

The Overrun Mines



SW002

The local mine has been overrun by foul creatures, stopping all mining operations! The Lord has dispatched a call for brave heroes to clear out the mine, but what lurks below the surface?

Written By Shane Ward - 3 Toadstools Publishing

A OSR Module for 4 Characters Levels 1 +

Labyrinth Lord
Compatible Product

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Introduction

Welcome to the “Overrun Mines” a low level adventure for B/X & Labyrinth Lord. I designed this module to be open ended in the sense that you should be able to plug it into an existing campaign. In the back of this module I have provided some pre-generated characters feel free to use them or roll up your own.

GM's Background

The mines are located near a small town, not far down a gravel road into the hills. The mine has been very generous to the people of the town over the years. Recently however it has been overrun! Miners are scared to enter; they will not speak of the horrors that wait inside. The town's economy suffers. Tacked to a tree near the guard outpost is a sign that reads. “Brave Adventurers Wanted! Apply To Steward Seliwin.” The steward will offer 100 GP's to each PC to clean out the mine of whatever horror lies within. Any Iron ore that can be

found and hauled into town will also be paid for, 15 GP's per ingot.

Miners Rumours (1d10)

1. There have been cave-ins, something rustles the stone in the deep and I barely escaped with my life.
2. I was attacked by a swarm of insects; they tried to suck my blood.
3. The steward knows nothing, the mine is safe, I've worked there for years, he just doesn't want to pay us the appropriate amount for the ore we collect, hence the made up story.
4. There is a dungeon holding cell deep within the mine; I have no idea what it was used for.
5. I was chopping with my pickaxe, all of a sudden a giant worm came down the tunnel at me, and I lost my leg, but managed to wound it.
6. The mine used to be a goblin hideout, we cleared it of those foul creatures years ago
7. There are traps in the mine, meant to keep bothersome freelancers out!
8. A group of adventurers went into the mine a week ago, they have not been seen since.
9. A group of disgruntled miners, continue to work in the mine, regardless of the dangers, beware of them, they may consider you a threat.
10. Since I've been in that mine, I've felt weak; it's hard to lift things.



Optional Rules

Below are two tables that you can use if you like, one is a resurrection table in case any of the PC's find themselves a wee bit dead, and the second is a table for if the PC's have spent too much time basking in the radiated glow of the underground.

Resurrection Rules

Because of the nature of Resurrection, PC's should not be exactly the same as they were in their previous life, therefore roll 1D12 on the following chart.

Loose the following permanently

1. - 1 STR
2. Lose 1 Level
3. - 1 DEX
4. Loose 1D4 HP's permanently
5. - 1 WIS
6. Lose 1 limb (Roll 1D4 - 1 Left Leg, 2 Left Arm, 3 Right Arm, 4 Right Leg)
7. - 1 CON
8. Loss of night vision (Specific to races)
9. - 1 CHA
10. Permanent scaring from Resurrection
11. - 1 INT
12. Change of Alignment (opposite of current Alignment)

