valued at 50 gp, 150 gp, 300 gp, and another of the riders has in his pouch a banded agate, an eye agate, and a moss agate, each valued at 10 gp, while the last has a **potion of levitation**.

52. REFUSE

This recessed area appears to contain nothing more than refuse, rags, leather scraps, and pieces of wood.

In dwarven times, this was the first successful area for mining mithral.

Since the goblins arrived, many who developed the monomania from the rappers have moved in claiming this area of the mine, feeling that they can defend the area against the creatures making the tapping sound (despite the fact many of them have been picked off by the rappers). Each of the areas marked on the map with this area designation are small hovels where some of the goblins who attack the player characters when they reach area #51 actually live. It is all worthless materials used for bedding and clothing.

As the player characters move through these mine tunnels, they will see no evidence of any ore (the rust monsters have eaten what little there was left).

53. ELEVATOR – FIRST TO SECOND LEVEL

You come to a mine shaft that is mostly filled with a wooden box. There is a pulley system on the roof, and two sets of ropes running through the interior of the box. The elevator looks as if it will fit four dwarves comfortably.

In dwarven times, this area was the first area for discovering mithral. As they mined the area, they determined that the main mithral vein ran downward, so they began mining a pit. Eventually they dug a tunnel to run the mining cart rails down to the lower level, but initially they used the elevator to extract mithral deeper down. The elevator is still in working condition. One set of the ropes allows the player characters to draw the elevator up, while the other set is used to lower them down. This elevator runs between the first and second levels of the mine (See area #64).

54. DESCENT

The tunnel and the mine-cart tracks pull an 180 degree turn as they descend downward into the mountain. Once again, you hear the sound of a hammer, rhythmically tapping on the mine walls. This time it does not fade away.

The Dwarves originally created a mineshaft down into the mountain. Eventually they built this tunnel to move the wooden mine-carts lower to where there was more mithral, using the mine-carts rather than the elevator to move the mithral.

As the player characters descend further into the mine, they will be drawing closer to the rappers and their tapping sound, hence it will begin to grow on their nerves, just as it did the goblins. The rapper's tapping affects humans, demi-humans, and humanoid creatures, who, after an hour has elapsed, must make a +2 saving throw or suffer monomania. There is also a 20% chance they will develop kleptomania, as many of the goblins did. The rappers have continued to tap at the walls with their hammers, but only until the player characters reached this point are they able to hear it continually. Their one hour before having make their saving throws begins now.

None of the rappers are located on level 1. Although the goblins attempted to block their access to level 2 from level 3, they can still get by the guards while invisible. It is in this manner that they often harass the goblins on level 2. The rappers predominately remain on level 3 as that is where their lair is located (See area #87).

55. CARRION

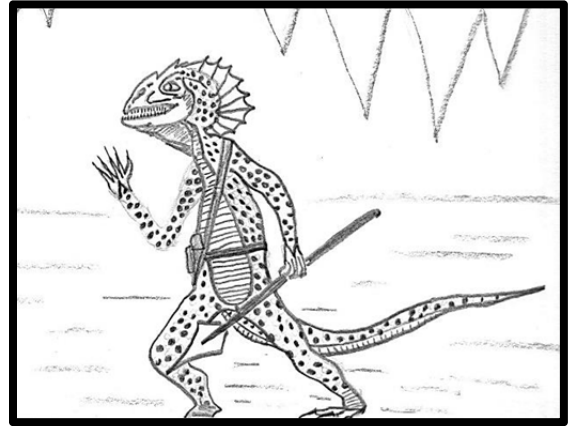
A mine tunnel reaches back 30' before coming to a dead-end, where something large, at least 7' long, lies prostrate on the floor.

The creature lying prostrate on the floor is a dead bugbear who had become the repository for a carrion crawler's eggs. If the player characters approach the prostrate body, they will see it has a dark bluish fur, possibly recognizing it as a bugbear. If they roll it over on its back, they will see seven locations in its chest and stomach where holes have been made and carrion crawler eggs deposited.

When the goblins encountered the carrion crawler here, they sent in the bugbear to kill it, which obviously did not work out so well for the bugbear. Eventually, the goblin riders taunted the carrion crawler and they had it chase them all over the mine. In the end, they managed to bait the carrion crawler to enter the elevator on the 3rd level which

travels to the 4th and lowest level in the mine. Once they had the carrion crawler in the elevator, they lowered the elevator to the 4th level where the carrion crawler has been ever since (See Level 4, area #90).

Treasure: The carrion crawler's treasure lies underneath the bugbear and consists of 342 cp, 1 bloodstone worth 50 gp, 1 peridot worth 500 gp, and 2 fire opals each worth 1,000 gp.



Furnace Level 1

56. SLOW DESCENT

The mine-cart tracks pass down the center of this 30' wide tunnel descending gently into the distance. On the track up ahead, you see three wooden mine-carts at rest on the rails, while an additional three mine-carts stand off track on the eastern side of the tunnel.

In dwarven times, when the mined mithral was ready for melting to remove the final impurities and to create pure mithral bars, weapons or armor, it was transported down this tunnel to the furnace (See area #59).

When the goblins first entered here, there were four additional wooden mine-carts ahead of the three currently on the track. They thought it would be fun to go for a mine-cart ride, so they jumped in and pushed off. When they reached the end of the line, they plummeted into the chasm and now lie dead at the bottom (See area #58).

57. TRACKS CONVERGE

The mine-cart tracks continue traveling straight down the descending tunnel, but two tracks splinter off from the main track, traveling up a slight rise before converging.

In dwarven times, the mithral that was to be made pure was moved onto these side tracks and into the furnace cave (See area #59). All rock debris that had been removed from the mines was brought to the end of the mine-cart tracks and dumped over the precipice (See area #58).

58. PRECIPICE

The track comes to an end as marked by two stone pillars approximately 3' high and 3' in diameter on either side of the track (although it is noticeable that a mine-cart could easily fit between the two posts. Just beyond is a precipice overlooking an enormous cavern with a drop of at least 100' down and a ceiling at least as high. There are several objects lying at the bottom of the chasm and 70' across the expanse, the tunnel appears to continue on into the darkness. To the northwest, you can see a stone bridge crossing the expanse,

In dwarven times, this precipice served as the dumping ground for the rocks from the mine tunnels. Rock debris can be seen all the way down to the bottom of the chasm. The two posts were used to wrap ropes around them, thus creating a web of ropes that was used as a safety device to stop runaway carts. The stone bridge to the northwest is located down a passage from the furnace (See area #59) and is located in area #61.

