

Gold In The Hills

by Ray Allen

A Basic Fantasy Role-Playing Game Adventure

Release 1

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Artwork by Steve Zieser

Introduction

This adventure module, part of the Adventure Anthologies series, is for use with the **Basic Fantasy Role-Playing Game** rules, and is intended for 2-4 characters of levels 1-3. If you don't have the Basic Fantasy RPG core rules, please visit www.basicfantasy.org and download a free copy.

Background

The ancient dwarven kingdom of Gryk Thalak once spanned The Highlands to the edge of Kingsholm. Several hundred years ago humanoid incursions weakened the kingdom and the southern lands were slowly abandoned to the invaders. About the same time, the dwarves abandoned a few of the lesser mines in the area as they were completely worked out. However, prospectors and adventures of all types continued to investigate the mines in hopes of a missed mother load but all they ever found were monster lairs and quick deaths.

Gold nuggets have been appearing in the hands of a local goblin tribe, the Black Fangs. It is known that they lair in one of the old dwarven mines which has led many to believe that a new vein has been found. This has led to renewed interest in the mines and the Black Fangs mine in particular but most people who go to the mine do not return.

The gold comes from a vein that a recent minor earthquake opened up. Chief Xikek has been using the gold nuggets to purchase weapons, unaware of the history of the mine and that the vein is almost played out. He has had the tribe digging through the collapsed area of the lair in search of more gold but it seems that they have found all that the earthquake revealed.

Getting the Characters Involved

Starting in either Kingsholm or Barrow's Edge is the quickest way for the player characters to learn of the recent events in the area. Perhaps they have encountered goblins with gold nuggets or gold dust in their pouches or have

accepted payment or paid for items with these nuggets. Maybe they were guards for a trader who sold the weapons to the goblins. They could be new to town but are clearly adventurers and asked to investigate the Old Dwarven Gold Mine after a group of prospectors fails to return.

The walk to the mine is about ½ day from Barrow's Edge and a full day from Kingsholm. Wilderness encounters should be rolled accordingly. A character that can speak Dwarvish would be useful in this adventure.



The Highlands – Scale 1 hex == 8 miles

The Mine

The entrance to the mine is a rather unremarkable 10' to 15' wide portal on the south-side of the mountain. The entrance is dark, and a small stream of mine runoff trickles out of it.

If the characters are careful, they can approach the entrance without alerting the goblins inside. If they search the area outside the mine, they will find evidence of many goblins in the area.

If the goblins in area 1 notice the characters, they will fire one volley of arrows and retreat to area 4. One will pause briefly to arm the trap in the alcove in area 2.

The water comes from seepage in the walls and ceiling of the first chamber.

1. The Guards: If the characters did not alert the guards, read the following:

This 25' x 30' room appears to be a guard area. Sitting on a bench along the east wall are two goblins, apparently asleep.

If the characters alerted the goblins, read the following:

Located near the east wall in this room is an overturned bench. From down the corridor to the north you can hear something screaming.

If any of the characters understand goblin, the screaming consists of things such as, "Help! Help! Intruders!"

2 Goblins: AC 14/6, HD 1-1, #At 1 dagger, Dam 1d4, Mv 60' (20'), Sv F1, MI 7, XP 10

HP 6 ☐☐☐☐☐ ☐ 4 ☐☐☐☐

Each goblin has 1d4 gold nuggets (worth about 1 gp each) and a new dagger.

2. The Pit of Protection: There is a 35' long 10' deep pit in this area. This trap was built by the dwarves as a defensive measure for the mine. There is a small alcove with a lever that will disable the pit mechanism on the east wall just north of the pit. Along the west wall is a 1' wide ledge that can be used to avoid the pit.

When the characters reach the corridor "T" they will see a set of stone double-doors to the east and only a dark chamber to the west.

3. The Elevator to the Underdark:

This chamber holds what appears to be a large open pit. Mounted in the ceiling above the pit is a block and tackle. The ropes of the block and tackle are well worn. The rope descends into the darkness.

Just below the edge of the pit is the mine elevator. The goblins played with it until the ropes slipped and the carriage fell. It is now 20' down into the shaft and wedged slightly sideways. A tentacle worm (goblin garbage disposal) now thinks of it as home. As soon as it notices the characters it will crawl out of the shaft and attack.