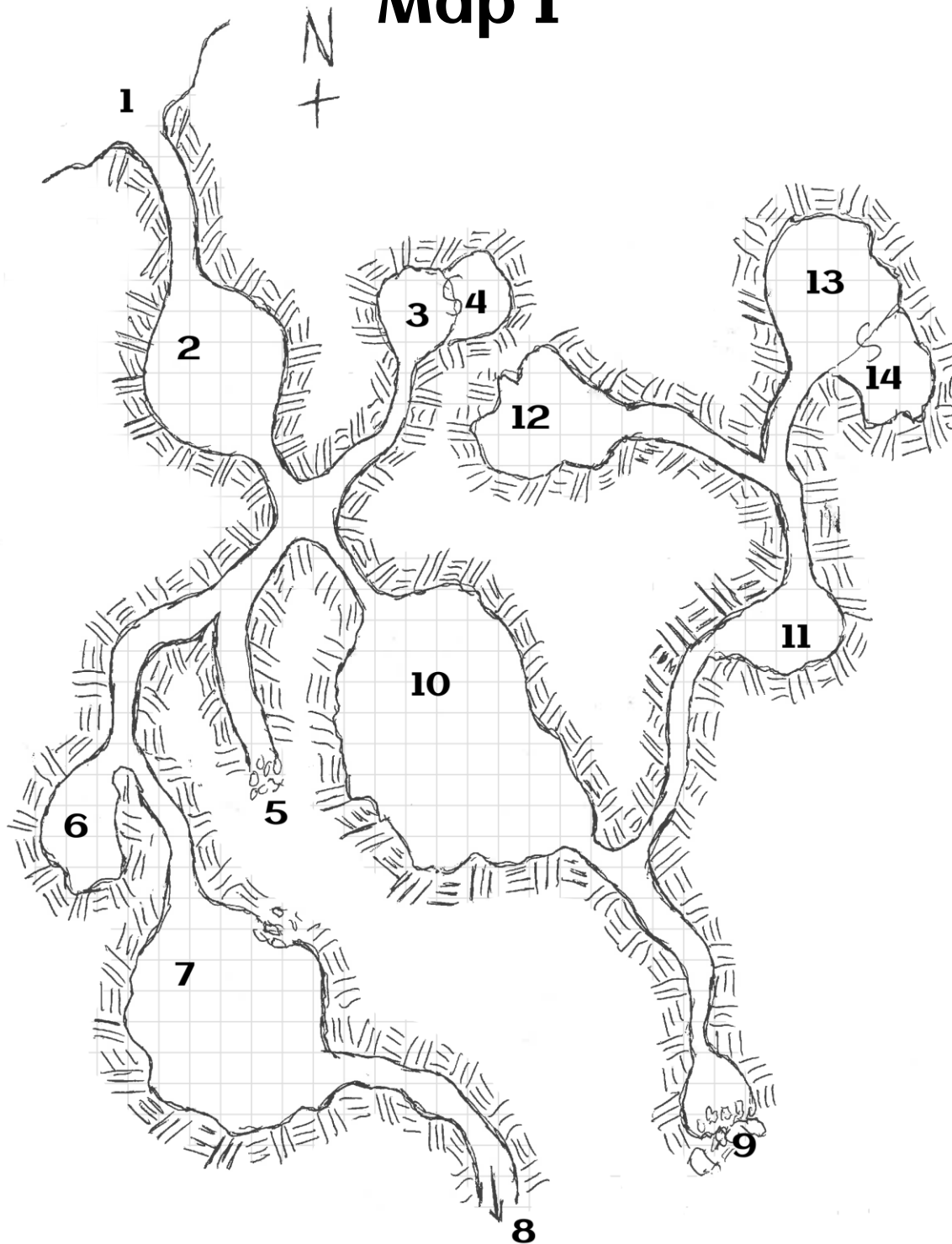
Underworld Day Rules

Because of the nature of the underworld, and spending a frequent amount of time underground, the surroundings will eventually start to affect the player characters. Regardless of racial abilities. For every day spent in the underworld, roll 1d20 to see what the results are. These results only last for one days' time. Any result diminishes after having spent 1 day above ground; re-roll again after a day below.

