

ONLY THE GOOD DIE YOUNG

An OSRIC Adventure

By Joseph A. Mohr



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**For Evil Characters of 1st to 3rd Level of
Experience**

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Joseph A. Mohr

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ONLY THE GOOD DIE YOUNG

Why should the good and neutral adventurers have all the fun?

Only the Good Die Young is written for those who are not impaired by things like morality and other such weaknesses. This adventure is tailor made for those who are ruthless enough to do what is necessary in the quest for wealth and power. Those who are squeamish need not apply!

BACKGROUND INFORMATION

The adventurers are summoned by the demon Wuaxur to discuss a proposal. As the explorers are relatively new to adventuring they are informed that it would not be wise to keep Wuaxur waiting for long. He is quite busy. And he often eats those who upset him.

Wuaxur meets the players at a cave near the town where they are staying. He does not like to be seen by mortals on the prime material plane. Especially by good or neutral mortals. Wuaxur offers the players a small quest to prove their worthiness to his master. He does not offer the name of his master nor will he suffer questions about the identity of such. He assures the adventurers that his master is someone very important. And he will leave it at that.

Wuaxur stands nearly seven feet tall. He has fiery red skin and long horns and fangs. His barbed tail waves behind him as he speaks.

The quest is a minor task... he

says...just a simple little piece of business... “nothing that stalwart slayers such as ye should worry about” he states. “The dwarves at the Mines of Mandoran seem to have discovered something that could prove to be valuable to my master....and to you as well...should you acquire it..... The dwarves are mining there for gems and it is possible that they have uncovered the Gem of Fire. The Gem of Fire is a long lost artifact of great power. It is also quite a dangerous relic for one to be in possession of for long. Bring it to me. And I shall reward you appropriately for your troubles..... now begone!”

HISTORY OF THE GEM OF FIRE

This gem is said to have been formed in the fires of the volcano known as the Mountain of Power in the Dragonteeth Mountain Range. The mountain is also frequently referred to as the Mountain of Fire. In either case the mountain is a dangerous place to visit. It is believed to be the home of the Demon Lich Malcon the Firebringer. It is also said that the gem can only be destroyed in this volcano.

The holder of this gem is said to have great powers that can destroy armies or cities. It is also said that one who uses this gem often go insane. According to legend the gem was once recovered by a party of adventurers long ago but this is unconfirmed.

THE MINES OF MANDORAN

The Mines are located on the edge of the Dragonteeth mountains. The dwarves

have been mining in these caves for nearly a thousand years. Tons of gems have been dug out of these caves. And the dwarves guard the location of the cave entrance quite closely. No one outside of the dwarves has ever visited the mines. The dwarves allow no one else inside of their claim.

Wuaxur, however, has ascertained the location and provides this information to the adventurers. This information came at a high price. "I had to torture twenty of my finest dwarven slaves to death until I found one weak enough to give up the information. Such a waste. I would have much preferred to kill them slowly just for the entertainment. What a pity....."

GAME MASTER INFORMATION

The mines are four days ride or eight days on foot from the small town of Dagger Rock where the adventure begins. The route is along established roads and is not a particularly dangerous trip until one gets near the mountain range. Things are much more dangerous there. Many dangerous creatures reside in this mountain range. Fortunately for the adventurers the entrance to the mines is on the closest edge of the range and is in the least dangerous part of the mountains.

Like all of the adventures written by me this one is set in the mythical land of Zanzia. Zanzia is a kingdom of great riches. It is run by a benevolent king and queen who protect the citizens from the many enemies of the kingdom with great efficiency. They wield a powerful enough army to keep those enemies at bay. For now.....

Random encounters along the way to

the mines should be rolled twice daily. A roll of 1 out of 10 indicates an encounter.

RANDOM ENCOUNTERS ON THE WAY TO THE MINES

1. Zanzian Army Patrol
2. Barbarian Raiders
3. Dwarf Patrol
4. Elves
5. Dwarf Patrol
6. Dwarf Miners
7. Elves
8. Dwarf Patrol

Barbarian Raiders

Barbarians frequently raid over the border from the lands to the north of Zanzia. These barbarians are berserkers. They generally wear animal skins and wield two weapons. Like all berserkers they can strike twice in one round. A typical raiding party will have ten to twenty members but this one has been ambushed by Zanzian troops which are tracking them even now. These berzerkers will attack anyone that they encounter.

Berserkers (4): MV 12"; AC 7; HD 2-7 hp; HP 4 each; # At 2; Dmg by weapon; AL N. Each of these raiders is carrying a battle axe and a long sword. One of the raiders is carrying a small sack of loot: 34 copper pieces, a silver candlestick worth 15 gold pieces, a silver serving platter worth 25 gold pieces and a small fox pelt worth 10 gold pieces.

Dwarf Miners

This small group of miners is traveling from the caves to the city of Barrowmar to sell gems that they have taken out of the mines. These miners are armed and are used to fighting off bandits along the trails to the

city. They will be suspicious of strangers but not openly hostile.

Dwarf Miners (5): MV 6"; AC 4; HD 1; HP 5 each; # At 1; Dmg by weapon; AL LG. Each of the miners is armed with a war hammer.

