

Of Mines and Men

A One-Round Veluna Introductory Regional Living Greyhawk Adventure

by Evan Miller

When four separate trading companies all claim ownership of the same mine, the feathers start flying. Especially when one of the most valuable veins of silver to be seen in recent years is discovered in it. The problem is, everyone has disappeared from the mines along with the deeds. Can you figure out what happened and who owns the mine? An introductory Veluna adventure for new characters. Only 1st level Living Greyhawk characters may play this scenario.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of

even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

This is a Living Greyhawk Adventure. As a Living Greyhawk adventure it is expected that players bring their own characters with them. If players do not have a Living Greyhawk character generated, get a copy of the current Living Greyhawk character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a Living Greyhawk character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer

animals of this type, and animals with different CRs are added separately.

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL. APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives. Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Tusmit. Characters native to Tusmit pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

| Mundane Animals Effect on APL | # of Animals | | | |
|-------------------------------|--------------|---|----|----|
| | 1 | 2 | 3 | 4 |
| 1/4 & 1/6 | 0 | 0 | 0 | 1 |
| 1/3 & 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 6 | 7 | 8 |
| 5 | 5 | 7 | 8 | 9 |
| 6 | 6 | 8 | 9 | 10 |
| 7 | 7 | 9 | 10 | 11 |

Adventure Background

Peleg Fuggles is a ne'er-do-well. As a matter of fact, he belongs to the Pack (Veluna Thieves Guild). Keeping with their tradition of roguish behavior, he's stumbled upon the deed to Dirty Rapids Mine in the Lortmils and forged it – several times. He has then sold these copies to each of the major trading houses in Veluna thinking the mine all but worthless.

The miners for the High Roads Trading Company, Iron Ring Consortium, Silver Star Trading Company and the SGS Trading Company have all converged on the mine claiming ownership. After a few scuffles between the miners, they all started digging different tunnels in the mine. The High Roads miners were the first to find a vein of silver in the mine. A particularly large one. Soon the fighting began again as each of the companies tried to claim ownership.

Representatives from the trading companies headed to the mines with the deeds for ownership, as did Peleg... wanting to take the mine as his, showing up with the real deed. The miners kept digging, and as they stood there arguing, the miners broke through into a goblin warren. The miners didn't realize what they had found until the goblins killed and captured all the miners, the representatives, and Peleg.

Not having contact with the mines for some time, the High Roads Trading Company has decided to enlist a group of adventurers to find out what happened at the mine...

Adventure Summary

The characters all answer a want ad for adventurers to meet a representative of the High Roads Trading Company. Speaking with Journeyman Ralish, they agree to travel to the mine and seek out the cause for the silence.

Upon reaching the mine, the characters are accosted by representatives of the other trading companies demanding to know why they are there. After entering the mine, they follow the shafts to a place where a fight took place. Bodies litter the floor impaled upon crude spears and left to lie there. Tracks show that some bodies were dragged away. Following it to the end, they enter the goblin warrens. Trekking through tunnels, the characters eventually find survivors as well as the copied deeds, and eventually they find the original with Peleg, who is willing to turn it over for safe passage out.

Once out of the mine, the characters may either turn it over to one of the companies, the church, or the Veluna courts to decide who should get it.

Encounter 1: Gaining Employment

Give the PCs **Players Handout #1**, then read the following:

You all find yourselves in a small office inside the High Roads Trading Company building in Valkurl. You've responded to an advertisement asking for those of an adventurous nature to earn gainful employment from this trading company.

Many adventurers have recommended it highly and with the rebuilding of Valkurl from the devastation of the attack by the forces of the Temple of Elemental Evil, the High Roads happened to be looking for adventurers such as yourself once more.

You've been sitting in this office now for about ten minutes waiting for your contact to show.

Allow the characters to role-play a bit at this point and have them introduce their characters and what they look like.

Before much longer a man comes into the office and strides purposefully behind his desk. "Thank you for coming. I'm terribly sorry to keep you waiting. I've been very busy considering what has happened. Ah, but that is why you are here. You may call me Journeyman Ralish. And who might you be?"

Have the characters introduce themselves.

"Excellent. I am looking for those willing to undertake an assignment on behalf of the High Roads Trading Company. We have dealt with adventurers before in the past with great success. But that's neither here nor there," He waves his hand as if dismissing the tangent he was about to go off on.