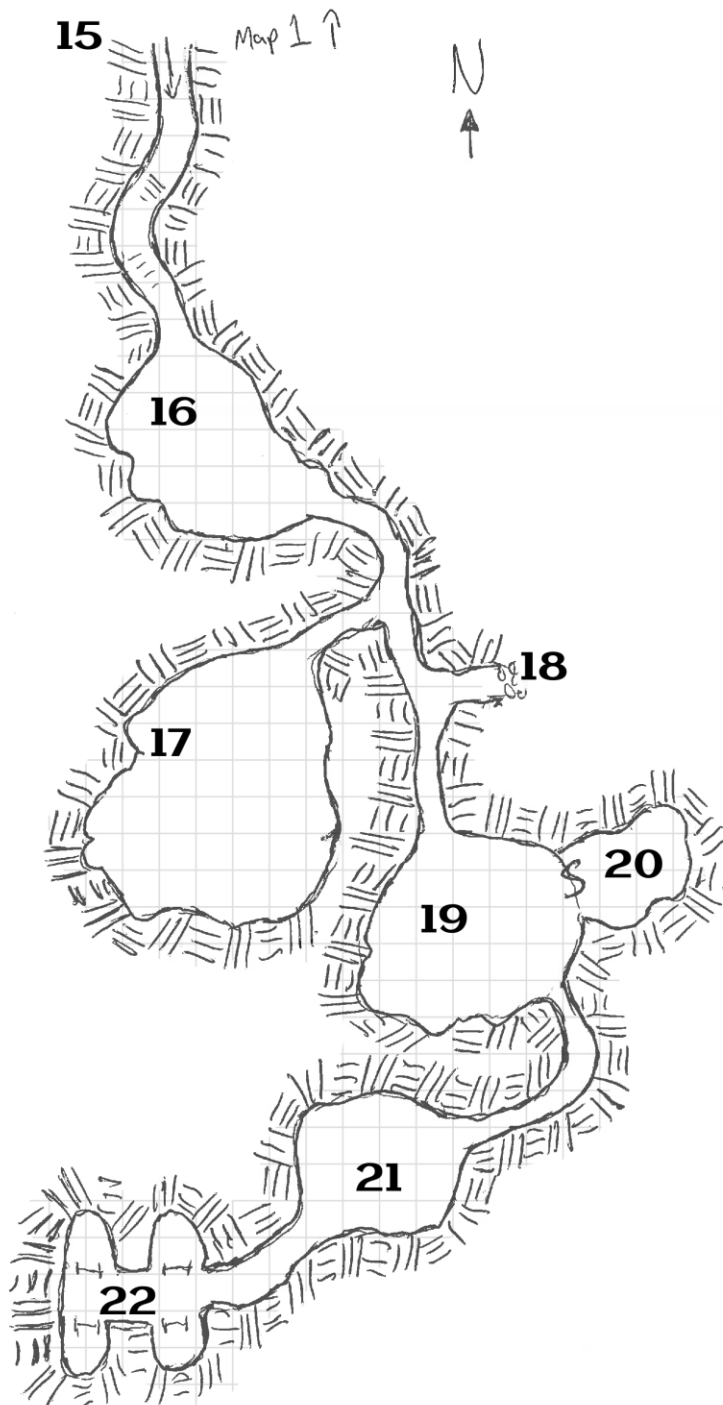
Roll 1d20

1. PC's savings throws are affected +1 for the rest of the day.
2. Wake up feeling exhausted, incomplete sleep, -1 CON for the rest of the day
3. - 1 saving throws for the rest of the day.
4. The stars have aligned, +2 extra HP today
5. fell asleep on your hand, woke up with numb hand - 1 DEX
6. Nothing happens
7. 1 extra wizard spell can be remembered today, +5% on all thief rolls
8. Clerics god grants 1 extra spell today
9. Nothing happens
10. Can see further in darkness today +20 extra feet
11. Fighters gain +1 to all attack and damage rolls
12. - 1 wizard spell can be remembered today. -5% on all thief rolls
13. All PC's wake up with one level more abilities and HP's - one day only
14. Nothing happens
15. All players attack rolls suffer by one point, uneasy sleep
16. The gods are smiling + 1 WIS
17. Nothing Happens
18. - 2 HP's for everyone, slept on uncomfortable floor
19. - 1 INT all PC's, nightmares thru the night
20. Clerics god takes away 1 spell today, - 1 on attack rolls for Clerics

Map 1



Map 2



Room Descriptions - Map 1



1. Mine Entrance

This is the entrance to the mine, there is a large cave entrance, inside a small path leads down into the mine, it is very dark. The tunnel is braced with large boards. A door from the mine entrance lies in splinters upon the ground.

2. Common Room

This room is 20' by 25', it looks like it was used as a staging area to carry out the finished ore. In the west corner are a few barrels, (2 days' worth of provisions) in the east corner is a haphazard pile of iron ingots (10). A passage leads to the southeast. There are 2 pickaxes lying beside the barrels.

3. Lead Hands Quarters

The door is locked. The room is 10' by 10'. Inside the room is a small study, with a table, and a bookshelf. On the table are a few volumes, one of which has an inventory of the mining operation. There is also a journal. (Within it there are references to a locust of stirges, a purple worm, and the owner of the journals thoughts on the mass exodus of miners, 'Fletchers! The lot of them, if I had my way I'd do this by myself!) There is a secret door behind the bookshelf.

4. Secret Room

The secret room is booby trapped with a crossbow. (Allow a saving throw vs breath attacks). Crossbow Damage 1d8. There is a chest in the room. It is locked and trapped (Dart D 1d4) Within the treasure chest is 130 CP's, 85 GP's and 10 SP's.

