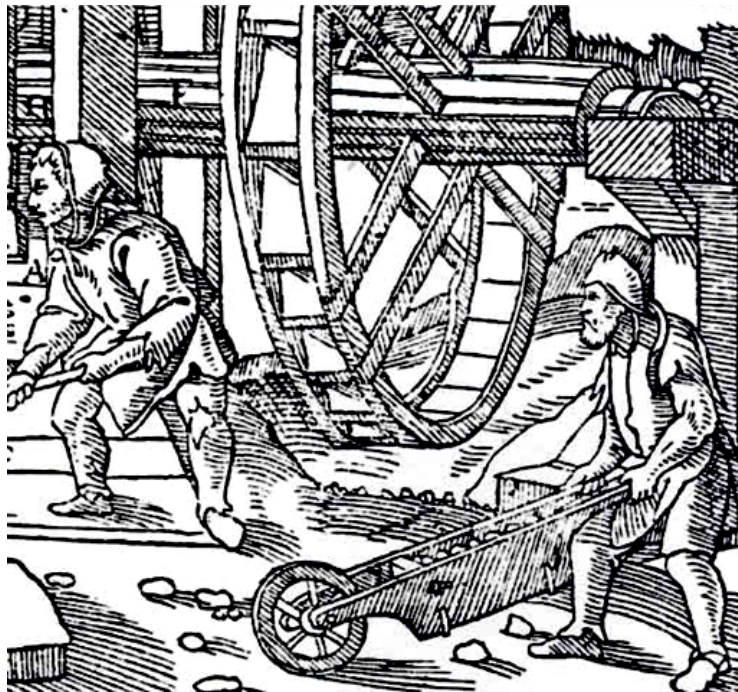


# THE ABANDONED MINE

An Adventure for 4-6 Characters of 1-3 Levels

By Aaron Gustwiller





## TABLE OF CONTENTS

|                         |    |
|-------------------------|----|
| Introduction            | 4  |
| Background              | 4  |
| Aubert the Trader       | 4  |
| Travelling to the Mine  | 4  |
| The Mine's First Level  | 6  |
| The Mine's Second Level | 9  |
| New Monster             | 11 |

Copyright (c) 2017 Aaron Gustwiller  
All the art is from sources in the public domain,  
with some modifications.

## INTRODUCTION

THE ABANDONED MINE is an adventure written for PITS & PERILS, suitable for low level parties and groups just starting off, and should be able to be completed in one to two game sessions. It mostly uses materials found in the core rulebook, with the one new monster type included at the end. Some background information has been included as an optional adventure frame, but everything is generic enough that the adventure should be able to be dropped into any campaign with few changes.

## BACKGROUND



Trying to pay the debts accumulated by her grandfather, the Baroness Edith was looking to re-open the silver mine south of Highbrook. But the team of surveyors discovered that a small kobold clan, the Gnawed Bone, had moved into the mine and turned into some sort of religious shine.

With costs rising and the kobolds yet to be cleared out, the plan was going to be shelved. But on the recommendation of one of her advisors a bounty was setup for anyone who could clear out the kobolds and destroy whatever it is they're worshipping.

The reward was set at 50 gold coins, and included claim to any items found within, whether left behind by the previous operators, or the kobolds.