Dwarf Patrol

These patrols frequently scour the land for the many enemies of the Dwarves. While the Dwarf clans live within the boundaries of Zanzia they enforce their own justice in the frontiers near their homes. This patrol has lost a few members to a band of barbarian raiders that is on the loose nearby. Their sergeant and lieutenant have been killed. This group is on their way back to the stronghold where they stage from in the mountains. They will be very suspicious of anyone appearing to be on their way to the mountains. They will attempt to stop anyone they find close to the mines and will use force if necessary to remove them.

Dwarf Soldiers (6): MV 6"; AC 4; HD 1; HP 6 each; # At 1; Dmg by weapon; AL LG. Each of these soldiers is armed with a short sword and a light crossbow and twenty bolts.

Elves

These elves are out hunting for barbarian raiders that burned a village in the woods near the northern border of Zanzia and the Barbarian lands. The village was an Elf village and many lives were lost. These elves are out for blood. They will not be immediately hostile to humans but they will defend themselves if they are attacked.

Elves (6): MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg Long Swords; SA +1 to hit with either a bow or a sword; AL CG.

Each of these elves is armed with a long bow and a long sword and twelve arrows.

Half Elf Ranger (1): AC 7; HP 7; AL CG; Armed with a long sword, long bow, twelve arrows, leather armor and shield. He is the teams tracker.

Zanzian Army Patrol

Zanzian army patrols search all over the land for enemies of the kingdom. They also enforce laws outside of the cities and settlements. They do not immediately attack anyone unless they are obviously invaders or bandits. Many races are tolerated within the kingdom of Zanzia including many of the evil demi-human races. These are not attacked on sight unless they are caught doing criminal acts.

Zanzian Men at Arms (10): F0; AC 4; HP 4 each; AL NG; long sword; short bow; twelve arrows; chain mail; shield; light war horse; lance.

Lieutenant: F3; AC 2; HP 21; AL NG; long sword; plate mail; shield; heavy war horse; lance.

INTO THE MINES OF MANDORAN

The mines are exactly in the location given to the players by the Demon Wuaxur. Dwarves can be seen coming and going from the mines at all hours of the day or night. The mines sit a few miles from the nearest dwarf village and from the nearest dwarf Stronghold. Should the mines be raided quickly it does not appear that the dwarves would be able to mount much of a counter attack too quickly. A cave entrance

can be seen with two dwarf soldiers standing guard just outside. Torches at the cave entrance light up the night.

Random Encounters should be rolled every four hours while the adventurers are within the caves or the lower level complex. a Roll of 1 out of 10 indicates an encounter.

RANDOM ENCOUNTERS WITHIN THE MINES

1. Fire Beetles
2. Dwarf Miners
3. Dwarf Patrol
4. Stirges
5. Giant Bats
6. Dwarf Miners
7. Dwarf Patrol
8. Centipedes
9. Rock Fall
10. Rock Fall

Centipedes (6): MV 15"; AC 9; HD 1/4; HP 2 each; # At 1; Dmg 0; SA poison; AL N.

Dwarf Miners (5): MV 6"; AC 4; HD 1; HP 5 each; # At 1; Dmg by weapon; AL LG. Each of the miners is armed with a war hammer.

Dwarf Patrol (6): MV 6"; AC 4; HD 1; HP 6 each; # At 1; Dmg by weapon; AL LG. Each of these soldiers is armed with war hammers.

Fire Beetles (4): MV 12"; AC 4; HD 1+2; HP 6 each; # At 1; Dmg 2-8; AL N.

Giant Bats (4): MV 3"/18"; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-2; AL N.

Rock Fall: These caverns are not entirely stable. Once in a while the adventurers will hear a strange rumbling sound. Then they

will feel the floor and walls shaking and see debris falling from the roof. On some occasions rocks and boulders will fall from the ceiling and potentially strike someone in the party. There is a 50% chance of this happening whenever this encounter is rolled. Such a strike will do 1-4 damage to the person struck by debris.

Stirges (4): MV 3"/18"; AC 8; HD 1+1; HP 5 each; # At 1; Dmg 1-3; SA drain blood; AL N.

KEY TO THE MINES OF MANDORAN

The entrance to the mines is lit by torches. Two dwarves stand guard at the entrance to keep intruders out of the mines. The mines appear to be cut out of a naturally made cavern. The walls of the caves appear to be limestone. Sounds of picks and shovels being used inside can be heard from outside of the cave system.

UPPER LEVEL

As the adventurers enter the caverns the sounds of picks hitting rocks becomes louder. The sound seems to echo through the walls of the caverns. This also masks the sounds of combat. Should the adventurers encounter someone or something that they have to fight it is unlikely that anyone else will hear it.

The air in the mines is a bit difficult to breath. There is mine dust everywhere in these chambers and even in the air itself. Bits of the dust fall from the ceiling every few minutes. The dust covers virtually everything that the adventurers see or pick up. There are even a few inches of it on the

floor of virtually every chamber and room on the upper level.

1. Entrance

Two Dwarves stand guard at the entrance to the caves. Both wear chain mail and wield large war hammers. Both appear quite vigilant. Each bears a shield with the coat of arms of the Mandoran Dwarf Clan. Just inside the doorway is a large gong used for warning those inside of invaders. Should the guards outside be attacked one will come here to sound the alarm.