Tentacle Worm: AC 13/7, HD 3, #At 6 tentacles, Dam paralysis, Mv 120' (40'), Sv F3, ML 9, XP 175

HP 18 ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

If the characters repair the elevator, it can be used to descend to other levels of the mine; this is left to the GM to develop. However, the ropes are frayed and there is a 5% chance that the ropes will break each time the elevator is used. The shaft is 100' deep and the characters take 1d6 damage per 10' fallen if the ropes break (thus, 10d6 damage will be suffered if the elevator falls from the top down).

4. The Mine: If the goblins are caught off guard:

This large well lit area is a mine. To the east is a crevasse which goblins can be seen toiling inside. Along the north wall is a large pile of slag with what appears to be an old piece of mining equipment partially buried in it. There are many goblins and larger hobgoblins in the chamber. The hobgoblins appear to be bullying the goblins and making them mine the gold in the crevasse.

If the goblins are on alert, Xikek, Snerk and Yuliak will be here and the whole tribe will be ready for a fight in this room. They will fight to the death as this is their lair.

15 Goblins: AC 14/6, HD 1-1, #At 1 dagger, Dam 1d4, Mv 60' (20'), Sv F1, MI 7, XP 10

HP 7	□□□□□ □□	6	□□□□□ □
2	□□	5	□□□□□
5	□□□□□	4	□□□□
3	□□□	2	□□
6	□□□□□ □	1	□
4	□□□□	1	□
2	□□	6	□□□□□ □
3	□□□		

Each goblin has 1d4 gold nuggets (worth about 1 gp each) and a new dagger.

3 Hobgoblins: AC 14/6, HD 1, #At 1 mace, Dam 1d6, Mv 90' (30'), Sv F1, MI 8, XP 25

HP 8	□□□□□ □□□	5	□□□□□
8	□□□□□ □□□		

Each hobgoblin has 1d4 gold nuggets (worth about 1 gp each) and a new mace.

The mining equipment consists of a damaged but still operable dwarven mining automaton. The goblins have ignored it as they do not speak dwarven and did not know what it was; therefore they simply piled the mining slag around the machine and have nearly covered it. The automaton looks like a round steel tube with two legs and two arms that end in drills. The drill bit on its left arm is heavily damaged and has a



20% chance of catastrophic failure, which will destroy the automaton and cause 2d10 points of damage to all within 20' of it when it explodes. This failure chance only applies if the automaton is in motion.

The automaton only understands two word commands in dwarven such as, "go dig", "move forward", "attack enemies". It will only recognize traditional enemies of dwarves. If none are present, it will attack the nearest object or creature. It also obeys single word commands such as "stop" and "wait".

Behind the secret door is another incomplete automaton. It consists of only one leg and an arm mounted on a steel frame. In the back of the room is a toolbox. If the characters have the ability to repair the damaged automaton, it can be walked back to a town or city under its own power and sold for several thousand gold pieces.

Mining Automaton: AC 20/0, HD 4, #At 2 drill bits, Dam 1d6/1d6, Mv 90' (30') / 15' (5') when cutting through rock, Sv F2, MI 12, XP 400

HP 17 □□□□□ □□□□□ □□□□□ □□

5. The Lair:

This area appears to be the lair of the tribe. There are pallets of straw in the room and a small fire with a large pot of something simmering over it. Five goblins are resting in this area. They seem surprised to see you.

The goblins in this room will not go to help the rest of the tribe in area 4 as this is their "day off" and they don't care to see the mine today.

5 Goblins: AC 14/6, HD 1-1, #At 1 dagger, Dam 1d4, Mv 60' (20'), Sv F1, MI 7, XP 10

HP	6	□□□□□ □	4	□□□□
	3	□□□	2	□□
	3	□□□		

Each goblin has 1d4 gold nuggets (worth about 1 gp each) and a new dagger.

6. The Chief:

This chamber is better appointed than the rest of the cave complex. On the floor of this room is a bearskin rug. Along the north wall is a bed. A fine oak chair and small oak table stand along the west wall. A chest sits along the wall near the bed. Sitting in the chair is a large hobgoblin. Two other hobgoblins stand nearby. One is dressed in the robes of a woker.

This is where chief Xikek "the Loud" is resting with his shaman, Yuliak and bodyguard, Snerk. As soon as they see the party, Xikek and Snerk attack; and Yuliak starts casting. If the battle in area 4 persists for more than 6 rounds, they will investigate the problem. Note that the weapons used by these three goblins, like the weapons used by all the others in this adventure, are brand new.