When the goblins entered the mine, some found mine-carts in area #56 and, jumping in, they rode them down the tracks, busted through some rotted ropes tied at the end of the tracks, and went over the precipice. If any player character ventures to the bottom of the chasm, they will find four badly damaged mine-carts and 6 badly damaged—and very dead—goblins.

There is a 20% chance that the player characters will be able to see the two troglodytes hiding under the bridge from this vantage point (See area #61).

59. FURNACE

You enter a large circular cavern approximately 70' in diameter, with a high-pitched ceiling measuring 60' in height at its apex. The mine-cart tracks dead-end in this room and there are two wooden carts sitting off the tracks. There is a tunnel leading out of the cavern that heads north, while from another tunnel runs a steady stream of water traveling to

the center of the room, where sits a large round dwarven furnace. The furnace is a large round stone structure dais, with a series of sluices which carry the water to the center of the structure, over which stands a heavy wooden structure that includes a pulley system with various wooden buckets attached. The dais is an intricately carved structure, but is covered over in red graffiti. The walls of the room bear sconces set every 10' around the room at a height of 3' in which torches still remain.

In dwarven times, this was the main foundry, the location where some of the mithral was brought to be processed into pure mithral bars. The furnace was also occasionally used to make mithral armor and weapons. The underground stream provided the needed water, which flows through a series of sluices up to the center of dais structure where is located a 10' diameter opening in the ground. The water then drops 100' to an open lake-filled cavern below. It provides the perfect means for the disposal of slag.

When the goblins took over the mine, they entered here, and among other things, dropped items down the 100' shaft and painted graffiti over the carved stone dais. If anyone can read goblin it reads in tall letters "Bonecrushers," and in smaller writing it has various sayings that are derogatory toward dwarves. Most of the goblins left the furnace area because of the rappers, but two were left behind to guard the location. They were not affected by the rapper induced mania, but they have grown bored waiting here. The two are currently sleeping on the back side of the dais. Any noise or use of light by the party will awaken them. They will shout an alarm, hoping to alert the other goblins in the mine, and attack.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 6, 8; #AT 1; Dmg 1-6 or by weapon type; armed with bone club.

60. VENTILATION

The passageway from which the stream flows to the furnace is a giant crevice reaching far up into the darkness.

The stream of water is only 1 ½' deep. The water has carved out a trough in the solid stone floor from

the opening of the crevice to the furnace. It trails through the crevice, filling the passageway, and is, again, only 1 ½' deep. The crevice actually reaches a height of 60' before it begins to slant upward reaching all the way to the surface where there are several openings to the sky. The openings, however, are only about 1" to 1' wide, perfect for bats. Living in the crevice is a bat colony which is led by a doombat. Anyone creating noise in the passageway or using a light-source will disturb the bats causing the devil bat to attack and the other bats to swarm.

When the dwarves abandoned the mine, one of the blacksmiths who occasionally served as an armorer, crafted a set of dwarven armor made out of the mithral. These items are so light weight and combat ready they each give +1 to armor class. They are secreted up the passageway, nearly toward the end, and they are draped over a low sitting column of rock so they look like an armored dwarf in profile.

Doombat: AC 4; MV 18"; HD 6+3; hp 37; #AT 2; Dmg 1-6/1-4; SA: Shriek, causing the inability to concentrate making spell use impossible and causing all attacks to be at -1 (no saving throw), the shriek lasts for 2-5 rounds. Note: bright light will keep the doombat at bay as in a *light* spell.

Bat (679): AC 8; MV 24"; HD 1-2 hit points; hp 2 each; #AT 1; Dmg 1.

Treasure: **dwarven mithral +1 chainmail armor**, **dwarven mithral +1 shield**, and **dwarven mithral +1 chain shirt**.

61. BRIDGE

You come to a precipice overlooking the chasm where there is also a stone carved bridge with supports, crossing over to a passageway on the other side. The bridge appears to be approximately 45' across and is 10' wide. There are no railings along the side of the bridge, just a drop off to the chasm below. In the center of the bridge lies a large femur bone.

In dwarven times, the bridge was built to allow passage to the waterfall located in area #62 which served as a wash area for the dwarves.

When the goblins discovered the bridge, several attempted to cross over. However, living underneath the bridge are two troglodytes that came up from the depths of the mountain and have taken to living here. Sensing the vibrations of the goblins crossing, they attacked and killed them, pulling their bodies over the side of the bridge to devour them. The only thing left behind was one goblins' bone club.

When the player characters reach approximately half-way across the bridge, sensing the vibrations underneath the bridge, the two troglodytes will come out from under the bridge, one on each side, and attack. They prefer to strike with their javelins, but will claw and bite if necessary.

Their lair is underneath the bridge where the bones of their previous victims lie scattered about, including their more recent kills, several goblins. Their treasure is underneath the bridge, tucked into a shelf on one of the bridge supports.

Troglodyte (2): AC 5; MV 12"; HD 2; hp 11, 15; #AT 3 or 1; Dmg 1-3/1-3/2-5 or by weapon type (javelins for +3 on attacks and 2-8 hp of damage); SA: surprise on 1-4 out of 6, revulsion odor (save vs. poison); SD: infravision 90' and chameleon-like powers.

Treasure: 1,923 sp, 978 gp, and a **+1 dwarven shield**.

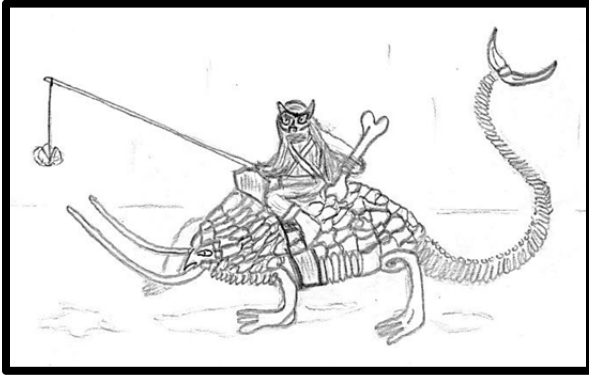
62. WATERFALL

As you proceed down the passage, you hear the sound of falling water. The source lies ahead whereupon a river of water emerges from an opening above the passageway before cascading down into a chasm some 30' in diameter. The passageway ends on the precipice of the chasm, but there is a small passageway leading behind the waterfall.

In dwarven times, the area behind the waterfall was used as a wash area, something dwarves do very infrequently. There is a passageway behind the waterfall with large stones set on the precipice, and several fashioned into benches. The dwarves would sit on these stone benches and using various implements acting as funnels, they placed them into the waterfall channeling water back onto themselves—instant shower.

The water comes from water soaking into the backside of the mountain and channels down the underground river emptying into the chasm. The water then falls through the chasm and into a large, lake-filled cavern below.