"I suppose I should get right to why you are here. Not long ago, the High Roads Trading Company procured the rights to a mine called the Dirty Rapids Mine in the Lortmil Mountains. It was a fairly new mine that hadn't had much excavation done prior to our purchase of the claim. However, it seems that the person who sold it to us, also sold it to several competing companies.

"This wasn't too big of a problem at first, until some of our miners uncovered one of the best veins of silver we'd seen in a long time. That's when the feathers began to fly. Fights broke out among the miners from the different companies...it wasn't pretty. We sent a representative with the deed to the mine to hash things out with the other companies, to find out once and for all, which owned the mine. Then they disappeared. We never heard from them. We sent another person to the mine to see what was going on and why we hadn't heard anything, but we never heard back from him either. It was two weeks before we sent our representative there... and it's been three weeks since they left. We..." He folds his arms across his chest and scans the group before him. "...We would like you to go to the Dirty Rapids Mine and find out what happened to the people. Do you feel up to this task?"

The characters will most likely say yes. If not, the adventure ends. They will most likely ask about pay. If so read the following:

"Obviously we would not ask you to do a job for us without offering to pay you. We can offer you 25 Crooks (Gold pieces) each for this task. As well, you can shop in our general store with a ten percent discount for any gear you feel you might need."

Once the characters accept the task:

"Wonderful." Ralish holds up a map. "Here is where the mine is located."

Show the **Players Handout #2**.

One of our teamsters will take you there in the morning. He will wait for you to return outside the mine. Safe journey to you."

If the PCs need horses Journeyman Ralish will lend them some for the journey. He will also say that only about 5 miners were there from each company that he guesses.

If any PC inquires about the other trading companies outside of the city there is only the SGS and Iron Rings Consortium trading companies in Valkurl. Neither will see the PCs and just brush them off.

Once the PCs have collected all the gear they need continue on to Encounter 2.

Encounter 2: What Happened at the Mine?

After leaving the teamster, you make your way up a short, twisting path to the mine. As you reach the mouth of the mine, a grisly sight greets you. The bodies of men, in a very advanced state of decay, lay scattered around the entrance, the ground is soaked in their blood. As you approach, a great number of carrion birds take flight, filling the air with lamenting cries over being chased from their meals. Clouds of flies hang around, not bothered by your arrival. The hafts and heads of broken miner's picks and what appear to be spear shafts lie scattered about the entrance.

Anyone with the Heal skill may try to ascertain how long they have been dead (DC 20). True to Ralish's word, they have been dead for about six weeks. Anyone with the Track skill can make a check to learn the following:

DC 5: The tracks indicate a fight happened here.

DC 10: The miners seemed to be running away from something but then had to fight.

DC 15: There are more than one set of prints. The miners, and something else. Something humanoid that was chasing them and caught them.

DC 20: The information from DC 15 and also that there are more prints of miners here than there are bodies.

At this point, the characters will probably want to enter the mine. It is currently early evening, and so the mine will be dark without a light source. When the PCs decide to enter read the following:

The entrance to the mine stands before you, looming dark and menacing like the mouth to a great beast. As you enter, you notice there are four shafts splitting from the main shaft. Each one has a sign before it with a different symbol drawn on each one. The drawings on each of the signs are 3 rings interlocking each other, a few bags of sugar on another, a star, and a picture of roads traveling towards mountains. More bodies litter the floor of the mine and the smell becomes overwhelming in the confined space.

The signs show the shafts for the High Roads Trading Company (Roads traveling towards mountains), the Iron Ring Consortium (3 rings interlocking), the Silver Star Trading Company (Star), and the SGS Trading Company (sugar bags).

The characters should know well enough to go to the shaft that the HRTC was digging. If they go to any of the other shafts, they arrive at a dead end in short order along with more bodies along the way. Read the following when they go down the shaft belonging to the HRTC:

Before long, you reach the spot that Ralish was talking about. In the rock on the wall you can see several traces of silver winding their way along the face of the stone like someone took a brush and painted lines of silver on the wall. It's little wonder the companies were fighting over who owned the mine. A larger concentration of bodies litter the floor here as well. Up ahead at the end of the shaft, it looks as if there is a large opening into a different cavern.