5. Cave in Area

Rubble is strewn about the floor here, at one point this tunnel looked like it continued, but there was a recent cave in. There are 2 dead miners trapped within the rubble (if a search is made). There is a 1 in 6 chance that another smaller cave in will happen. (Roll 1d6, on a roll of 1, the cave in happens, any PC in the immediate area will have to make dexterity check or suffer 1d6 damage from falling rubble). The miners have 1 rusted dagger, 2 pickaxes and 20 CP's between them.

6. Miners Barracks

This room is 15' by 20'. The room has 6 small bunk beds, a large fireplace, food stuffs littered about, and a large table in the centre. There are 6 disgruntled miners living here. (The miners refuse to leave the mine, they are upset with the closing down of the mine, and may see the PC's as a threat. There is a 45% chance that the miners will attack the PC's on site, one of the miners carries a key to room 7) there are 6 iron ingots in this room.

6 Disgruntled Miners. AC 7, AL N, HD1, Morale 6. Damage Pickaxe 1D6). 30 GP's, 25 CP's. A Key to Room 7.

7. Abandoned Mining Area

The door is barred with large boards, and a padlock. (Pick lock and strength check to disassemble the boards). If anyone listens at the door, they will hear a buzzing sound. The room is 30' by 35'. Parts of the walls crumble down, and the ceiling has caved in here. There is a large furnace in the west section of the room for smelting the ore. 4 dead adventurer's lie near the exit in the southeast (obvious victims of the stirges). The exit leads to area 8. There is a 1 in 6

chance that another smaller cave in will happen. (Roll 1d6, on a roll of 1, the cave in happens, any PC in the immediate area will have to make dexterity check or suffer 1d6 damage from falling rubble). There are 12 Iron ingots in this room.

9 Stirges AC7 HD 1 Damage 1D3 XP16
3 Gems (25 GP, 50 GP, 750 GP).

4 Dead Adventurers. 34 GPs, Potion of Human Control, 1 Battle Axe, 1 Short Sword, 2 Leather Armor, Scroll of Shield).

8. Tunnel to Map 2

The tunnel winds and slopes down going deeper into the underworld, beneath the mine. A slick dark substance drips from the ceiling here and coats the floor. (Dex check, if failed the PC's will slip and fall down the tunnel to area 15, a failed check will result in 1d4 falling damage).

9. Barricade Miners

Large boulders block the path south. A group of miners have setup a make shift camp here. They await rescue. They will gladly give the PC's 65 GP's in return for freedom from the mines. They carry nothing of value other than their pickaxes. (The miners barely escaped the worm in area 10).

3 Miners. AC 7, AL G, HD1, Morale 3.
Damage Pickaxe 1D6 XP 10).

10. The Iron Mine

This room is fairly large, 45" by 35". This is the main mine. The miners have worked on the sections here, digging deeper into the ground. There is a large 15" hole in the centre of the room. The walls of the mine have also been worked on. In the centre of the hole is a large grey worm! The worm appears to be hurt, it bleeds profusely from wounds. Littered throughout the mine are dead miners. There are sections of ore that can be converted to ingots in the room; they are in large wheel barrows.

Slightly Buggered Up Grey Worm AC 6, HP's 30, Att 1 D 1d8, XP 570 Morale 9

**Because the worm is injured all of its attack rolls suffer a -1 penalty. On a natural roll of 19 or 20 the worm will swallow the PC; a -4 penalty to any PC's trying to attack from within the worm.*

11 GPs, 4 Gems (worth 100 GPs, 75, 10, 750) 2 Crossbow Bolts +2 are embedded in the worm.

One of the miners carries a key for room 11. The miners have 15 CP's in total.

11. Blackened Room

The door to this room is locked; it appears to be a fairly new door. The room is 20' by 10'. The remains of a recent fire scar the ground, blackened bones lie on the floor. Among the bones are 3 Goblin Skeletons that rise up to attack. There is an exit to the north. (Upon further examination the PC's will notice that the skeletons are that of goblins). There is nothing of value in the room.

3 Goblin Skeletons AC 6 HD1, Att 1
Damage 1d6, Morale 12. XP 13



12. Sleeping Quarters

The door to this room is unlocked and hanging by two bolts. This room is empty, save for a few beaten up fur mats for sleeping. The room is 20" by 25". This may maybe a good location for the party to rest.