After the goblins entered the mines, a group crossed the bridge, but most were devoured by the troglodytes (See area #61). Those that did make it across were disappointed, as there was nothing but water, and goblins hate taking baths even more than dwarves.



Mine Level 2

63. DWARVEN REST

This 10' long passage off of the main tunnel appears to be largely unused for the amount of dust that has collected on the floor and the cobwebs across the corridor. Strangely, there are the tracks of three goblins entering the room beyond, but none showing they exited.

In dwarven days, this area was used as a dwarven rest, a place the miners could relax, eat, and socialize, without having to come out of the mines.

Currently, the room is empty of anything remaining from the dwarven time period, but was taken over by a spider and the young she eventually bore. When the goblins first entered the mine, three of them went down the 10' tunnel into the cobweb-filled room and became food for fodder for the spiders.

The spiders remain ever vigilant and ever hungry, so they will attack in the hopes of another meal. All of them lurk upward along the ceiling, with two of them positioned directly above the entrance into the room.

Spider, Giant (5): AC 4; MV 3"/12"; HD 4+4; hp 14, 17, 21, 23, 36; #AT 1; Dmg 2-8; SA: bite is poisonous (save versus poison), webs are very strong requiring one additional melee round to break free for every strength score below 18.

Treasure: littering the floor of the room are 27 cp, 18 sp, 6 gp, **potion of healing**, and a **+1 ring of protection**.

64. ELEVATOR - FROM FIRST LEVEL

If the player characters bypassed the elevator in area #53 read this:

You come to a 20' square room off of the main tunnel with a mine shaft leading upward.

If the player characters rode the elevator down, read this:

The elevator comes to rest on the floor of a 20' square room and before you is a 20' wide mine tunnel running north and south.

In Dwarven times, this was the bottom of the mineshaft from area #53. When the dwarves discovered that the mithral vein reached downward, they built this working elevator before eventually digging a tunnel to connect the first and second levels.

DM's note: Keep track of the position of the elevators as their location may prove important later on. Also, remember, the goblins can use the elevators as well, thus changing their known position by the player characters.

65. MINE-CARTS & GOBLINS

Off of the main tunnel is a large room where two side rails enter and stop in the center of the room. Sitting at the end of the tracks are two wooden mine-carts.

In dwarven times, this area was used to pull mine-carts off of the main tracks carrying either waste rock to be dumped into the fissure (See area #58) or mithral to be processed at the furnace (See area #59).

When the goblins entered the mines and many fell victim to the rappers' tapping, one group of goblins who remained unaffected decided to make their stand here. That eventually helped the other goblins for the rappers largely remain on the third

level of the mine, occasionally attacking this group of goblins on the second level of the mine. This continual guerilla warfare has left these dwarves determined to kill the creatures that have wrecked their tribe.

Currently, there is one goblin in each of the mine-carts who serve as guards against anything coming down the elevator or the tunnel from the north. They have visual contact with the goblin sentries in area #66. They can signal for assistance from them or they can sound their horns to alert all of the goblins on this level of the mine. These goblins will use hit and run tactics, trying to delay until they have superior numbers by moving further into the side mine tunnels where they have traps set up and reinforcements available. The only attacks these 2 goblins will conduct are hit and run attacks.

DM note: Up to now the player characters have faced a very divided and manic group of goblins. Many of them wanted to just hide and most probably presented little challenge. This group, however, because it has not been affected by the rappers and is in much more of a survival mode, is meant to be more unified, more thinking (for goblins), and more dangerous of a challenge.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs, and 3 short wooden javelins each. Each goblin has a warning horn.

66. GOBLIN SENTRIES #1

There are 2 goblins standing watch here. They are responsible for maintaining a vigilant stance for anything coming from the north and to keep visual contact with the 2 sentries hiding in the mine-carts in area #65. If they receive any warnings from those 2 sentries, they will relay them to the 2 sentries located in area #67, then move to alert the goblins in the western mines to prepare for combat. The only attacks these 2 goblins will conduct are hit and run attacks.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs, and 3 short wooden javelins each. Each goblin has a warning horn.

67. GOBLIN SENTRIES #2

There are 2 goblins standing watch here. They are responsible for maintaining a vigilant stance for anything coming from the north or south and to keep visual contact with the 2 sentries located in area #66 and the three hiding in the mine-carts in area #68. If they receive any warnings of imminent attack, they will relay them to either the goblin sentries in area #66 or #68, then move to alert the goblins in the eastern mines to prepare for combat. The only attacks these two sentries will conduct are hit and run attacks.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs, and 3 short wooden javelins each. Each goblin has a warning horn.

68. MINE-CART GOBLIN SENTRIES

This area of the mine tunnel has a collapsed ceiling so the passage is partially blocked by rocks and rubble—there is still space for dwarves to climb over the pile to the other side. There are three mine-carts located here, one on the track and one both east and west of the mine-cart tracks. Inside each of the mine-carts is a goblin sentry. The one located on the track keeps a vigilant watch to the north, while the other two monitor the rubble to the south.

If a warning is sounded, the goblin in the western mine-cart will move into the western mine complex to alert the goblins located there, while the other two will do the same in the eastern mine complex. The only attacks these 3 sentries will conduct are hit and run attacks.

Goblin (3): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs, and 3 short wooden javelins each. Each goblin has a warning horn.

69. PIT TRAP

The goblins have dug a pit trap in this location and covered it over with a tarp. They then placed dirt and rocks on top of it so it blends into the surroundings. They have placed a board over which they can traverse the trap and then remove it quickly with a pulley rope. Anyone stepping on the trap will fall 10' taking 1-6 hit points of damage. The goblins also have the option of running to the

end of the hallway and returning with rocks to then pelt anyone at the bottom of the trap or across the 10' wide space.

70. ROCK TRAP

The goblins have set a tripwire in the middle of the connecting mine corridor, so that if anyone trips it, a large wide rock will swing down from the ceiling inside the chamber in area #72 striking anyone in the center of the hallway. Someone flat against the walls will be able to avoid the rock. The rock will cause 1-6 hit points of damage throwing them back into the hallway with the pit trap (See area #69).

71. GOBLIN TUNNEL

The goblins have dug small tunnels, approximately 3' wide and 4' in height, allowing them access from certain areas of the mine complex to other areas. They will use these to assist in their hit and run tactics to harass the player characters, as well as to confuse them as to their location. Each of these locations is also near a pile of rocks from the mining process which are a source of projectiles used by the goblins.

72. GOBLIN WALL

This room features a 30' long wall of rocks piled up to the height of 3 ½' designed to be used as a protective barrier for the goblin archers. There are 6 archers behind the wall, ready to fire. Once those 6 have fired their arrows, there are four more that will then fire their arrows while the others reload. Each of the goblins is also armed with a bone club if any player character gets close enough to take away the goblin's range advantage.