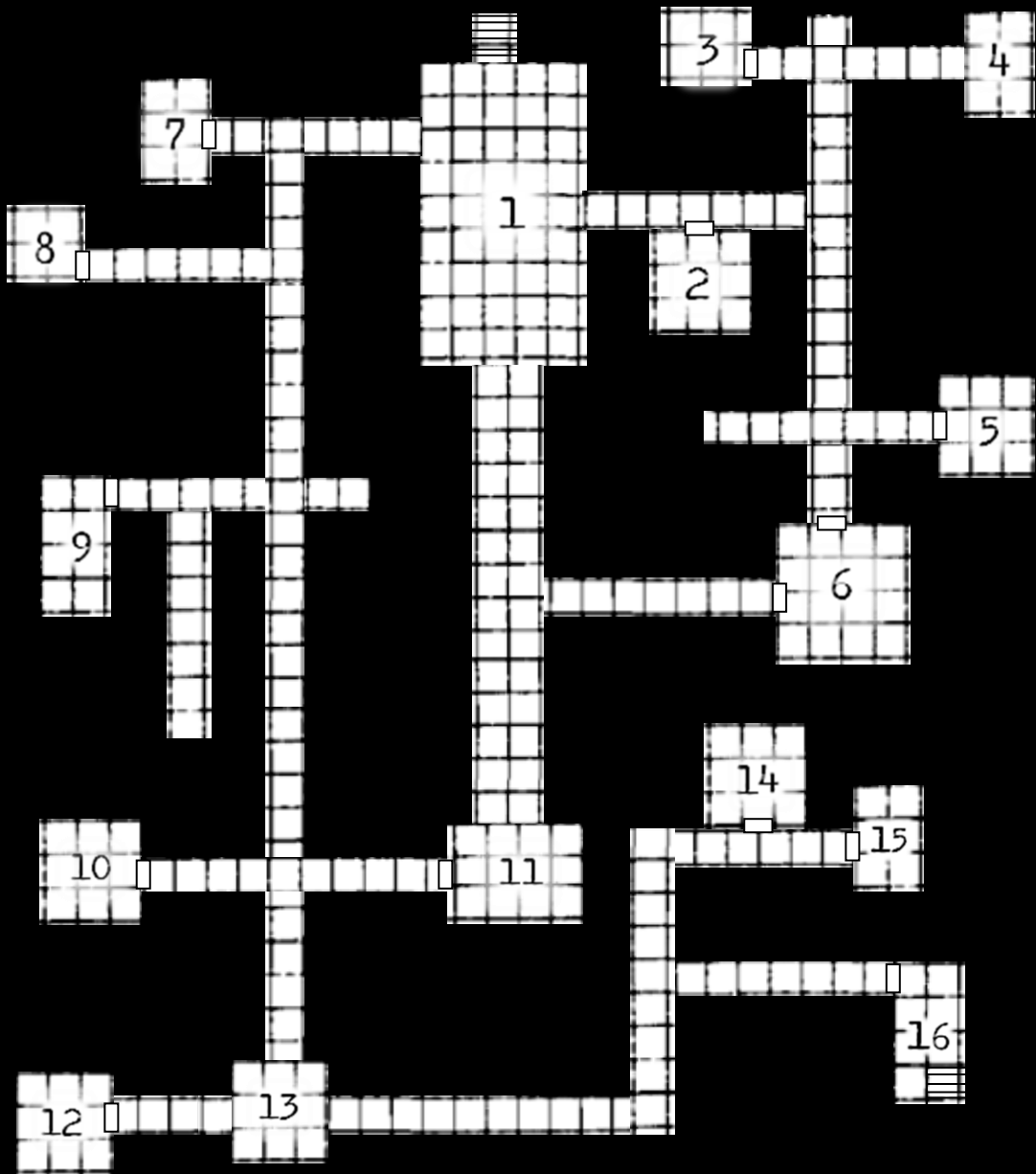
## AUBERT THE TRADER

Hearing of the bounty, and that his only competition would be the village smith at Highbrook, Aubert sensed an opportunity to make some coin. So after finding out what was offered currently he loaded his wagon with the items missing from the list and headed to the village, with a guard to protect him on the way. At his tent just outside of Highbrook he has the following weapons for sale: Long bows, crossbows, great axes, morning stars, long swords and great swords. He also has one suit of plate armor available.

## TRAVELLING TO THE MINE

The mine is located 8 miles southwest of the village of Highbrook, on the King's Highway. There is only a slight chance (1 in 6) of running into 1d3 KOBOLDS (AK: 1 (club) LL: 1/+0 (1 HP) ME: 30' (--) SE: S/+0) when travelling between the mine and the village.

## THE MINE'S FIRST LEVEL



## THE MINE'S FIRST LEVEL

Having its earthen walls and old wooden supports caked in dust and cobwebs the mine looks like it hasn't been disturbed in years, with the small foot- and claw-prints of kobolds being the only signs of any recent activity. The mine is also in near total darkness beyond the first area, and a torch will be needed for the party to see.

1 -- The large entrance area to the mine is cluttered with broken crates and rusted tools. If searched nothing of value is found.