13. Throne Room

This room is 20" by 25". It was previously the throne room of the goblin king who inhabited this section of the mines. An undead goblin is strapped down to the throne; it hisses and breaks free of its leather strapping. This room has also been firebombed, the ground is blackened and there are bones littered across the floor. A fake wall to the southeast is partially open.

4 Goblin Skeletons AC 6 HD1, Att 1 Damage 1d6, Morale 12. XP 13

*1 Goblin Zombie AC 8 HD 2 Att 1 Damage 1d8 (short sword) Morale 12. *The zombie has a key to a chest in room 14.*

14. The Not So Secret Room

The fake wall covering this room is slightly ajar. There is a pit trap on the other side of the wall. (Dex Check or suffer 1d6 damage). Within the secret room is a treasure chest. (The goblin zombie has a key). Lying beside the chest is a battle axe (+1 against the undead). The chest is locked. Inside the chest is 50 CP's, 30 GP's, 5 Gems (3 Gems worth 10 GP's, and 3 Gems worth 25 GP's.)

Room Descriptions - Map 2**15. Tunnel**

The tunnel extends south twisting and turning and gradually going further down into the depths.

16. End of the Line

This room is 20` by 25`. (Have the PC`s roll a saving throw vs spell, if they fail their check they will see that the room is a dead end, the mines finish here with no exit other than the way they came in, if they succeed they will see that it was an illusion meant to keep people from going deeper underground).

17. Breeding Room

The door to this room is locked. Within the room is a dingy looking underground swamp that bubbles and spits slightly sticky fluid all

over the walls. It is about 6 feet deep in the centre. The room is covered in greyish larvae. (When fighting in this room the PC`s will eventually get covered in sticky ooze after 2 rounds of combat, they will receive a -1 penalty to all attack rolls)

2 Young Grey Worms AC 7, HP's 8, 1 HD Att 1 D 1d8, XP 30 Morale 7

*15 Grey Worm Larvae (susceptible to fire)1 HP Monster, 1HD - 7 AC 8, Current HP 1, Att 1 D 1d2, XP 5 Morale 3 ***

**The worms and larvae carry no treasure.*

***The Larvae are 1 hit point monsters; they are very small, at the most 1 inch wide by 2 inches long.*

18. Covered up tunnel

A rockslide has occurred here, from where the PC`s stand they can see light on the other side of the tunnel, but there is no way thru at this time. They will need to dig thru the rock. (Note you can choose to continue the adventure and create your own map here to further un-explored territories, possibly a dark elf stronghold or whatever your heart desires)

19. Laboratory

The door to this room is unlocked. The room is 25` by 30`. The room is covered in wall to wall bookshelves. There are tables everywhere with boiling apparatus's and strange equipment. Hunched over a large metal table in the centre of a room is an old looking elf with dark skin, he mumbles to himself. On the table is a strange automaton made of iron. There are 10 Iron ingots in the room.

Dark Elf Mad Scientist (he wears a cloak protection from grey worms that makes him invisible to them). AC 5 HP's 8 Att 2 HD 1 Damage Quarterstaff 1D6 XP 30). The scientist is not a wizard but he carries 2 scrolls, Mirror Image, and Invisibility.

GM's note – (The Mad Scientist has been trapped here since the collapse at area 18.

He is a part of a group of Dark Elves that have infiltrated the mine; he tends to the grey worm larvae and helped to concoct a plan to create Iron Statues using the mines ore. All of this information is detailed in his daily journal. The plan was to create a bunch of worms & statues and then raid the local town).

1 Iron Statue AC 4 HD 4 Att 2 (Fists 1d8/1d8) Morale 11 XP 190.

20. Secret Storehouse

There is a lever in room 19 that will disengage a flame trap within the secret storehouse. If the lever is not found, anyone finding the secret trapdoor will suffer 2d6 flame damage allow a save vs breath weapon for half damage. The contents of the potions in the room will be destroyed There are 6 Iron Statue potions in this storeroom, that are used in the creation process. They are useless to the PC's but are worth 50 GP's each to the right buyer. There are also barrels of food in this room, (12 days of provisions)

21. Iron Statue Room

This room is filled with Iron Statues, 20 in all, lined up in rows of 5. Some of them have cracked legs and arms, missing heads. (These are the works in progress that didn't quite turn out, there are however 2 Statues that survived the creation process). There are exits in the east and west walls. The room is 20' by 20'.