This is the where the miners broke through in to the small goblin warren. Continue from here to the map of the caverns and the keyed entries with **DM Map #1**.

Encounter 3: The Warrens

A good distance separates each room and enough noise is going on in the caverns so that the goblins can't hear what is happening in other rooms. This is why they don't come charging in all at once to aid their friends who are being attacked by the PCs. They will only aid each other if the text specifically says so.

1. Entryway

A pile of rubble lies at the entrance showing where the miners broke into the room. It seems fairly empty except for a couple barrels in one corner.

If the PCs are not being sneaky then the goblins will have the surprise unless PCs make their Spot check. If all the PCs are being stealthy roll the goblins Listen check to see if they even hear the PCs.

Have the PCs roll a Spot check (DC 15). If any are successful read the following to them:

From the light that spills into the room you can see four pairs of glowing amber lights in the room. They seem to be moving towards you.

The amber lights are the reflections from the eyes of goblins. They heard people scuffling around and came to investigate and are going to attack. The goblins get a surprise round. Any players that made the spot checks get to act in the surprise round.

APL 2: EL 2

👉Goblins (6): hp 3, 3, 3, 5, 5, 7; See Appendix 1.

The barrels are empty of anything worthwhile, only filled with some brine, if the characters check them. The barrels once held salted pork from a caravan the goblins had raided.

2. Midden

The stench coming from this room is strong even before you enter it. Upon entering the room it becomes almost unbearable.

Have the players make a Fortitude save (DC 10) or they become nauseated at the stench for 1d2 rounds. Nauseated characters may only make a single move or move-equivalent action per turn. They cannot attack, cast spells, concentrate on spells, or do anything else requiring their attention. This is the advantage that the garbage goblins need and they swing for the PCs as best as they can.

The floor of the room that you can see is covered in all manner of garbage, muck, and offal. In the far corner of the room several short humanoids are tossing vile stuff down a pit. It seems mostly to be garbage and offal, but the occasional miners helmet gets tossed down too.

These goblins are on garbage detail. They're disposing of the remaining bits of the miners that didn't make it into the cook pot. They're not happy about being on garbage detail and so are spoiling to start a fight when the characters come in.

APL 2: EL 1

👉Goblins (4): hp 3, 3, 6, 6; See Appendix 1.

If the characters search the room, with a Search check (DC 15) they find a scrap of paper in a back corner that is the Silver Star Trading Company deed. A Forgery check (DC 20) will reveal it as a fake. If any of them check the pit, it's about 60 ft. deep. A Listen check (DC 10) will reveal the sound of rushing water from the underground river below. If, for any reason, a character falls into the pit, tries climbing down it, etc., the fall causes 6d6 damage and then once in the water the character becomes completely submerged, traveling with the underground river for 20 miles before emptying into a small lake at the foot of the Lortmils near the Kron Hills. In other words, the character has drowned and is dead. Please allow the PCs an Intelligence check DC 5 to realize this would not be a good idea.

3. Guard Rooms

There are two rooms keyed to this number. Read this encounter for the first time they enter either room.

As you enter this chamber, you see five of the humanoids you have seen elsewhere in the caves. Two are sleeping, the other two seem to be playing some sort of gambling game that involves seeing how hard they can hit each other on the head. The winner gets handed a scrap of paper.

The goblins are too busy to notice the characters at first. This will allow the PCs to sneak up on them. If the PC approach far enough to get the goblins well within their torch light, or if they shine a lantern in their direction, they will be alerted to the PCs presence. The player's will get a surprise round. In the surprise round, the goblins will try to wake their comrades. After that, they will shout for help from the other guard room who will come running to join in.

APL2: EL 1

👉Goblins (4 in each room): hp 4 (each See Appendix 1.

The scrap of paper they are passing back and forth is one of the mine deeds. Specifically, this is the

Iron Rings Consortium deed. A Forgery check (DC 20) will reveal it as a fake.

In a cubby hole in the northern guard room is a hook on the wall with a set of keys. These keys unlock the cell doors. The PCs will find them if they perform a search. No check is required.

When the characters go down the hallway towards the cells, just before the first set of stairs is a trap.