Xikek: AC 15/5, HD 2, #At halberd, Dam 1d10, MV 30', Sv F2, MI 10, XP 125

HP 14 □□□□□ □□□□□ □□□□

Xikek has a **ring of protection +1**

Snerk: AC 14/6, HD 1+1, #At 1 mace, Dam 1d6, MV 30', Sv F1, MI 10, XP 37

HP 9 □□□□□ □□□□

Yuliak: AC 11/9, HD 1, #At 1 dagger or spell, Dam 1d4, Mv 120' (40'), Sv M1, MI 7, XP 37

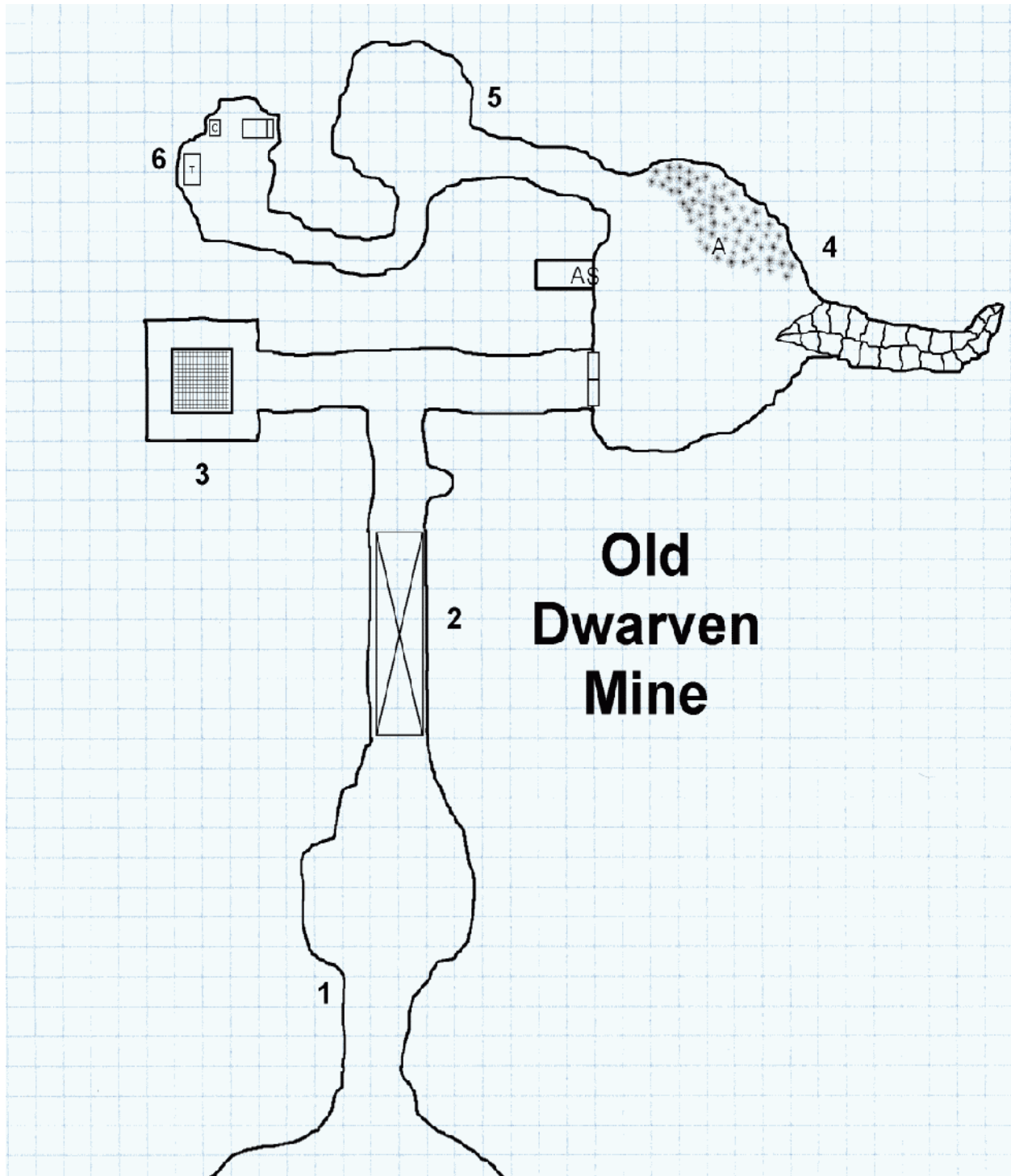
HP 4 □□□□

Spells Prepared: Magic Missile

Spellbook: Magic Missile, Sleep, Read Magic

The chest is trapped with dart that flies from the top of the chest when opened for 1d4 points of damage. Inside are 400gp worth of gold nuggets, 326 cp, 168 sp, 48 gp and 2 **potions of healing**.

Dungeon Map



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