Dwarves (2): F2; AC 4; HP 15 each; AL LG; Each carries a large war hammer and wears chain mail and shield.



2. Green Slime

This is a storage area. Several bags of grain and several wooden crates are piled up in here. A small hole in the ceiling here allows moisture to drip into the room from outside. Some of this water is pooled up around the bags of grain causing it to have a moldy smell. The crates are tinged with green and some of them have holes where rats have burrowed into them.

Hiding on one of the top crates is a green slime waiting to drop down on anyone who gets close to the crates.

Green Slime (1): MV 0"; AC 9; HD 2; HP 10; # At 0; Dmg 0; SA eats through metal and wood; SA turns victims into green slimes; AL N.

3. Gem Deposit

This bend in the tunnels is narrow and then widens into a larger space that appears to have seen some mining activity in the past. A broken pick here and a used up lantern indicate that this space was once considered a valuable vein. Now it seems as if it is dried up.

Close inspection with torches or lanterns might indicate a glint of something shiny in the walls about foot level. Should someone use a pick or a tool of some kind they might be able to pry out a valuable gem from the wall here. Even a sword or dagger could work to pry this gem out of the wall. This gem will be a fine piece of quartz and is worth 25 gold pieces. There are no other gems in the wall to be mined.

4. Shriekers

This cavern is dirty and dusty. It looks as if

it is not regularly visited by any of the dwarves living here. Strange growths are all over the cave. Mold in various grows along the ceiling and walls. In the center of the chamber are two large mushrooms. Each is dull grey in color.

Should these creatures detect any movement in the room they will begin shrieking and wailing and will continue doing so for 1-3 melee rounds.

Shriekers (2): MV 1"; AC 7; HD 3; HP 14 each; # At 0; SA shrieking draws random encounters; AL N.

Should the players explore this room further they will find that the various molds here are benign. But they will find a usable mining pick, a bulls eye lantern full of oil, and a **dagger +1** buried under muck where the **Shriekers** were standing.



5. **Skeletal Remains/Rock Fall**

On the floor of the tunnel are skeletal remains of an unfortunate soul who was killed during a rock fall. These remains seem to be Dwarven. This victim was a miner who was in the wrong place at the wrong time. Close inspection of the body will reveal a usable mining pick and a broken lantern.

6. **Busy Intersection**

This is the intersection of several tunnels. Any time the adventurers walk through this area there should be a random encounter check. Close inspection of the hallway will reveal that there are many footprints visible on the floor here.

7. **Garrison**

This chamber is the main garrison for the mines. There is a large table here which is used as the main mess. There are cots along the walls and weapon racks along the walls. At any given time this room will have a minimum of twelve dwarf soldiers here. Of those twelve at least one half will be asleep. The other half will be eating at the table or cooking at a small fire at the back of the room. There are cots here for twenty five but most will be unoccupied.

Should the gong be sounded at area 1 these soldiers will immediately grab their weapons and head for area 6 to repel the invaders.

Dwarf Soldiers (12): MV 6"; AC 4; HD 1; HP 6 each; # At 1; Dmg by weapon; AL LG. Each of these soldiers is armed with a war hammer.

The weapon racks contain twelve spears, ten long swords, four light crossbows, 100 bolts,

and a footman's military pick +1/+2 versus giant class creatures.



Should the adventurers wish to bypass this room it would not be difficult to sneak by it. The dwarves are usually eating or sleeping unless they have been alerted of invaders. There is only a 1% chance of anyone inside this room seeing anyone walk by or investigating.

Close inspection of the room or the many bedrolls here will reveal the following treasures which have been hidden away by the various inhabitants of the room: 43 copper pieces, 15 silver pieces, 24 gold pieces, three pieces of quartz worth 10 gold pieces each and a star rose quartz worth 50 gold pieces.

8. Fire Beetles

This room glows with incandescent light from some unknown source. Strange glowing mold lines the ceiling and walls here. Even the rocks on the floor here seem to glow. Suddenly, however, the adventurers realize that these rocks are not rocks at all. They are creatures which seem to glow red with fire.

Fire Beetles (7): MV 12"; AC 4; HD 1+2; HP 6 each; # At 1; Dmg 2-8; AL N.

Closer inspection of the room will reveal that there are skeletal remains here of two dwarf miners who were overrun by these beetles. Each of them holds a broken mining pick in which they tried to fight for their lives. One of the two skeletons, however, also has a silver holy symbol worth 50 gold pieces. He also wears a **ring of fire resistance** on one of his skeletal fingers.

9. The Bird Cage

A large cage made of steel dominates the center of this chamber. The cage is circular and domed. Inside of the cage is a large bird like creature with the lower body of a horse and the upper body of a bird. It has two hoofs like a horse yet has wings and claws like a bird. It also has the head and beak of a bird. The creature is trapped in the cage and is unable to escape it's prison. Straw lines the bottom of the cage.

The dwarves keep this dangerous animal to alert them if the air becomes too foul to breathe. It acts as a canary for their mine.

If the creature is left alone it cannot escape. If the lock on the cage is removed and the door is opened then the creature will escape the cage and attack anyone it can in the

room. If the lock is removed and the cage is left alone the creature will just escape and fly out of the caves.