Goblin (10): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with short bows and 14 arrows each, and a bone club.

73. BOULDER TRAP

This trap is manned by two goblins, one in each of the goblin tunnels on either side of the trap indicated on the map. On either side of the hallway, the goblins have a rope they can release to allow a large boulder to swing down into the center of the hallway. If timed properly, and it usually is as they have visual contact with each other, anyone in the hallway will be crushed

between two rocks for 2-12 hit points of damage. Once the goblins release the boulders, they will flee down their respective goblin tunnel.

74. JAVELIN TRAP

In the center of the hallway where the trap is marked on the map, there is a pressure plate that has been rigged to raise a catapult like mechanism that will throw 7 javelins from the area located on the map with an X. Each javelin striking a player character causes 1-6 hit points of damage. The javelins are similar to the attack of a goblin. A single player character can be hit with up to 2 javelins.

75. GOBLINS IN WAITING

There are 5 goblins located at the end of this tunnel. They may attack anyone falling into the pit trap (see area #69) or attack those who fall victim to the javelin trap located in area #74.

Goblin (2): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs, and 3 short wooden javelins each.

76. GOBLIN WARRIORS

Located by the rock pile are 5 goblins who stand ready to respond to any intruders entering the eastern mine complex. If any creature falls into the pit traps, they will grab rocks and move to the respective trap (see area #69), pelting them with rocks. If anyone bypasses the traps and enters this area, they will either throw rocks or their javelins, then to move to area #78.

Goblin (5): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs, 3 short wooden javelins each, and access to rocks.

77. MOUNTED GOBLINS

The goblins located on this level of the mine remain relatively leaderless, but they tend to follow the goblin riders on the rust monsters. Any of the goblins coming from other areas will join the goblins on foot who stand behind the two rust monsters on either hall. They will attack any intruders entering this area of the mine after the javelin trap has been sprung or bypassed. The forces are divided and stand ready in both halls and will attack simultaneously. As they consider this area their last refuge, they will fight more tenaciously, not resorting to hit and run

tactics. However, if the fight starts to turn against them, they will use any means to escape, including their goblin tunnels (See area #71).

As the goblin riders enter into combat, they will be heard chanting, "Pound the skin, bone to dust, touch the sword, steel to rust."

Goblin rider (4): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone club and 3 javelins.

Rust monster (4): AC 2; MV 18"; HD 5; hp 15, 19, 23, 27; #AT 2; Dmg nil; SA: a rust monster will attempt to hit any metal, which on a successful hit, corrodes the metal and falls to pieces (magical weapons have a +10% saving throw for each +); SD: anyone striking a rust monster with a metal weapon will also see it corrode.

Goblin (8): AC 6; MV 6"; HD 1-7 hps; hp 7 each; #AT 1; Dmg 1-6 or by weapon type; armed with bone clubs.

78. GOBLIN TREASURE

Located in this mine tunnel are various forms of bed rolls and bedding. At the end of the tunnel is a small chest containing the tribe's treasure retained by this faction of goblins. Rather than maintain individual wealth, they believed it was safer to place it all in the tribe's chest.

Treasure: 2,345 sp, a gold plated necklace valued at 10 gp, and a **ring of vampiric regeneration**,

79. ELEVATOR TO LEVEL 3

You come to a mine shaft that is mostly filled with a wood box. There is a pulley system on the roof, and two sets of ropes running through the interior of the box. The elevator looks as if it will fit four dwarves comfortably.

In dwarven times, this elevator was used to follow the mithral vein downward before the tunnel was dug that proceeds down to level 3. The elevator is still in working condition. One set of the ropes allows the player characters to work them to draw the elevator up, while the other set is used to lower them down. This elevator runs between the second and third levels of the mine (See area #82).



Mine Level 3

80. ELEVATOR FROM LEVEL 2

A mine shaft runs upward of 50' and there are two ropes and a pulley system for the wooden box that can carry four dwarves comfortably. The tapping sound continues, unabated, and is clearly coming from this level of the mine.

The elevator descends from level 2 of the mine to level 3. The dwarves originally built the mine shaft to follow the mithral vein down into the earth. Eventually the mine tunnel from level 2 was expanded to descend downward to the location of the elevator as level 3 of the mine continued to expand.

When the goblins entered the mine, they came down to level 3 where many met their fate upon entering the lair of the rappers (See area #86). A few continued on to the end of the mine-cart tracks and went down the elevator to level 4. As the goblins entering mine level 3 and 4 kept failing to return, the goblins, becoming afraid of what lived on these levels. So, after luring the carrion crawler into the elevator and sending it to the 4th level of the mine, they created the rock pile to create a barrier between themselves and these last two levels.

81. YELLOW MOLD

Across from the elevator shaft there is a 20' by 40' room. The floor of the room is covered in a pale orange fungus and there is a lump of the fungus in

the center of the room. Otherwise, the room is empty.

In dwarven times, this room was a dwarven rest, a place to give the miners a break without having to leaving the mine. Over time, the wooden materials left behind were taken over by yellow mold which grew and flourished in the room.

When the goblins explored the mine, one particular goblin was sent in to see what the orange material was. When the asphyxiating cloud was released it killed the goblin who collapsed in the center of the yellow mold, which has since grown over his body as it decomposes.

Yellow mold: AC 9; MV 0"; HD nil; hp nil; #AT 1; Dmg 1-8; SA: poison spores (save vs. poison).

82. GREEN SLIME

The ceiling of this tunnel is covered in a green slime and anyone walking through this 20' long passage faces the possibility of having some of it drop on them from above.

Green slime: AC 9; MV 0"; HD 2; hp 9; #AT 0; Dmg nil; SA: sensing vibrations some may drop on a player character. In 1-4 melee rounds it will turn flesh into green slime. All metal is eaten away in 3 melee rounds.

83. TRAP DOOR SPIDER

In this area of the mine, a small pit was dug to test if the mithral vein found in this room proceeded downward in this location (it did not). A huge spider has used this 3' deep pit to conceal a trapdoor under which it hides. Any creature coming within 3" of the pit marked by the trap on the map, will be surprised attacked by the spider.

Spider, huge: AC 6; MV 18"; HD 2+2; hp 11; #AT 1; Dmg 1-6; SA: poison (save vs. poison at +1, surprises on a roll of 1-5 out of 6).

Treasure: at the bottom of the 3' pit are 14 cp, 4 sp, 4 gp, 1 pp, 1 red garnet valued at 100 gp.