APL 2: EL 1

🔪 **Camouflaged Pit Trap:** CR 1; Reflex Save (DC 20) avoids; 10 ft. deep (1d6, fall); Search (DC 20); Disable Device (DC 20).

4. High Roads Cell

As you approach the bars to the cell, you see a disheveled human sitting cross-legged on the floor. Despite his condition and his predicament he seems calm and resolved. Upon seeing you his face alights in a grin and stands up to approach the bars. "Thank the Reasoned One you've come. Did the High Roads send you?"

Let the characters converse with him. He doesn't know much but can explain to the characters that during the argument over who owned the mine, the man who sold them all the deeds showed up with the supposed real deed and told everyone to get off his property. Not long after that the miners, who were working through the argument, broke through into here and they were attacked.

He still has his deed on him. If the characters explain why they're here, he will give them his copy of the deed. If the characters have cleared the previous rooms and tell him so, he will run for safety after the characters open the door.

Jawaharial Zeller: Male Human Exp4: hp 15; see Appendix 1.

5. Iron Rings Cell

In this cell a dour looking man paces back and forth. When he sees the characters he grunts in acknowledgement. "Did the IRC send you?"

The man will be annoyed that the characters were sent by the High Roads Trading Company. He doesn't like the idea that he will have to owe his freedom to them. And he will not be afraid to voice that opinion. After opening the doors the man will leave, telling the characters to get out of his way. He won't stay and talk.

If asked, he doesn't have his copy of the deed on him.

Baldur Tempany: Male Human Exp3: hp 14; see Appendix 1.

6. SGS Cell

This cell is empty and the door stands ajar.

This is the cell where the SGS representative was being held. He has already been used as dinner for the goblins.

7. Silver Star Cell

This cell is empty and the door stands ajar.

This is the cell where the representative for the Silver Star Trading Company was held. She is currently destined for the cook pot in room 8.

8. Kitchen

Read the following when the PCs are 20 feet away:

From up ahead, you can hear a commotion. A woman's screams and various grunts.

When they reach the room read the following:

In one corner of the room stands a large cauldron with a hearty fire beneath it. Against a back wall is a table covered with blood and various knives and other instruments meant for cooking. The bodies of two miners sit slumped next to the table. Over by the pot, a larger humanoid is trying to wrestle a woman over to the table. She is screaming her head off. As she looks up and sees you, she bites the arm of her assailant who lets out a howl of pain and loosens its grip enough to let her squirm away. She runs towards you, "Please help me!"

The Hobgoblin is none too happy, and neither are the goblins at potentially losing their meal.

APL 2: EL 2

👹 **Goblins (4):** hp 4 (each); See Appendix 1.

👹 **Hobgoblin:** hp 8; See Monster Manual.

The woman will cower near the entrance, not wanting to leave the relative safety her proximity to the party gives her. When the characters defeat the goblinoids, she will introduce herself as Hulda Seniskell. She is from the Silver Star Trading Company. She doesn't have her deed. She will thank the characters profusely and ask if it's safe to leave. A Search check in here (DC 15) will find

the Iron Ring deed... looking like it was used to wipe someone's hands or mouth. A Forgery check (DC 20) will reveal it as a fake.

NOTE: Also the hobgoblin will have 2 *Cure Light Wounds* potions on him.

◆ **Hulda Seniskell:** Female Human Exp3: hp 14; see Appendix 1.

9. Main Room

This door is separated from the kitchen by a crude wooden door. The door is unlocked.

When you enter the room you see four of the shorter humanoids surrounding a man. Two of the taller humanoids are off to the side laughing as the man tries to defend himself from the shorter ones who are poking at him with spears. One of the taller humanoids looks in your direction. "Stinking oomans..." he croaks in barely intelligible dialect, "Why you interrupt Grog and our games? You make good addition to stew." With that, he draws his sword...

APL 2: EL 4

◆ **Goblins (4):** hp 4 (each); See Appendix 1.

◆ **Hobgoblin (2):** hp 6 (each); See Monster Manual.

◆ **Grog:** Male Hobgoblin Ftr1: hp 13; see Appendix 1.

The goblins believe their larger brethren will take care of the characters so they concentrate on Peleg. Peleg will do his best to defend himself, using the defensive fighting option each round. He is backed up against a wall and is surrounded. If Peleg fends off his assailants, he will join the fray and help the characters, trying to get into flanking position without drawing any attacks of opportunity. If he drops to below 5 hit points, he will flee.