The creature could be easily killed in this cage. Should this be done then only one half of the experience should be awarded since there is no danger from the creature.

Hippogriff (1): MV 18"/36"; AC 5; HD 3+3; HP 14; # At 3; Dmg 1-6/1-6/1-10; AL N.

Close inspection of the inside of the cage will reveal that hidden in the straw at the bottom of the cage is a **Hippogriff** egg worth 1000 gold pieces.

10. Well

A stone well sits in the middle of this intersection. It has a low stone wall in a circle around the hole through the floor. A small wooden roof keeps out the mine dust from the water supply. There is a bucket here and a winch to lower and raise the bucket. The walls of this well only come up a foot and a half from the floor as it is made for dwarves to use.

A set of skeletal remains lies near the well. Apparently one of the miners was unfortunate while carrying water back to the garrison area. His crushed skeleton lies here beneath the rubble. There is a crushed wooden bucket in one of his skeletal hands. Close inspection will reveal that he has a fine piece of quartz in a small leather pouch on his belt. It is worth 25 gold pieces.

Close inspection of the well will reveal that the stones around the water hole are loose and anyone who gets too close could easily fall into the water. If anyone looks down into the well they will see that the water is only twenty feet below. If lights are shined down into the well a glint of metal can be seen down below in the water. Should someone be brave enough to climb down into the well they can do so safely with a rope or perhaps not so safely if using thief skills. In the water the person searching will find a **short sword +1/+2 versus arachnids**.

11. Spiders

This chamber is dirty and has a thick layer of the mine dust on the floors. Thick cob webs are in all corners of this room. The air here is thick with the dust of the mines and breathing is more difficult in this chamber than elsewhere in the mines. In the light of torches or lanterns a glint of metal can be seen in the northeast corner of the room. Thick webs cover that portion of the room.

Should anyone approach that part of the room they will see large spiders scurrying towards them from several directions in the room. Should the players torch the webs ahead of time it will flush out the spiders. Otherwise there is a chance of surprise if they approach metal object without doing so.



Spiders, Large (3): MV 3"/15"; AC 8; HD 1+1; # At 1; Dmg 1; SA weak poison (+2 saving throw); AL N.

Stuck in the webs here are the skeletal remains of a thief who snuck into the mines long ago but was killed by the spiders here in this room. The Dwarves know that the body is here but have left it to discourage others from invading their mine. The skeleton is that of a halfling. The skeleton wears a suit of usable leather armor. The

armor is actually **leather armor +1**. In one hand of the skeleton is a short sword that he was defending his life with at the very end. It is a normal short sword. And this sword is what gave off the glint of light.

12. Copper Dragon/Stairs

This large room seems to glitter with gold. Many large gold rocks seem to fill the chamber. In the west end of the room is a set of spiral stairs leading downward. After a few minutes the pile of rocks take on a much different appearance. Resting among them is a **very young copper dragon**.



This dragon was brought here a couple of years ago by Vokromli Alerock the king of the Mandoran Clan of dwarves. The dragon was brought here as an egg and hatched here in this cave. The Dwarves feed and care for this baby dragon and it reveres the Dwarves. It stands guard here against invaders of the mines and will defend the stairs to the lower level with it's very life if necessary. The

dragon's name is Methryd and he can talk in dwarvish but not in common tongue. He cannot cast spells yet nor can he yet polymorph himself like others of his kind. With time and experience he will learn those skills.

Very Young Copper Dragon (1): MV 9"/24"; AC 1; HD 9; HP 9; # At 3; Dmg 1-4/1-4/5-20; SA acid breath weapon; SA poison gas breath weapon slows opponents; AL CG.

Close inspection of the rocks will reveal that the rocks in the room are not really gold at all. They are iron pyrite or fools gold. However mixed among these rocks are many valuable quartz stones.

There are 34 of these quartz stones here worth 10 gold pieces each. There are five larger quartz stones here worth 50 gold pieces each. There is also a silver pendant here with a fine topaz centerpiece worth 450 gold pieces. A **wand of magic missiles** with 12 charges on it and a suit of **chain mail +1** are hidden beneath the piles of stones.

13. Miners

The sound of picks hitting rocks can be heard more loudly as adventurers get nearer to this room. This chamber is filled with sweaty dwarves striking their picks against the walls or against large boulders in the room trying to find valuable gems. All of these dwarves are facing away from the doorway. Achieving surprise on them is virtually guaranteed should the adventurers seek combat with them. They would achieve surprise on a 5 out of 6.

A large sack sits in the center of the room. One of the dwarfs clearly acts as the foreman and he merely observes as the

others work. He has his back to the entrance as well as he is closely monitoring his workers to make sure than none steal a valuable gem from the mine.

Dwarf Miners (14): MV 6"; AC 4; HD 1; HP 5 each; # At 1; Dmg by weapon; AL LG. Each of the miners is armed with a footman's military pick which they are using for mining.

In the large sack are 42 quartz stones worth 10 gold pieces each and 11 large quartz stones worth 50 gold pieces each.

14. Rock Pool/Water Weird

A large natural pool of water fills this room. Large rocks circle the pool. Water drips from the ceiling here and into the pool. Where this water comes from is a mystery. Perhaps there is a small hole in the ceiling that cannot be seen.