84. STUNJELLY

Whichever way the player characters approach the line on the map, it should be described as a dead-end. It is actually a form of gelatinous cube that is camouflaged as a section of a mine wall, 10' square and about 3' thick—it is a stunjelly. If a player

character approaches within 5' of the stunjelly on either side of the mine tunnel, it will attack. Any attack will alert the closest rock reptile (See area # 85) who will come to see if there is anything paralyzed worth eating.

Stunjelly: AC 8; MV 3"; HD 4; hp 34; #AT 1; Dmg 2-8; SA: paralyzation for 5-20 melee rounds (save vs. paralyzation).

85. ROCK REPTILES

In each of the rock piles at the end of the mine tunnel, as indicated on the map, sits a rock reptile 4' in length. Once a player character moves within 10' of the rock pile, the rock reptile will move at twice normal speed in an attempt to flee. They will only attack if attacked themselves. The two rock reptiles are aware of each other's presence, but they often fight with each other so each has their own lair.

Rock reptile (2): AC 3; MV 6"/12"; HD 5+4; hp 34 each; #AT 1; Dmg 1-4+4; SA: surprises on a 1-3 out of 6; SD: chameleon powers.

Treasure rock reptile #1: 8 cp, 12 sp, 11 ep, 3 gp, and a **potion of giant strength**.

Treasure rock reptile #2: 14 cp, 11 sp, 9 ep, 7 gp, piece of onyx valued at 50 gp, and an oriental amethyst valued at 1,000 gp.

86. LOCATION OF THE 4 RAPPERS

In each of the locations on the map marked as area #86, there is a dead-end tunnel with a pile of rocks. It is in each of these locations that one of the four rappers can be found tapping their hammers against the mine walls. If they are spotted, they will scream, howl, and shriek, before they attack in a crazed manner. Each of the rappers looks like a half-starved/half-crazed dwarf with unkempt hair, tattered clothing, and a long-handled hammer. Their screams will cause the other rappers to move closer to their lair to protect their victim's remains (See area #87), by turning invisible and assaulting anyone entering that chamber. Once they attack, they will turn visible.

Rapper (4): AC 2; MV 9"; HD 4; hp 10, 11, 15, 24; #AT 1; Dmg 2-9 or by weapon; SA: insanity (after one hour of hearing the tapping save vs. magic at +2 for *monomania*), also 20% chance of contracting *kleptomania* (no save), and anyone struck by the

rappier or rapper's weapon must save vs. magic or be affected as if by the 6th level clerical spell *Lose the Path* for one full day; SD: +1 or better weapon to hit, *invisibility* twice per day for 6 turns, immune to poisons, paralysis, *enchant/charm* spells and *cold* attacks; Note: Clerics turn rappers the same as wights, holy water does 2-8 hit points of damage per hit.

87. THE RAPPERS' LAIR

This 30' by 40' chamber is filled with rocks in the center of the room and has at least a 5' wide path around the outer edges. Poorly hidden under many of the rocks are various types of skeletal remains and what looks like a goblin carcass or two.

There are least four dozen dead located amongst the ruins, all previous victims of the rappers (See area #86). Most of the remains are skeletal, but there are also the more recent victims, 14 goblins, who lie under the rocks in various states of decay. Each of these victims still retain their treasure if they had any at the time of their death; the rappers treasure the victim's remains more so than any coin, gem, or item.

Treasure: 576 cp, 478 sp, 96 ep, 252 gp, 84 pp, 14 mithral nuggets each worth 150 gp, 14 gems worth 10 gp each, 9 gems worth 50 gp each, 6 gems worth 100 gp each, 4 gems worth 500 gp each, and 1 gem (a diamond) worth 1,000 gp. +1 **dwarven urgosh**, **potion of extra-healing**, **potion of longevity**, **potion of healing**, and a **philter of love**.

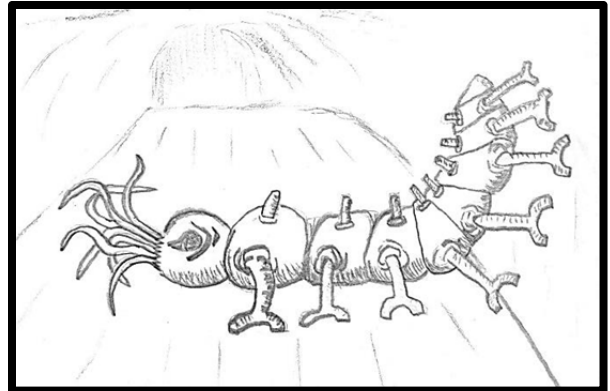
88. ELEVATOR TO LEVEL 4

The rail tracks come to an end where there stand two 4' high stone pillars. Next to the pillars is a mine shaft 20' square with a two pulley system anchored into the ceiling. There is no wooden box present at this level.

In dwarven times, the miners dug this mine shaft to once again follow the mithral vein deeper into the mountain. They began crafting the fourth level of the mine, but they never had the chance to dig a tunnel down to that level to carry their mine tracks and carts to that level.

When the goblins entered this level, several of them took the elevator down to the fourth level of the mine—they never returned; they were consumed

by an ochre jelly (See area #91). Once the carrion crawler was baited into this elevator, it was lowered to the 4th level, so the elevator will need to be raised if the player characters intend to travel to the last level of the mine.



Mine Level 4

89. ROCK DEBRIS

Across from the elevator are two side passages that are filled with rocks and rubble. The 10' wide mine corridor to the south is free of debris.

This level of the mine continued to follow the mithral vein downward into the mountain, although the vein was proving to be much smaller than the upper levels. The dwarves had made a variety of tunnels to get at the mithral and the excess rock was being stored here until it could be transported away.

90. CARRION CRAWLER

The 10' corridor opens into a 20' by 30' chamber with exits to the west, south, and southeast. As you come to the chamber you hear the sound of many feet echoing off the walls of the mine.

There is a carrion crawler roaming this level. Its original lair was on the 1st level (See area #55), but the goblins lured it away. Eventually, they used some bait (two goblins) to get the carrion crawler to enter the 3rd level elevator (See area #88) which they lowered to the 4th level, thus blocking the creature's ability to climb back to the 3rd level. The carrion crawler has only feasted on the carcasses of the two goblins since that time and it is extremely hungry.

Carrion crawler: AC 3 (head)/7 (body); MV 12"; HD 3+1; hp 25; #AT 8; Dmg paralyzation (save versus paralyzation).

91. OCHRE JELLY

There is an ochre jelly that roams this level of the mine, but avoids the carrion crawler. If the carrion crawler is destroyed (See area #90), it will attack the player characters as it too is hungry. It is currently waiting in this area of the mine.

Ochre jelly: AC 8; MV 3"; HD 6; hp 29; #AT 1; Dmg 3-12; SD: lightning divides the creature, while cold and fire have normal effects.

