

THE  
**DEADLY MINE**  
OF  
**PANTANGA**



THE

# DEADLY MINE OF PANTANGA

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MICRO - ADVENTURE #92

# **THE DEADLY MINE OF PANTANGA**

**THE DEADLY MINE OF PANTANGA IS WRITTEN USING THE BASIC OLD SCHOOL ESSENTIALS RULE SET. I WON'T BOTHER WITH HOW MANY AND WHAT LEVELS THE PARTY SHOULD BE. WHAT FUN WOULD THAT BE? HINT THEY MAY WANT TO BRING ALONG AN EXTRA CHARACTER. YOU KNOW, JUST IN CASE.**

## **GM NOTES**

**I CALL THIS A FOUND ADVENTURE. THERE ARE NO HOOKS UNLESS YOU WOULD LIKE TO CREATE ONE. OTHERWISE THE PARTY IS TRAVELING AND THEY FIND A HOLE. PARTIES LOVE HOLES. THEY NEVER MET A HOLE THEY DIDN'T LIKE AND DIDN'T ENTER. I'VE DECORATED THE HOLE WITH SOME BONES. THEY LOVE THAT. TELL THEM GOOD LUCK AND THEN SMILE.**

## 1. ENTRANCE OF BARRELS

The entrance is reenforced by thick wooden beams. The crossbeam is cracked in the center, but looks sturdy.

There are bones scattered around the entrance. Most are animal bones, but there are enough human, elf, dwarf, and halfling bones mixed in to cause a hireling or two to piddle their pants. Just inside the entrance are a handful barrels. They reek of sour ale. One is broken open and covered in big black flies.

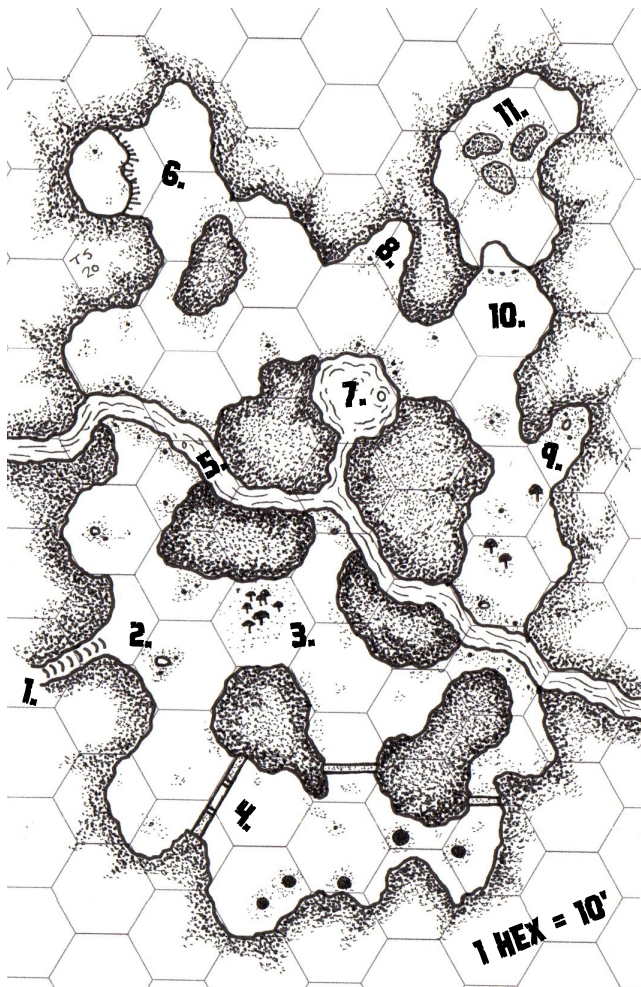
**If there is a dwarf in the party** he recognizes that the beam should hold unless someone starts whacking it with an axe or an earthquake hits.

**Hirelings need to make a morale roll** after seeing the bones. They get a +2 bonus if someone in the party knows the hirelings name without looking at their sheet.

**Barrels of ale** are worthless.

Drinking this ale gives the character the yips and for 1d6 rounds is unable to remain silent.





## 2. IT'S DARK IN HERE

The crude stone stairs are wide enough to allow a human wearing armor to pass. It's dark at the bottom. Several noises echoing throughout the mine. Rushing water to the north. Mixed in is a guttural humming. There is a thick odor of mold.

**If a torch is lit** the construction of the mine is a mix of natural cavern and crude mining. The top is smooth and 15' high. The floor is rough stone.

## 3. DEAD MAN FINGER SHROOMS

The stench from this area is horrible. It smells of rotted flesh. Several gray finger looking things grow out of a mound of dirt.



### Corpse Fingers

Corpse fingers are a cluster gray finger looking growths. They reek of rot. If placed in the mouth of someone who is dying due to disease or poison, the person is stabilized for 1d6 days. The size indicates the duration. During this time the finger dissolves. Once it completely dissolves, the person dies unless the proper treatment was administered. There are eight available in this mound.

A corpse finger has a 25sp value per day of effectiveness.

## 4. CRYSTAL ROOM

A thick wooden door reinforced by steel bands is set into a stone wall. The wall looks unnaturally smooth.

**The door** is locked. Because of the superior quality of the door, it reduces the chances on an open door roll by 1.

Inside the room are five crystalline pillars. There is a table with four hand picks (25sp each). Against the central northern wall are a pair of human-sized statues made of crystal.