◆ **Peleg Fuggles:** Male Human Rog2: hp 11; see Appendix 1.

If he stays through the combat, he will thank the characters profusely. He will not reveal he is a member of the Pack, but that maybe in the future he can repay the favor to the characters. If he lives, he will hand them the deed to the mine saying it's more trouble than it's worth. If he dies, it's on his body. If he flees, it will be on the corpse of Grog. A Forgery check (DC 20) will reveal this deed as the genuine article.

Should the characters try to capture him, he will do his best to get away. He will not fight the characters with lethal force. As much as he doesn't want to be caught, he doesn't relish the idea of dying at the hands of the party either.

10. Secret Room

This room can be found by finding the poorly concealed secret door on the west wall of the main room. Characters can find the door with a Search check (DC 15). Since it's concealed as part of the stone, Dwarves get an automatic search check as per the rules for their stonecutting ability, as it should be obvious to them that it's not natural.

As you open the poorly concealed door, you hear the gibbering of high pitched voices coming from the room beyond. It sounds like the same guttural language used by the humanoids in this cave system. There are 3 of the short humanoids standing around a chest arguing. One lies on the ground, a small dart protruding from its chest, apparently dead.

APL 2: EL 1

◆ **Goblins (3):** hp 4 (each); See Appendix 1.

Within the room are three goblins that have been unsuccessfully trying to open the chest. Another goblin lies on the floor dead. This chest is filled with what little loot they have from raiding caravans and other people around the area. It also contains the final deed from the SGS Trading Company. A Forgery check (DC 20) reveals it as a fake.

The chest itself is locked (Open Lock DC 15) and it was trapped. One of the goblins, while attempting to open it set off the poison needle trap and lies dead. They are arguing so much they don't take notice of the characters. This will give the PCs a surprise round.

Inside the treasure chest are numerous coins that the PCs can split up and easily hit the cap for APL 2 along with selling the loot of the goblin tribe.

Conclusion

After the characters leave the mine, they will find Jawaharial Zeller with the teamster. They will take the party back to Valkurl. The party may decide to take the deeds to the city guard, or they may take them to Journeyman Ralish. If they take them to the guard, they are turned over to a judicial panel who examines them and determines that this man named Peleg Fuggles will have to answer for his crimes should he ever be caught. If they caught

Fuggles and turn him over, he will be placed in the town jail. Also, the deed to the mine will be awarded to the High Roads Trading Company seeing as they are the ones who uncovered the vein of silver. They have the most claim to it.

Read the following if the PCs turned the Deeds into the Veluna Guard or Church:

After turning in the deeds to the guard, you return to the High Roads Trading Company and report on what happened. Ralish is pleased to hear of your success and that the deeds are in good hands. He pays you what he promised and looks forward to working with you again in the future.

If they take it to Ralish, read the following:

"Excellent work! I am very impressed!" He hands each of you a small pouch containing your pay. "Here is the fee we agreed upon. These deeds will be taken to a judiciary council who will determine the fate of the mine. Considering we found the vein of silver, we are in a very strong position to legally gain the ownership."

If the party caught Fuggles, read the following:

"The council will also determine the fate of the man who duped us all. I'm sure the council will find a fair way for him to reimburse us for buying the deeds."

If Fuggles escaped:

"As for this man who sold us the deeds... I have no doubt he will pay his penance someday."

If Fuggles died:

"As for the man who sold us the deed. He has paid the ultimate price for his indiscretion. May the Enlightened One have mercy on his soul."

And finally:

"I am very happy with the work you have done. It would be with great pleasure that I would call on you again in the future... should the need arise."

With that, he bids you a good day and good blessings.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Encounter 3: The Warrens

Area 1: Entryway – Defeat the goblins

APL 2 – 60 xp

Encounter 3: The Warrens

Area 2: The Midden – Defeat the goblins

APL 2 – 30 xp

Encounter 3: The Warrens

Area 3: The Guard Room – Defeat the goblins

APL 2 – 30 xp

Encounter 3: The Warrens

Area 3: The Guard Room – Defeat the Trap

APL 2 – 30 xp

Encounter 3: The Warrens

Areas 4, 5: High Roads Cell and Iron Rings Cell – Free the Captives

APL 2 – 30 xp

Encounter 3: The Warrens

Area 8: Kitchen – Defeat the goblins and hobgoblin

APL 2 – 60 xp

Encounter 3: The Warrens

Area 8: Kitchen – Save Hulda Seniskill

APL 2 – 30 xp

Encounter 3: The Warrens

Area 9: The Main Room – Defeat the goblins and hobgoblins.