92. MITHRAL

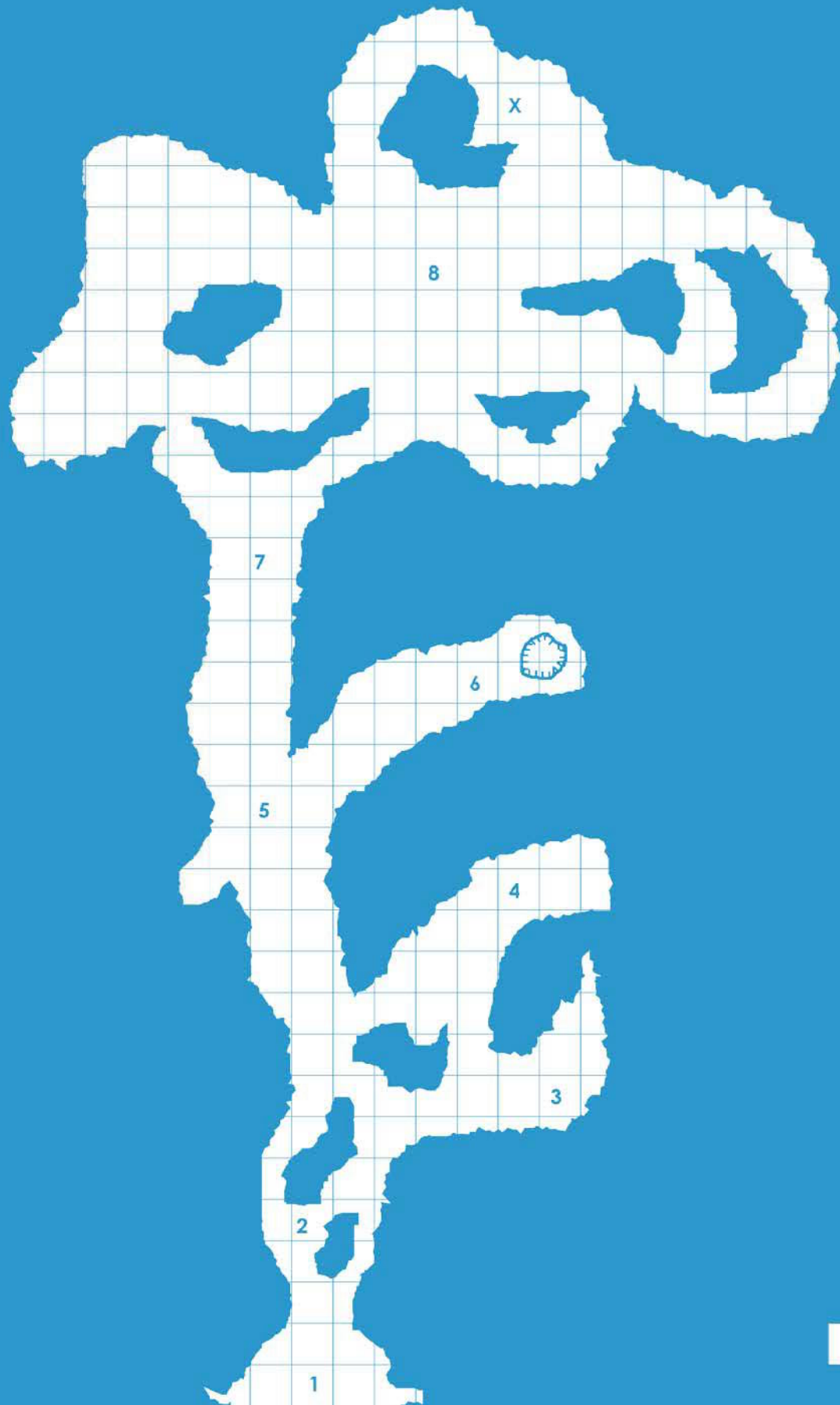
On the wall, in this location, above the rocks and rubble, is a mineral that shows to be a different shade of black than the rest of the surrounding rock that permeates the mine. There is almost a silver sheen about it.

This level has exposed mithral on many of the mine walls. If exposed with further digging it will become evident that there is a vein present, mostly in the center of this level of the mine. The mithral is difficult to mine and very difficult to smelt, but if done properly, it will yield approximately 100 lbs of mithral each year. This will translate into 1,000 mp, which would be worth 5,000 pp or 25,000 gp. The dwarven party may opt to take the time out to mine the mithral themselves or they could have hirelings do it for them which would yield, after expenses, 10% a year (or 2,500 gp worth of mithral). Either way, the mine will need to be supplied, as the dwarves took most of the supplies with them, and the goblins (and rappers) have wreaked havoc on anything that was left behind.