2 -- This is the old manager's office. There is a desk, chair and shelf on the far wall, with some scattered papers on the desk that are too faded to read.

AREAS 3-6: There are 2 dead kobolds in the hall that are partially eaten. They were just armed with crudely made clubs.

3 -- EMPTY

4 -- There is a nest in the middle of the room with several broken eggs and a dead kobold on the ground. If searched there is 2 silver coins on the kobold.

5 -- The ceiling in the room has partially caved in. If entered a KOBOLD hiding in one of the corners is seen, holding a large egg and armed with a club. He only attacks to defend himself.

AK: 1 (club) LL: 1/+0 (2 HP) ME: 30' (--) SE: S/+0

AREA 6: Just outside the north door is a GIANT LIZARD trying to break into area 6. It doesn't seem to notice the party, but will turn and attack if anyone gets too close, or to defend itself.

AK: 1 (bite) LL: 3/+0 (5 HP) ME: 30' (--) SE: M/+0

6 -- The north door to this room is barricaded closed from the inside and cannot be opened. Inside the room are 2 KOBOLDS who are bracing the door if the GIANT LIZARD is still alive, or arguing about something if it was killed.

AK: 1 (club) LL: 1/+0 (2 HP) ME: 30' (--) SE: S/+0

7 -- EMPTY

8 -- Inside is a KOBOLD rummaging through some old crates and barrels. He will turn and attack the first character to enter if not taken by surprise. If searched the barrels just have rotting food in them.

AK: 1 (dagger) LL: 1/+1 (3 HP) ME: 30' (hide) SE: S/+0

9 -- There are 3 KOBOLDS in the room, with two sleeping and one standing by the door. The one standing attacks when the characters enter the room, but the other two only join combat after the first round.

AK: 1 (clubs) LL: 1/+0 (2 HP) ME: 30' (--) SE: S/+0

10 -- The ceiling had collapsed in this room and some of the rubble and dirt slide out when the door is opened.

AREA 11: Just before area 11 2 KOBOLDS have setup a barricade (the barricade has 5 HPs.) and will throw stones at anyone who approaches. Any attacks made against them while they are behind the barricade get -1 to the attack roll.

AK: 1 (short swords) LL: 1/+1 (3 HP) ME: 30' (hide) SE: S/+0

11 -- There is 1 KOBOLD sitting by the door who will attack the first character to enter the room. If the KOBOLDS at the barricade (stats above) haven't been killed they will enter the room and attack the characters after the first round of combat.

AK: 1 (spear) LL: 1/+1 (3 HP) ME: 30' (hide) SE: S/+0

12 -- EMPTY

AREA 13-16: Starting in area 13 the halls and rooms are well enough lit by torches on the walls that carrying one is no longer necessary.

13 -- There are some sacks of grain laying against the south wall, but the room is otherwise empty.