In the pool of water are several gold and silver coins. The water is pure and clear.

Inside the pool, however, is a creature which will attack anyone who tries to retrieve coins from the pool. It is a **water weird**.

Water Weird (1): MV 12"; AC 4; HD 3+3; HP 14; SA drowning; SD reforms after 2 rounds if it is disrupted; SA strikes as a 6HD monster; SD sharp weapons do only 1 hp of damage to it; SD purify water kills this creature; AL CE.

There are 12 gold pieces and 15 silver pieces in the pool which can be retrieved. If the pool is explored closely the adventurers may also find a **ring of free action** at the bottom of the pool buried in the soft mud at the bottom.

LOWER LEVEL

This level of the mines is made of stone. This is not natural cave but stone walls made by the dwarves. The floors here are made of white stone. The walls are dull gray in color. None of these passages or rooms are lit unless otherwise specified. Dwarves have infravision and have little need of light in most places. The sounds of picks hitting rocks cannot be heard from here. This level is very quiet.

1. Stairs/Entrance

The stairs lead down twenty five feet into a circular chamber. Carved on the walls of this room are murals depicting the mines and the Dwarf clan that owns them. The room has torches in sconces about every five feet along the walls. There is a doorway leading west from here.

2. Fountain of Mandoran

In the center of this large room is a giant double fountain. Clear water is sprayed up

into the air by two different spouts. The fountain basin has runes etched upon it in the language of the dwarves.

“I'm that which is seen only in darkness,
Swiftest of all, and near as old as time;
Day's distant brother; fire and faintness,
I light without shadow -- can you solve this
rhyme?”

The answer to this riddle is “starlight.” If the proper answer is spoken aloud then the secret door to area 3 will slide open. This secret door can easily be found by the normal means but it cannot be easily opened. There is no keyhole nor is there any doorknob to grab onto. It can only be opened by properly answering the riddle at the fountain. If a wrong answer is given then the water of the fountain will suddenly turn blue. The adventurers might take this as a sign that the correct answer was given. They would be mistaken.

The water is clean and pure when the players first arrive. But when it turns blue it is poisonous. This poison cannot be bottled because it only remains poisonous while it is in the fountain area. The poison will do 1-4 points of damage to the person drinking per round for 1-3 rounds or until the poison is neutralized unless a saving throw versus poison is made.

3. Secret Room

This room has two large chests in it. Each of the chests has a large metal lock on it. The chests are made from fine wood and reinforced with metal bands. Strange dwarven images are forged into the metal bands binding the chest.

Chest # 1 - Trapped - Sleeping gas will pour out of the lid of the chest when opened

causing all those in a 5" radius to make a saving throw or fall asleep for one turn. Inside the chest are 267 gold pieces and 343 silver pieces. There is also a moonstone worth 100 gold pieces and a aquamarine worth 500 gold pieces. There is bone scroll tube with the magic user spells: **feather fall** and **knock** on it.

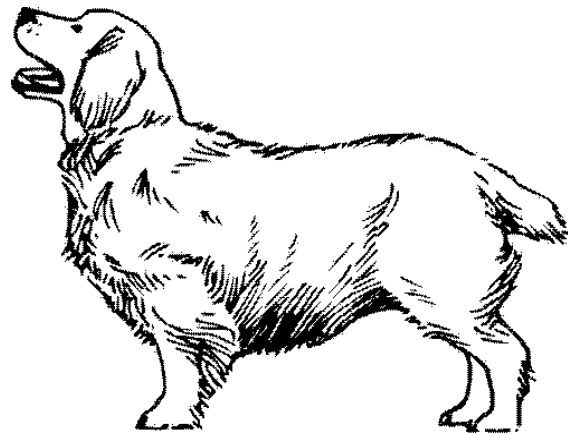
Chest # 2 - Trapped - Poison darts fly out of the lid of the chest towards the person opening it unless disarmed. Each dart fires as a 5hd monster and does 1-3 points of damage. There are three such darts. The poison will do 1-4 points of damage unless a saving throw versus poison is made. The poison damage will occur only the first round. Inside the chest are four fox pelts worth 5 gold pieces each, a bolt of fine Juralian silk worth 100 gold pieces, five small bottles of fine perfume from Jural worth 50 gold pieces each, a **potion of healing**, a **potion of climbing** and a **potion of flying**.

4. Blink Dogs

The doors to this room are locked. Anyone listening at the door to this room may hear the yapping of little dogs.

This L shaped room is inhabited by two guard dogs. These are no ordinary dogs, however. They are **blink dogs**. The room appears to be set up specifically for these two dogs to stand guard and prevent access by strangers into the complex. Food bowls can be seen where the Dwarves have provided for these guardian's needs.

Blink Dogs (2): MV 12"; AC 5; HD 4; HP 16 each; # At 1; Dmg 1-6; SA attack from the rear 75% of the time; SD teleporting; AL LG.



5. Statue of Vokromli Alerock

In the center of this small room is a statue of Vokromli Alerock, king of the Mandoran Clan of Dwarves. The king stands proud holding a great war hammer and a large shield. Etched on the base of the statue are runes written in the language of Dwarves.

