

Mine! Not Yours!

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Map 'A': This is a small mining settlement on the side of a cliff overlooking the ocean. There are two larger houses and a mine works.

A1: A rough path runs around a mine shaft. The mine shaft goes down fairly deep. It is dark and the bottom can not be seen. The hoist is broken. **Mine shaft goes down 80 ft.**

A2: This is a fairly large house that appears to have housed several families. Inside it has been completely trashed. **There is nothing of value inside.**

A3: This house is in better condition than the other. Inside there are two miners hiding. They tell you that there was a collapse several days ago which revealed a new passage. Lizard-folk came out and attacked the miners that were investigating the cave-in, then came up and took their families and looted the houses. These two cowards (the mine manager and his accountant) hid from them. They offer a reward of gemstones to clear the mine of beasts and find their miners and families.

A4: This cliff has a metal ladder attached to it. The ladder leads to a mine entrance below the ocean that is only accessible at low tide. **If they wait for low tide, 1d4+2 lizard-folk armed with spears will climb up out of the mine shaft (A1) and attack.**

Map B': The mine underground and connecting areas. **All mine tunnels are only 6 ft. high. There are extinguished oil lamps every 20 ft. that have 1d4-1 hours of oil in them.**

B1: The bottom of the mine shaft. There are tracks for mine carts. **If they didn't wait for low tide there are 1d4+2 lizard-folk with spears here.** It is very dark. There are four mine tunnels; one west, one south, one southeast, and one north east. The two southern ones slope downwards.

B2: This area is a mined-out room. There is a tipped over mining cart at the end of the track in the northern part of the room. **There are 6 lizard-folk busy torturing a near-dead miner here. If you save him, he will tell you there is a submerged tunnel to room B8 where his friend had hidden stolen gems.**

B3: This is another mined out area that is a natural cavern to the NW with a rough tunnel leading steeply down to the north. **A dexterity check is needed to get safely through this tunnel.**

B4: This mine tunnel slopes down to a cliff exit and the ladder up to A4. **The tunnel will be flooded in high tide and slippery with slime at low tide.**

B5: This mine tunnel slopes down to a cliff exit, and has tracks on the floor. There is evidence of a caved-in tunnel that previously led north. **The tunnel will be flooded in high tide and slippery with slime at low tide.**

B6: Here is a four-way intersection. There is a rough-carved tunnel leading down to the east, a tunnel to the west and a tunnel to the north. A tunnel leading to the south is completely caved in. **2 lizard-folk come out of the tunnel to the east. If they see the adventurers, they will run back into the tunnel to get reinforcements if not stopped.**

B7: This room has a low ceiling. Both the floor and ceiling slope down to the northeast and end in murky water. There is a pile of mining gear placed near the edge of the water. **If they spoke with the miner in B2 they will know about the underwater passage. The passage is about 6 ft. below the surface.**

B8: This room slopes out of the water to the east. Away from the water at the back of the room is a corpse holding something. **There is a phantom fungus hiding in the room. When the adventurers leave the water it will attack. The corpse has a leather purse containing 10 small diamonds and a large uncut ruby.**

B9: This is a huge cavern. The ceiling is 50 ft high in places. A large underground salt-water lake takes up most of the cavern. There is no way across but to swim or wade where shallow. There are 20 lizard-folk on the east shore armed with bows. **There is a kraken deep in the lake. Only when all of the lizard-folk are defeated will it attack the adventurers. If the battle is not going well, the kraken will escape through an underwater tunnel into the ocean. If the tunnel is blocked by the adventurers, the kraken will fight until the end.**

B10: The entrance to this room is blocked by a large pile of boulders. A strength check is necessary to open the passage. This room has many humans in it, presumably the miners and their families. **There is nothing of value in this room. If spoken to nicely, one of the miners' children will give you a bottle of soup. The soup acts as a minor healing potion, and also increases all melee attack damage by 1 for 1d4+3 rounds.**

B11: This appears to be a staging area. There are racks with various poor quality weapons in it. A rough tunnel leads up to a hidden entrance at the top of the cliff.

B12-B14: This is where the lizard folk live. In B12 there are 10 lizard-folk with rusty short swords. In B13 there are 5 lizard-folk with long swords and a shaman lizard-man. In B14, the lizard-folk chieftain waits. He has a +5 masterwork great sword and an amulet of protection. **In the last room all manner of treasure is lying around, consists of gems, gold, silver, and magic artifacts.**