APL 2 – 120 xp

Encounter 3: The Warrens

Area 9: The Main Room – Capture Peleg Fuggles

APL 2 – 30 xp

Encounter 3: The Warrens

Area 10: The Secret Room – Defeat the goblins

APL 2 – 30 xp

Total Possible Experience:

APL 2 – 450 xp

Total Possible Treasure:

APL 2 400 gp

DM Just award PCs full gold if they said they looted the goblins.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minute per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

Appendix 1: NPC's

♣ **Peleg Fuggles, Male Human Rog2:** CR 2; Medium-size Humanoid; HD 2d6+2; hp 11; Init +6; Spd 30; AC 15 (Touch 12, flat-footed 13); Atk +3 melee (1d4+1, dagger); SA Sneak Attack +1d6; SQ Evasion; AL LN; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Appraise +7, Bluff +5, Disable Device +5, Forgery +7, Hide +7, Listen +5, Move Silently +7, Open Lock +5, Search +7, Sense Motive +4, Spot +5, Tumble +6, Use Magic Device +4; Improved Initiative, Weapon Focus (Dagger).

Possessions: Dagger, Studded leather.

♣ **Jawaharial Zeller, Male Human Exp4:** CR 3; Medium Humanoid; HD 4d6-4; hp 15; Init +1; Spd 30; AC 11 (Touch 11, flat-footed 10); Atk +3 melee (1d3, Unarmed); AL NG; SV Fort +0, Ref +2, Will +5; Str 10, Dex 12, Con 8, Int 15, Wis 13, Cha 14.

Skills and Feats: Appraise +9, Knowledge (History) +9, Knowledge (Mathematics) +11, Knowledge (Politics) +9, Listen +10, Profession (Bookkeeper) +10, Search +9, Sense Motive +8, Spot +10; Alertness, Skill Focus (Knowledge (Mathematics)), Skill Focus (Profession (Bookkeeper)).

Possessions: None

♣ **Baldur Tempany, Male Human Exp3:** CR 2; Medium Humanoid; HD 3d6-3; hp 14; Init +1; Spd 30; AC 11 (Touch 11, flat-footed 10); Atk +2 melee (1d3, Unarmed); AL NG; SV Fort +0, Ref +2, Will +4; Str 10, Dex 12, Con 8, Int 15, Wis 13, Cha 14.

Skills and Feats: Appraise +8, Knowledge (History) +8, Knowledge (Mathematics) +10, Knowledge (Politics) +8, Listen +9, Profession (Bookkeeper) +9, Search +8, Sense Motive +7, Spot +9; Alertness, Skill Focus (Knowledge (Mathematics)), Skill Focus (Profession (Bookkeeper)).

Possessions: None

♣ **Hulda Seniskell, Female Human Exp3:** CR 2; Medium Humanoid; HD 3d6-3; hp 14; Init +1; Spd 30; AC 12 (Touch 12, flat-footed 10); Atks +2 melee (1d3, Unarmed); AL NG; SV Fort +0, Ref +3, Will +4; Str 10, Dex 14, Con 8, Int 15, Wis 13, Cha 12.

Skills and Feats: Appraise +8, Knowledge (History) +8, Knowledge (Mathematics) +10, Knowledge (Politics) +8, Listen +9, Profession (Bookkeeper) +9, Search +8, Sense Motive +7, Spot +9; Alertness, Skill Focus (Knowledge (Mathematics)), Skill Focus (Profession (Bookkeeper)).

Possessions: None

Encounter 3: The Warrens

For all Encounters:

♣ **Goblins:** CR ¼; Small Humanoid; HD 1d8; hp 4; Init +1; Spd 30; AC 15 (touch 12, flat-footed 14); Atk +1 melee (1d6, halfspear); SQ Darkvision 60 ft; AL LE; SV Fort +2, Ref +1, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide +6, Listen +3, Move Silently +4, Spot +3; Alertness.