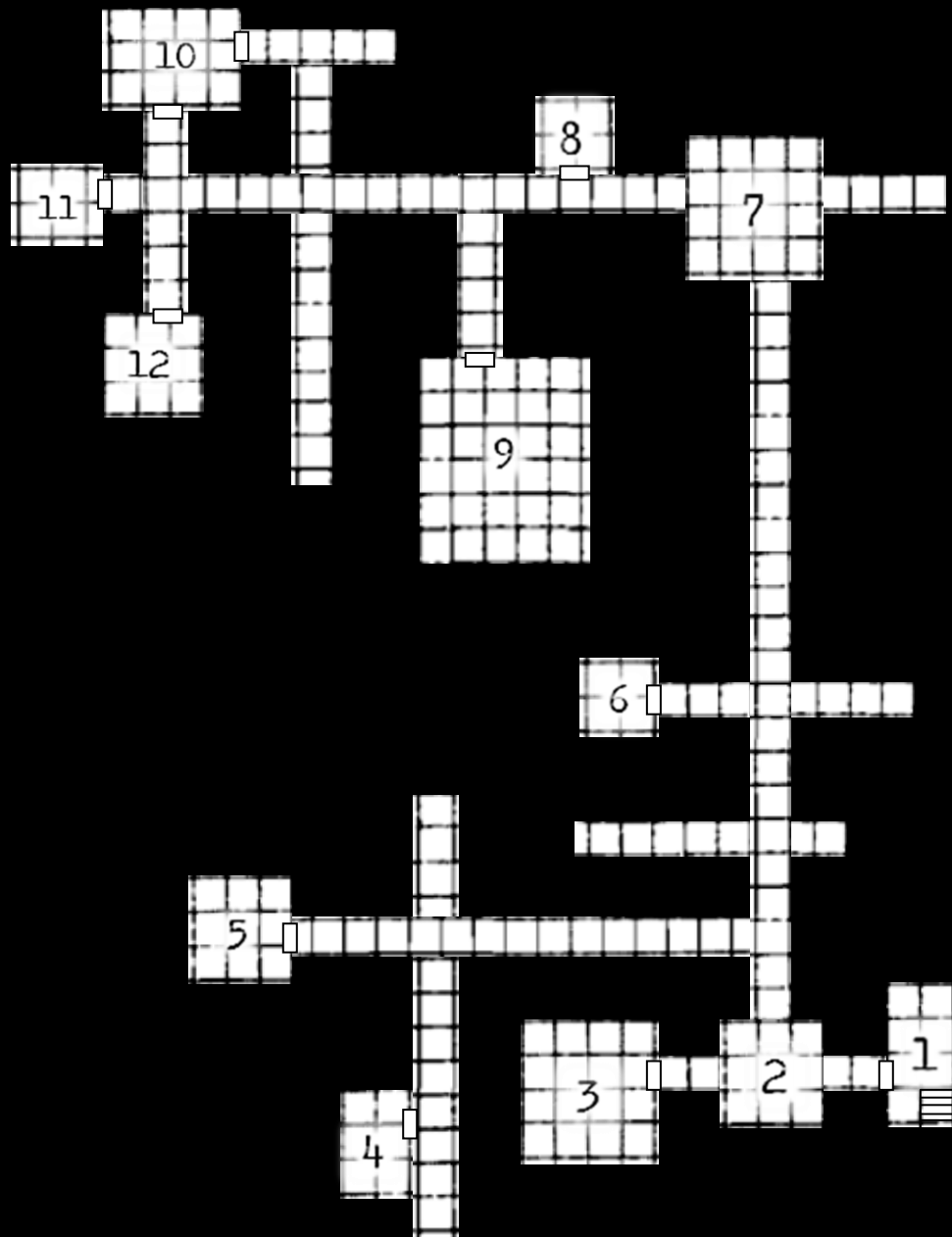
14 -- There are 2 KOBOLDS working at a desk, wearing crudely fashioned black robes, and appear to be studying the entrails of a dead chicken. When the party enters the room they turn around, throw the dead chicken at the first character to enter and then attack. The chicken does no damage.

AK: 1 (dagger) LL: 1/+0 (2 HP) ME: 30' (--) SE: S/+0

15 -- This room looks to be setup as sleeping quarters, with two beds of straw and a table along the eastern wall. Searching the room turns up a bag with 5 gold coins and a short sword.

16 -- There are just a couple of empty crates in the room and the stairs down to the second level.

## THE MINE'S SECOND LEVEL





## THE MINE'S SECOND LEVEL

The second level looks largely the same as the first level, but with better lighting provided from torches on the walls.

1 -- There are 2 KOBOLDS at the base of the stairs, guarding the entrance to the second level, and attack the party when they come down the stairs.

AK: 1 (spear) LL: 1/+1 (3 HP) ME: 30' (hide) SE: S/+0

Searching the room turns up a pouch with 10 silver coins.

2 -- Along the walls are small cages with chickens inside and a bag of grain laying on the ground. If searched nothing else is found in the room.

3 -- Inside is the mess hall, and there are 4 KOBOLDS eating at one of the several tables in the room. When the characters enter the room the kobolds throw their food at them and grab their weapons to attack.

AK: 1 (short sword) LL: 1/+1 (2 HP) ME: 30' (hide) SE: S/+0

4 -- The room is locked, with a board across the door. Inside is the decomposing body of a kobold and giant spider with a spear in it. They appear to have been dead for quite some time. If searched there are 5 silver coins on the dead kobold.

5 -- This room is the kobold's armory and contains several poorly organized racks of crudely made weapons. If searched few of them look to be of any value except 2 short swords and a spear.