“My red cave, white soldiers standing in line.”

The answer to this riddle is “mouth” but speaking the word aloud will achieve nothing. Should someone look inside the mouth of the king statue, however, they will find a small button. If the button is pressed the statue will drop it's shield on the ground. The statue shield will then crack revealing a real shield that was inside the stone. It is a **shield +1**.

6. Altar of the Dwarves

The door to this room is not locked. Anyone listening at the door to this room will hear the sounds of chanting from within.

A large stone altar rests against the north wall of the room. A small shrine to Glagnoug rests upon the altar. Glagnoug is a Dwarven deity commonly worshiped in and around the land of Zanzia. Glagnoug is the god of miners and he is revered by those of the Mandoran clan of dwarves.



On top of the altar is a large golden offering bowl. Inside of it are many gems. Two large silver candlesticks light the altar.

In front of the altar is a dwarven priest holding a wooden staff. Beside him are two acolytes.

Lorgruli Brownbeard, High Priest of the Mandoran Clan: C4; AC 2; HP 19; plate mail, shield, **staff of curing with 15 charges**, mace, AL LG. Spells memorized: **bles**, **command**, **sanctuary**, **silence 15' radius**, **hold person**. Wears white robes

with the symbol of the Mandoran clan on them.

Acolytes (2): C1; AC 4; HP 4 each; chain mail, shield, mace, AL LG. Spells memorized: **cure light wounds**.

The offering bowl is made of solid gold and is worth 250 gold pieces. The gems in the bowl are 15 quartz stones worth 10 gold pieces each, 2 star rose quartz stones worth 50 gold pieces each and 5 jasper stones worth 50 gold pieces each. The two silver candlesticks are worth 25 gold pieces each.

Close inspection of the altar will reveal a secret panel in the rear of it. This can only be found if the altar is moved away from the wall. Anyone of evil alignment who touches the altar with bare hands will be repelled by the magical force of good which is imbedded in this altar. The person will be forcefully thrown from the altar and will take 1-6 damage from impacting a wall or the floor as a result. If the altar is touched or moved with tools, poles, or hands with gloves or gauntlets then the altar will not have this magical effect.

Inside of the secret panel are: a potion of speed, a potion of cold resistance and a small wooden scroll tube with cleric spells: **purify food and drink**, **detect magic**.

7. Lava Pit

A fiery pit of lava spans from north to south across this room blocking the path. The pit is ten feet wide. It also spans twenty feet from north to south. One could possibly jump across or someone could climb the walls to the other side to create some sort of bridge across. In either event the pit must be bypassed in some way if the adventurers are to cross this room.

What is not immediately apparent, however, is that a strange creature hides inside the lava. It is a dangerous fiery creature that lives in fire and is indistinguishable from it until it moves outside of the pit. If someone does manage to cross the pit it will attack that person alone while it has the advantage of being equal in number to its opponents. If anyone probes the pit, however, it will attack immediately before being discovered.

Fire Snake (1): MV 4"; AC 6; HD 2; HP 10; # At 1; Dmg 1-4; SA paralyzation venom on bite that lasts 2-8 turns unless save against poison is made; SA surprise 60% of the time; AL N.

Close inspection will reveal that the lava pit is not particularly deep. It is about 3 foot deep at its deepest point. Anyone falling into the lava will take 1-8 points of fire damage per round until extracted from the pit.

The Dwarves are aware of the **fire snake** and allow the lava to flow through that chamber in order to keep the creature there to defend the passage.

8. Guard Post

Two dwarves stand guard here to prevent access to the king's chamber. Both are experienced veterans and both are extremely vigilant in their duties. The chamber is not lit as both dwarves have infravision and can see anyone coming a long way off. Both will likely be quite aware of the approach of anyone down this hallway from the west. Anyone approaching from the east, however, could achieve surprise on them as they are expecting that passage to be protected by the fire snake in area 7.

Dwarf Guards (2): F3; AC 2; HP 15 each; dwarf sized plate mail; shield; war hammer; heavy crossbows with 20 bolts; AL LG.

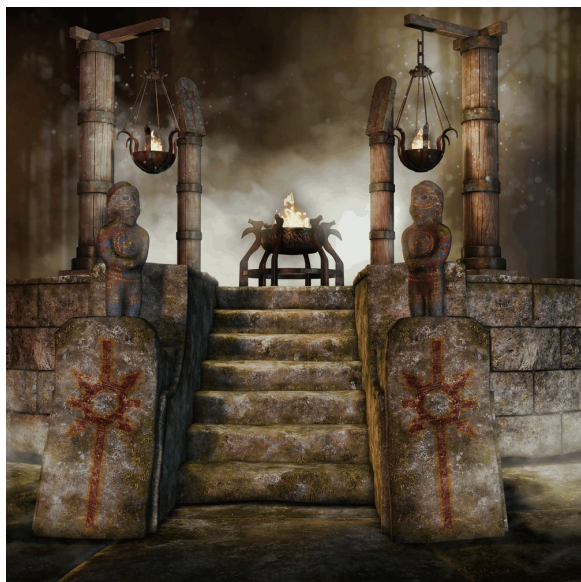
9. King's Chamber/Throne Room

The door to this chamber is locked. This particular door is a reinforced door and will be more resistant to being kicked open. Any chance to kick this door open will suffer a 50% less chance of success. Any loud kicking sound that does not open this door will alert those inside of invaders and they will be prepared for combat as a result.