2 Iron Statues AC 4 HD 4 Att 2 (Fists 1d8/1d8) Morale 11 XP 190.

22. Dungeon

There is a locked sliding gate that will need to be lifted or picked to get into this room. Inside the room are four cells. In three of the cells there are carcasses of what appears to be the remains of miners, strung up to the walls in their cells. The fourth cell contains a miner who is still alive. (He pleads to be released).



About The Author



Shane started out playing Fighting Fantasy™ books when he was 13. Around the same time he played his first game of D&D™ with his cousin. Later he started writing his own adventures for the Advanced Fighting Fantasy game™ and played many hilarious adventures with his friends. Fast forward a few years later, a snowy Christmas morning in Canada, he opened up his first present to find that he was given copies of all the main books for AD&D 2nd Edition™. As he got older he found less time to play games and read books and took a few years of sabbatical from all things RPG. (Insert sad face). As of last year he was asked by his cousin in law to teach him how to play D&D™ and his love affair was re-born! Having never really spent much time on Google +, he decided to check it out and found this HUGE community of these apparent “gronards” that played this game called OSR. What the heck is that? Check it out on Google + it’s an amazing community of likeminded RPG-er’s (is that a word?) that really dig the early version of the “World’s

Most Popular Role Playing Game”™. Shane found all these cool clones of the original set of rules and fell in love with RPG’s all over again! (Do yourself a favor if you don’t know about the OSR go on and google it). Somewhere in the last few months, Shane decided “Hey I should try and write an adventure! And maybe put it up on this site called Drivethrurpg™, “Caverns of Ugard was born. Check it out on drivethrurpg.com it’s free.

Shane’s brain is currently smoking with ideas for a huge module, tentatively called “The Enormity Project”; hopefully he will get that thing finished up by the end of the year.

Check out www.3toadstools.blogspot.ca to read Shane’s daily rambling about RPG’s

Shane is a recording engineer at a studio and plays rhythm guitar with a local band called “One Blue Door”. He has yet to figure out what the reference is behind the name “One Blue Door” but they do play some cool tunes! Check em out if your into “Prairie Rock”
www.facebook.com/onebluedoor

If you haven’t guessed that I’m a goofball yet, please see above picture.

Cheers! And keep those dice rolling!

Pre-Generated Characters

Name: Galahad The Grey
Alignment: Good
Starting Hit Points: 1d8
Current Hit Points: _ _ _ _

Male Human Fighter
Armour Class 7

Attributes

Strength 13
Dexterity 14
Constitution 11
Intelligence 7
Wisdom 14
Charisma 11

Equipment

Leather Armour, Shield, Short Sword 1d6,
backpack, dry rations for a week, 3 torches

Gold: 15 GP's

Name: Wiz Fandergraph
Alignment: Good
Starting Hit Points: 1d4
Current Hit Points: _ _ _ _

Human Female Wizard
Armour Class 9

Attributes

Strength 5
Dexterity 6
1d6
Constitution 13
Intelligence 14
Wisdom 10
Charisma 4

Equipment

Hooded Cloak, Large Sack, dry rations for
a week, spell book, 1 torch, Quarterstaff

Gold: 12 GP's

Spells

Read magic, charm person, detect magic, shield, magic missile

Name: Alhan The Steadfast **Human Male Cleric**
Alignment: Good **Armour Class 5**
Starting Hit Points: 1d6
Current Hit Points: _ _ _ _

Attributes

Strength **8**
Dexterity **13**
Constitution **15**
Intelligence **7**
Wisdom **10**
Charisma **12**

Equipment

Chainmail, Club (1d4), backpack, rations
for a week, holy symbol, lantern, flint &
steel
Gold: 5 GP's

Cleric Spells

Cure Lights Wounds, Light, Protection From Evil

Name: Haw-Thrig The Sneak **Human Female Thief**
Alignment: Neutral **Armour Class 7**
Starting Hit Points: 1d4
Current Hit Points: _ _ _ _

Attributes

Strength **12**
Dexterity **13**
Constitution **11**
Intelligence **12**
Wisdom **9**
Charisma **9**

Equipment

leather armour, dagger, backpack, rations
for a week, thieves tools
Gold: 8 GP's

Thief Skills %

Pick Locks 17, Find & Remove Traps 14, Pick Pockets 23, Move Silently
23, Climb Walls 87, Hide In Shadows 13, Hear Noise 1-2.

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