6 -- EMPTY

7 -- There are 6 KOBOLDS in the room with one holding a banner with a black colored dragon painted on it. They all appear to be waiting or resting in the room. When the characters enter the kobolds hesitate but attack with makeshift clubs.

AK: 1 (club) LL: 1/+0 (1 HP) ME: 30' (--) SE: S/+0

If searched 50 silver coins are found between all the kobolds.

8 -- The room is locked. Inside is the high priest's quarters, with a bed and desk. If searched there is a bag of 10 gold coins and a SCROLL OF GLOW in the desk.

9 -- This large room is well lit by several torches on the walls and has a central stone platform upon which sits the black scaled Gorvorax, a young SWAMP DRAGON.

AK: 3 (bite, claws) LL: 3/+0 (8 HP) ME: 30' (--) SE: M/+0

Standing before the dragon is the KOBOLD high priest, wearing a crudely made black robe with shed dragon scales sown into the fabric, and armed with a DAGGER +1. When the party enters the room the high priest demands that they leave the "sacred lair of the exalted Gorvorax." He will attack the characters if they start to approach the dragon.

AK: 1 (dagger +1) LL: 1/+0 (2 HP) ME: 30' (--) SE: S/+0

Gorvorax just watches the characters, but will attack if either the high priest is attacked or the party gets too close. He can only attack with acid twice during combat.

If defeated Gorvorax's treasure horde is found on the central alter. It includes 5000 copper and 300 silver coins, a LONG SWORD +1, CHAINMAIL +1, and a SPEAR +1. The high priest, in addition to the DAGGER +1, has the keys to AREA 8 and 11.

10 -- Inside the room are 2 KOBOLDS in robes that attack the characters when they enter the room.

AK: 1 (dagger) LL: 1/+0 (2 HP) ME: 30' (--) SE: S/+0

This room is setup as sleeping quarters, with several individual piles of straw and a locked chest along the north wall. Inside the chest is one of the robes worn by the kobolds, a short sword, and a pouch with 40 silver coins. Searching the room just turns up some worthless junk and more of the robes.

11 -- This room is locked. Inside are two FOOTMEN, Blakely and Malin, who went to check out the mine but were captured. They are just interested in leaving the mine, but can be hired back at the village when the party next returns. Freeing them awards each character with 20 XP.

12 -- In this room the ceiling has caved in and it's just full of rubble.



## NEW MONSTER

| NAME          | ATTACKS | LEVEL | MOVE | SIDE | SIZE | NUMBER | TREASURE |
|---------------|---------|-------|------|------|------|--------|----------|
| Dragon, Swamp | 3(*)    | (*)   | (*)  | C    | (*)  | 1      | (*)      |

Living in swamps and deep caves SWAMP DRAGONS are a small (30' long) dragon species that are either black or dark green in color. They are able to spit a corrosive acid, which deals 1d6 damage when young, and 2d6 damage when mature or ancient. Anyone hit by the acid has their armor destroyed if it's non-magical; this affect can be prevented with a shield, but if the shield isn't magical either it is itself destroyed. All other stats are the same as the standard dragon in the core rulebook.

| YOUNG | MATURE | ANCIENT |
|-------|--------|---------|
| 3-4   | 5-7    | 8       |

## NOTES

This image shows a full page of white paper with horizontal dashed lines, typical of primary-ruled notebook paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## **Pits & Perils Open Supplement License v1.0**

The following Open Supplement License governs the reproduction and distributing of materials compatible with the Pits & Perils role-playing game by Olde House Rules. By copying, modifying and/or distributing supplemental materials, you agree to be bound by the terms of this License.

### **1. Application**

This License applies to any supplemental materials designed for, and compatible with, the Pits & Perils game reproduced and distributed by individuals or entities other than Olde House Rules.

### **2. Definitions**

"Copyright Notice" means the copyright notice applying to Pits & Perils.

"Distribute" or "Distributing" means to reproduce, display, transmit or otherwise distribute by any medium and/or in any form, whether gratis, for a direct or indirect fee, or any form of exchange.

"Supplemental Material" means any derivative content, such as adventures, enemies, spells and/or variant rules compatible with Pits & Perils and requiring the Pits & Perils rulebook(s) to fully utilize.