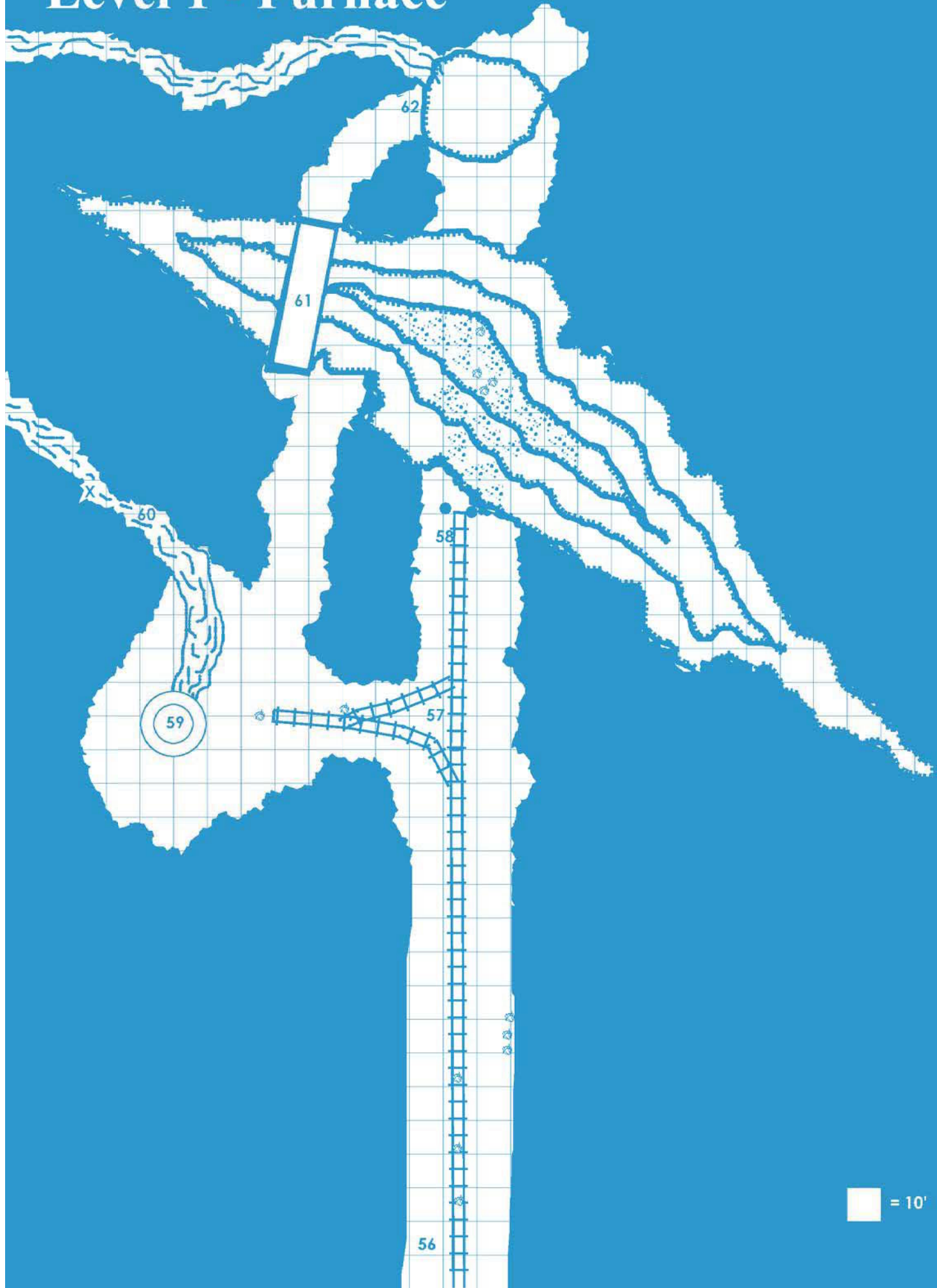
Conclusion

The goal of this particular module is to further acquaint the all-dwarven party with the commonplace dwarven mine environment and to introduce them to the various dwarven gods by way of the twin statues (See area #20) and the various devotionals to the gods (See areas #33-38). More importantly, the player characters should have discovered the runestone to the THE ANCIENT DWARVEN OUTPOST (A planned future AD&D module by the Oliver Brothers), the location of the next adventure. In the meantime, assuming they have discovered the mithral that is still evident and mineable on level 4, the coordination of supplies, mining, and the smelting of the mithral metal from the surrounding ore, should keep them busy and provide them with the necessary funds to continue their adventuring. If they opt to turn the mining over to others, they must be careful in whom they hire.

The Cave



Level 1 - Furnace

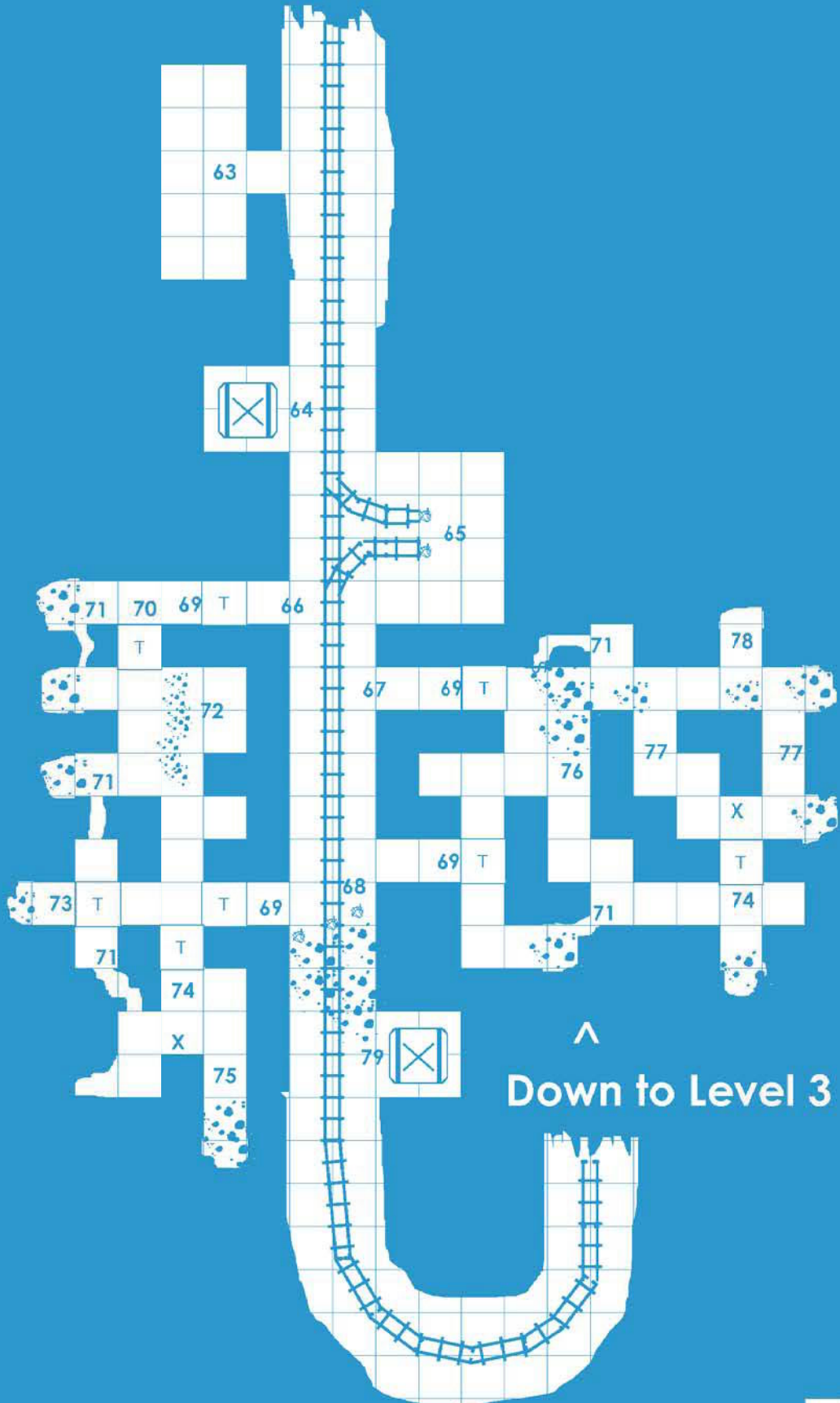


■ = 10'