A large stone throne in the north end of the room dominates the scene in this chamber.



Four large braziers with burning hot coals light the room well. Tapestries line the walls here depicting the banners of the Mandoran Clan. Many gems decorate the finely carved throne. The dwarf king Vokromli Alerock sits upon that throne.



Vokromli Alerock, King of the Mandoran Clan of Dwarves: F4; AC 1; HP 30; **dwarf sized plate mail +1**; shield; **hammer-lucern +1/+2 versus undead**; AL LG. Around his neck is a golden necklace with a topaz centerpiece worth 1150 gold pieces. On one finger is a ring made of platinum with the seal of the Mandoran Clan stamped upon it worth 550 gold pieces. On another hand is a **ring of water walking**.

Dwarf Bodyguards (4): F2; AC 4; HP 10 each; chain mail; shield; battle axe; light crossbow; 20 bolts; AL LG.

Throne

This throne is made of stone and seems to be carved out of rock. It is finely made and seems to be comfortable only for a dwarf to sit upon. It is decorated with many gems of various types. Ten large pieces of quartz decorate the top of the chair and each is worth 50 gold pieces. An eleventh gem sits between five of the quartz gems and the other five. This gem sits at the very top of the throne and it is a **pearl of wisdom**. Decorating the front of the throne is a large fiery red gem that seems to glow. Closely

looking into this gem one can see swirls of fire. Clearly this must be the **Gem of Fire** that Wuaxur seeks. If detected for this gem will radiate magical power. It is not, however, the real **Gem of Fire** which is in the possession of a **Banshee Queen** far from this place. It is a valuable gem though. It is a fire opal and is worth 1500 gold pieces.

Tapestries

These four large tapestries are quite old and are very valuable to collectors of art. Each is worth 250 gold pieces if taken intact. However, they are very old and very brittle. If handled at all there is a 50% chance of each tapestry disintegrating into dust.



Braziers

These fire pits are filled with white hot coals and burn very hot and bright. They give off a great deal of light and the room has few shadows in it as a result. Three of these pits are just what they appear the one in the north west corner of the room has a **gem of brightness** hidden in the coals of the fire. If the brazier is dumped out or searched then it might be found. Otherwise it will not.

There is a secret door in the south wall of the room which leads to area 10.

10. Secret Room/Treasure Room

Two chests and a large book are located in this room. The book sits upon a pedestal. This room does not look as if it is visited often. Thick layers of dust on the book and on the chests give the impression that it is rarely visited at all.

Chest #1 - Not trapped - This chest contains 543 gold pieces and 465 silver pieces. There are three figurines of dragons in various poses made of solid silver. Each is worth 100 gold pieces. There is also a suit of fine dwarf sized chain mail with golden links made for a king worth 500 gold pieces. A small box inside the chest contains a **potion of acid resistance**, a **potion of cold resistance** and a **potion of poison** (type A ingestive).

Chest #2 - Trapped - Fear inducing gas spills from the lid of this chest if the trap is not disabled. Anyone in a 5' radius from the chest must save versus poison or flee for one turn. Inside the chest are a fox skin cape worth 300 gold pieces, four jars of rare spices from Jural worth 100 gold pieces each, three sticks of rare Juralian incense worth 25 gold pieces each, two small ivory

tusks worth 100 gold pieces each and a **bag of devouring**.

Book on pedestal

This book is called the book of the mines and it is a book made for the Mandoran Dwarf Clan. It is etched with gold and has fine illustrations on every page. It is obviously a historical work of art to these dwarves and it is quite valuable to them. It is of course, trapped, in multiple ways.



Should the book be lifted off of the pedestal a vent above the pedestal will open and drop burning oil on the player doing so. Anyone within a 5' radius of the pedestal must make a saving throw versus dragon breath or suffer 2-16 points of fire damage. A saving throw will indicate one half damage is taken.

Should the book be opened a glyph of warding on the first page will deliver 8 points of lightning damage to the person opening the book and seeing the glyph.

The book itself is worth 500 gold pieces to collectors of fine art. But Wuaxur would accept this book as a substitute for the **Gem of Fire** since the players failed to find the real one.

CONCLUSION TO THIS ADVENTURE

Wuaxur will be waiting where the adventurers first found him. He will not exactly be pleased with the **Gem of Fire** delivered to him since it is not the real one. He will crush the fire opal in his powerful hands. But he will reward the players if they give him the book as payment. If they do not then he will not reward them at all. If questioned about the death of the dwarves in the mines he will state "The extermination of a few dwarves is of little consequence to me. It never hurts to rid the world of a few of those....."

Reward will consist of each player receiving a golden medallion which will radiate magical energy. If worn the wearer of these medallions will receive a bonus of +1 to a random skill attribute after one month of use. After that month is over the medallion will disappear. Only evil characters may wear these medallions. A character of any other alignment will suffer one point of damage per round that they wear it.