Possessions: studded leather armor, halfspear.

Area 9: The Main Room

♣ **Grog, Male Hobgoblin Ftr1:** CR 1; Medium-size Humanoid; HD 1d10+3; hp 13; Init +2; Spd 20; AC 18 (Touch 12, flat-footed 16); Atk +4 melee (1d10+2/19-20, bastard sword); SQ: Darkvision 60 ft; AL LE; SV Fort +5, Ref +2, Will +1; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb -3, Jump -3, Move Silently -3; Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword)

Possessions: Bastard Sword, Splint Mail, Large Steel Shield.

Player Handout #1

WANTED

THOSE OF STOUT HEART
AND FIRM METTLE FOR
AN ASSIGNMENT OF
DISCOVERY.

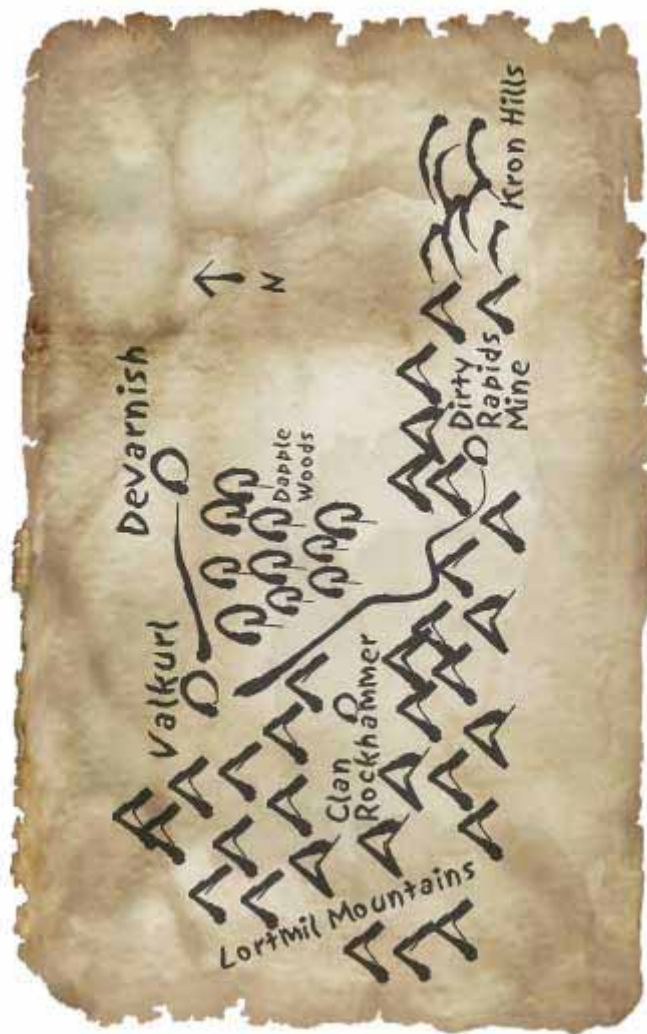
INQUIRE AT THE OFFICE
OF THE HIGH ROADS
TRADING COMPANY IN
VALKURL ON MARKET
STREET. COMPETITIVE
PAY.

JOURNEYMAN RALISH
HIGH ROADS TRADING COMPANY



HANDOUT 1

Player Handout #2



HANDOUT 2

Of Mines and Men Errata

Locations of the Deeds:

Silver Star Trading Company Deed: Room 2 Midden
Iron Rings Consortium Deed: Room 3 Guard Room
High Roads Trading Company Deed: Room 8 Kitchen
SGS Trading Company Deed: Room 10 Secret Room
Original Deed: Room 9 Main Room
Errata

Page 7 Under the heading 4. High Roads Cell

3rd Paragraph reads:

He still has the deed on him. If the characters ...

3rd Paragraph should read

He no longer has the deed on him. If the characters explain why they are here, he will tell them that he lost the deed when they were captured. If the characters have cleared the previous rooms and tell him so, he will run for safety after the characters open the door.

Page 8

1st Line reads:

the Iron Rings deed... looking like it use to

1st Line should read:

the High Roads deed... looking like it use to