"You" or "Your" means an individual or a legal entity exercising rights under this License.

### **3. Grant and Consideration**

In consideration for Your agreement to use this License, effective on this date, Olde House Rules grants You world-wide, royalty-free and non-exclusive License for the following permitted uses:

3.1. You may copy and Distribute Your Supplemental Material, provided that You, in each instance, send a digital copy to Olde House Rules for private archival purposes.

3.2. You may use terminology specific to Pits & Perils provided these do not exactly or conceptually reproduce the existing work.

3.3. In all instances, the Copyright Notice and this License will be prominently displayed somewhere within Your Supplemental Material and the "Approved for Pits & Perils" logo on the front or inside cover at Your discretion.

### **4. Representation**

By Distributing Your Supplemental Material, You represent that it is Your original creation and/or that You have sufficient rights to Your Supplemental Materials to make the grants described in this License.

### **5. Versions of the License**

Olde House Rules may publish revised and/or new versions of this License from time to time. Each version will be given a distinguishing version number. New Supplemental Material must always use the most recent version of the License from the Olde House Rules web site. Once Your Supplemental Material has been published under a particular version of this License, You may continue to use it under the terms of that version or You may choose to use it under the terms of any subsequent version of this License published by Olde House Rules. No one other than Olde House Rules has the right to modify the terms of this License.

### **6. No warranty**

You expressly acknowledge and agree that use of Pits & Perils is at Your sole and entire risk. Pits & Perils is provided "as is" and without warranty of any kind. Olde House Rules expressly disclaims all warranties and/or conditions, express or implied, including but not limited to, the implied warranties and/or conditions of satisfactory quality, merchantability, fitness for a particular purpose and non-infringement of third party rights. No oral or written information or advice given by

Olde House Rules shall create a warranty.

### **7. Limitation of Liability**

Under no circumstances shall Olde House Rules be liable for any incidental, special, indirect or consequential damages arising out of or relating to this License or Your use of Pits & Perils, whether under a theory of contract, warranty, tort (including negligence), products liability or otherwise.

### **8. Use of the Logo**

The "Approved for Pits & Perils" logo is the property of Olde House Rules and may only be displayed under the terms of this License.

### **9. Termination**

This License and the rights granted herein will terminate automatically without notice from Olde House Rules if You fail to comply with any term or terms of this License and fail to cure such breach within 30 days of being notified of such breach by Olde House Rules.

9.1. Where Olde House Rules determines that a purportedly Supplemental Material is in fact a violation of copyright, this constitutes a breach of this License. Olde House Rules may terminate this License and the rights granted herein if You fail to cure such breach within 30 days of being notified of such breach by Olde House Rules. Olde House Rules may, at its option, use any applicable copyright law to protect its intellectual property rights.

9.2. Where Olde House Rules determines a Supplemental Material does not comply with subsection 3.3 of this License, this constitutes a breach of this License. Olde House Rules may terminate this License and the rights granted herein if You fail to cure such breach within 30 days of being notified of such breach by Olde House Rules.

9.3. Upon termination of this License, You agree to immediately stop any further copying, modifying and/or Distributing of the Supplemental Material in question. Except in the case of copyright violation, You will not be liable to Olde House Rules for compensation, indemnity or damages of any sort solely as a result of terminating this License in accordance with its terms, and termination of this License will be without prejudice to any other right or remedy of either party.

9.4. Termination of Your License by Olde House Rules shall not be effective to terminate the License of anyone else enjoying rights under this License.

### **10. Miscellaneous**

10.1. This License will not be construed as creating an agency, partnership, joint venture or any other form of legal association between You and Olde House Rules, and You will not represent to the contrary, whether expressly, by implication, appearance or otherwise.

10.2. Nothing in this License will impair the right of Olde House Rules to acquire, license, develop, market and/or Distribute products that perform the same or similar functions as, or otherwise compete with, Your Supplemental Material.

10.3. Failure by Olde House Rules to enforce any provision of this License will not be deemed a waiver of future enforcement of that or any other provision. Any law, regulation or rule of interpretation which provides that the language of a contract shall be construed against the drafter will not apply to this License.

10.4. If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

10.5. This License constitutes the entire agreement between the parties with respect to the subject matter thereof.