FINAL NOTE TO THE GAME MASTER

I suppose that this is inevitable. But with players role playing evil characters the temptation to "just take over the mine" is probably going to be difficult to resist. Now this is only a mine that produces quartz as you can probably deduce from the adventure itself. So the value of the stones found here are not that overwhelming. If this alone does not discourage the players from camping here and trying to farm the mines forever here are some suggestions for further campaigning in these mines:

1. While the Mandoran Clan worked these mines they are not the only dwarves in Zanzia. When these dwarves are dispatched it is going to be noticed by other dwarf clans that the Mandorans do not seem to be around any more. And they will send emissaries and patrols towards their comrades to find out what has become of them. And soon those patrols will become armies to dislodge the invaders.
2. Should the players want to become miners for a while they should find great difficulty. They are not likely to be skilled miners. Unless one of them happens to even be a dwarf they may not even have much skill in working underground at all. Finding even one stone of value at all (a base 10 gold piece gem) might take many hours of mining activity for someone without any skill for mining. And the work is not without danger. Cave ins are common. Air quality becomes low when mining activity is increased.

3. The buyers of gems from these dwarves will also notice their sudden absence and investigate for themselves. They might even feel that without the middle man in the way these gems can be acquired for themselves by taking the mines by force.
4. While the miners of the Mandoran Clan live in the mines their relatives do not. There will be other dwarves nearby who will quickly wonder what has become of their loved ones and investigate and retaliate if possible.

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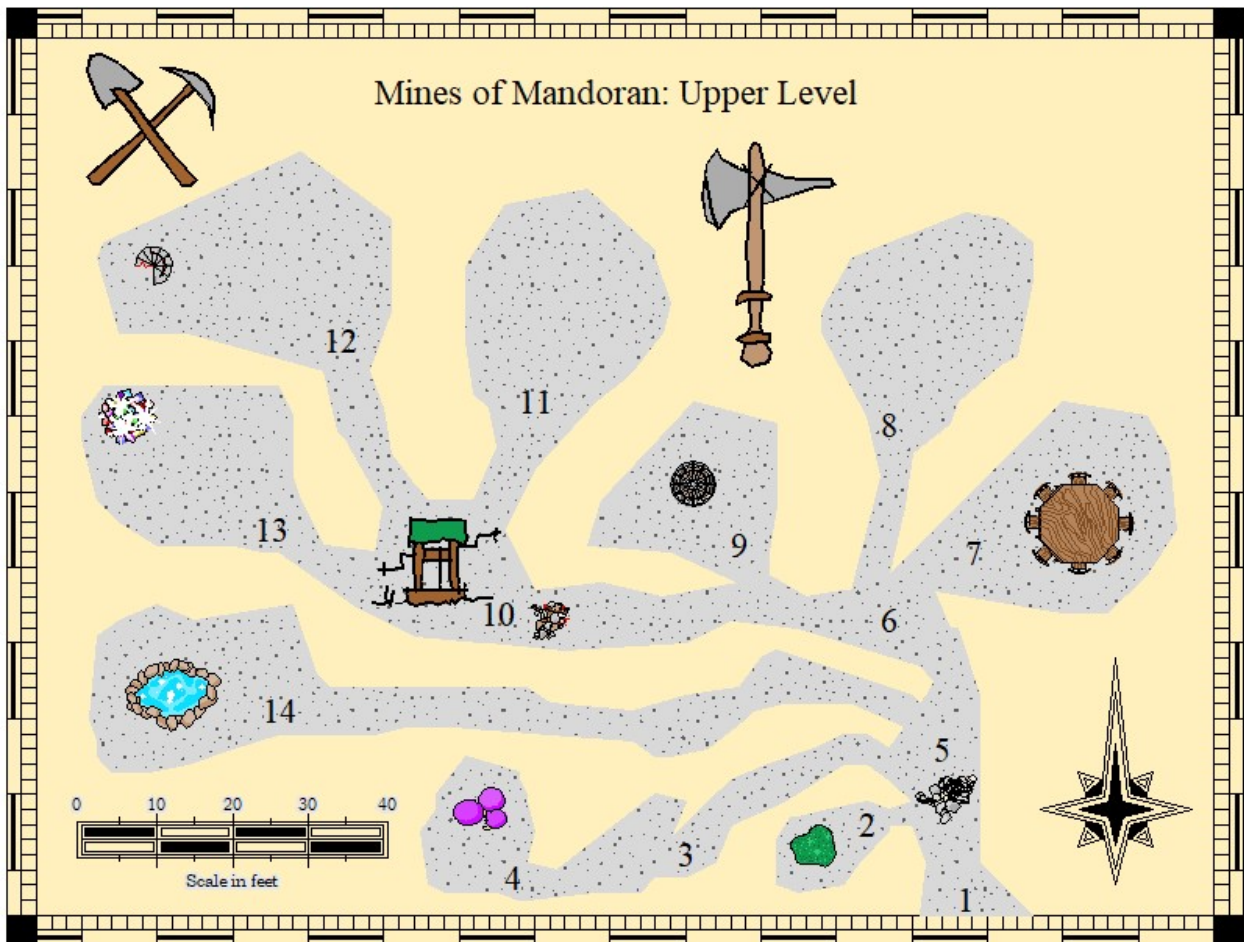
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Mines of Mandarin: Lower Level