56

Level 2

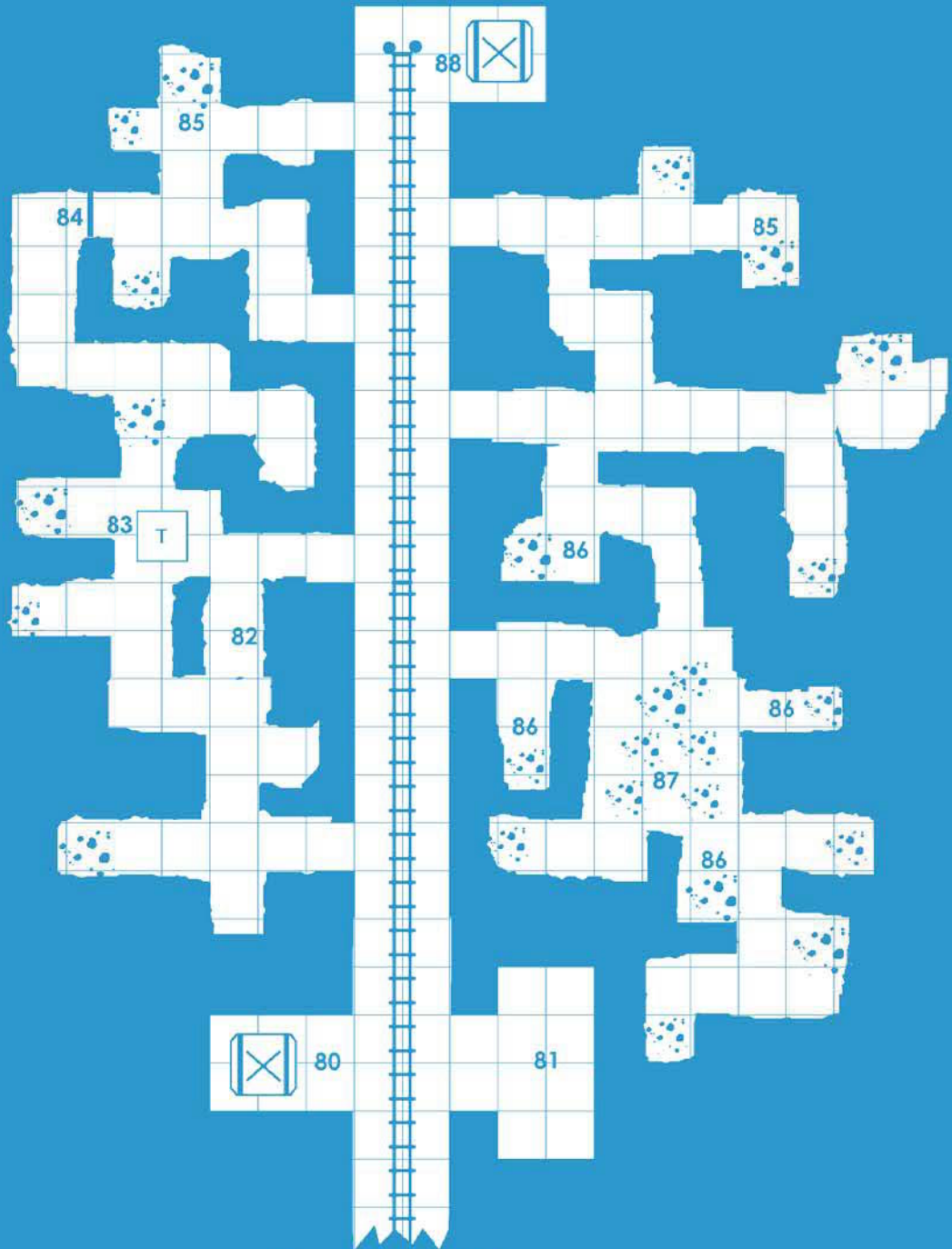
^
Up To Level 1



^
Down to Level 3

□ = 10'

Level 3

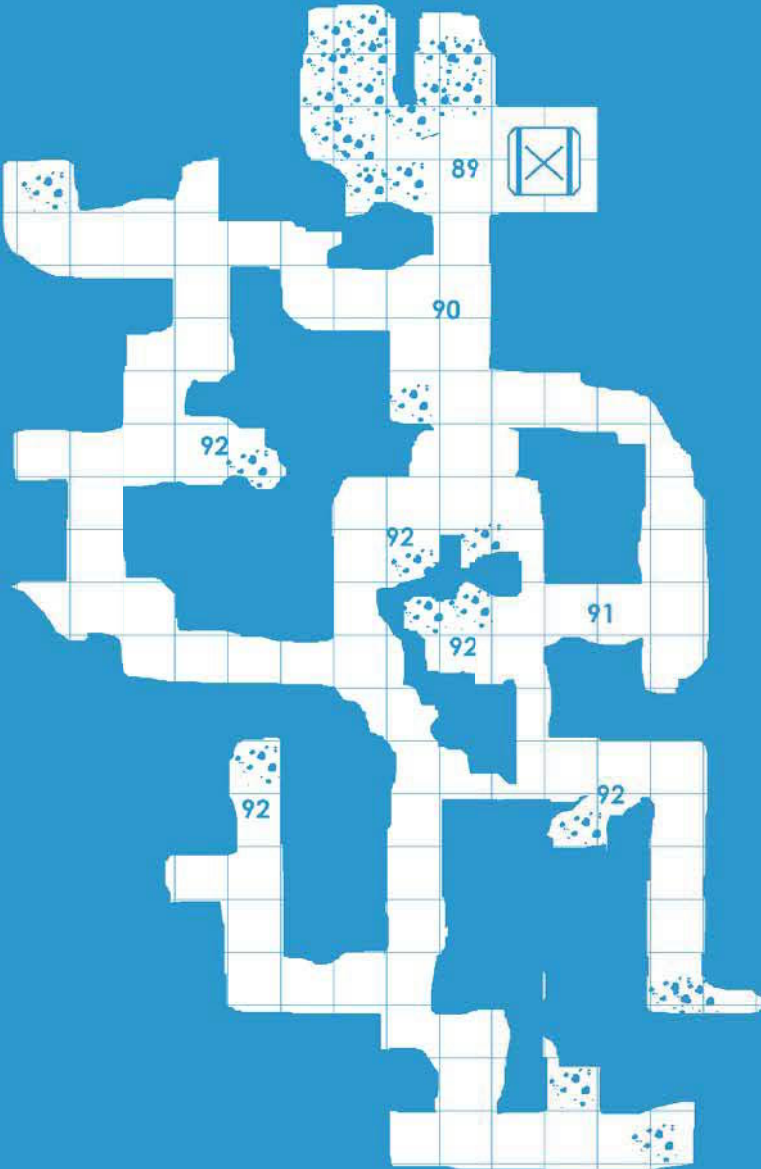


To Level 2



 = 10'

Level 4



■ = 10'