The **statues** guard the room. They attack when the party enters and continue to attack until destroyed or the party leaves the room.

The **crystalline pillars** have several places where the crystals were removed. An average cluster of crystals is valued at 10sp. A skilled miner can fetch up to a 100sp for an undamaged cluster.

### CRYSTAL LIVING STATUES

**AC** 4 [15], **HD** 3 (13hp), **Att** 2 × blow (1d6 + bleeding), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 11, **AL** Lawful, **XP** 35.

**Immunity:** Unaffected by sleep spells.  
**Magical origins:** Created by powerful wizards.

**Attack:** Armed with two crystal swords that are sculpted into their hands.

**Bleeding:** The crystal swords cause a wound to bleed for an additional round causing an additional 1d4 damage.

## **5. SLIPPERY STREAM**

The stream that cuts through the mine is cold and fast moving. It's 3' wide and 3' deep.

The stream's floor is worn smooth and slippery. Anyone stepping into the stream must make a Dex check or be swept into the chilling waters. It causes 1d4 damage from the cold and smashing into the stone walls. The character ends the ride at the eastern most section of the stream where empties beneath the wall.

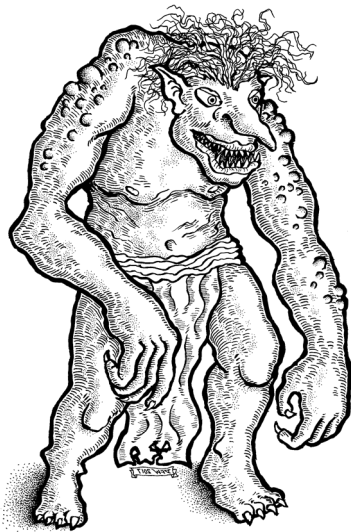
## **6. MOLD TROLL**

The smell of mold is strong in this room. On the floor there are several bodies. The flesh is gnawed from the bones. Not unlike what was found at the entrance.

There is a shelf hidden in the darkness 20' up. A mold troll lives there. Once it smells flesh it jumps off the shelf onto a party member. It savagely beats and claws at single target. Should it take down a character it takes one round to grab and throw the body up onto its shelf.

There are a collection of shiny things the troll found on the bodies before it consumed them. It is organized.

There are four piles.



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## MOLD TROLL

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**AC** 4 [15], **HD** 6+3\* (30hp), **Att** 2 × talon (1d6), 1 × bite (1d10), **THAC0** 13 [+6], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6), **ML** 10 (8 fear of fire), **AL** Chaotic, **XP** 850.

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**Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.

**Return from death:** If killed (0hp), will regenerate and fight again in 2d6 rounds.

**Fire and acid:** Cannot regenerate damage from these sources. The only way to permanently kill a troll.

**Fear of fire:** Morale 8 when attacked with fire or acid.

**Spore cloud:** 50% chance of attacking if touched (or damaged): releases a cloud of spores affecting all within a 5' cube area.

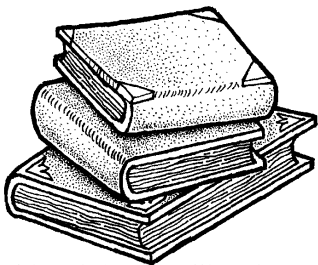
**Choking:** Save versus death or die within 6 rounds.

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**Pile 1:** There are three suits of leather, one chain mail, and one platemail in the pile. All are damaged, but with a few repairs (20% of the cost of the armor) these suits can be used once more.

**Pile 2:** An array of weaponry lies farthest back on the shelf. There are eleven spears, three short bows, one long bow, five swords, four axes, one hundred and ten arrows, and fifteen daggers. All are in useable condition.

**Pile 3:** A small stack of three books. There is water damage to each book. The top book provides the formula to create healing potions, including notes on how to increase their potency (200sp value). The second book is a spellbook with two spells, *Charm* and *Protection from Evil*. It requires a *Read Languages* spell to decipher and one week for each spell (2000sp value). The final book is written in dwarven. It's a story about Krendathal, a dwarven hero, but the book is too damaged to read (100sp value).



**Pile 4:** The last pile is coins, pouches of coins and other valuables. There is a total of 435sp, 34cp, three gems (25sp each), ten silver rings (10sp each), a jeweled broach (100sp), and a platinum ring with an onyx band inset. This ring detects as magical.



#### **Terrin's Obfuscation**

The ring holds up to 3 charges. The wearer expends a charge to make him or her difficult to detect, even in combat, for 2d6 rounds. The power is usable in any conditions. Such as in shadows or in the light, cavern or city street. During non-combat situations, it is impossible to detect the wearer unless magical means are used. In combat all attacks suffer a -4 to hit penalty. Viz recharges the ring.

## 7. GELATINOUS POOL

The stream flows into this pool area. The water is ice cold and clear. Suspended in the water is a shield, a sword, and a group of coins.

Inside the pool is a gelatinous cube. It found the cold pool of water and has taken a liking to it. If any one reaches or jumps into the pool, it will do its best to consume the invader.

The **sword and shield** are non-magical, but useable. There are 34sp. At the bottom of the pool is a small silver vial, it's a Potion of ESP.

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### GELATINOUS POOL

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**AC** 8 [11], **HD** 4\* (18hp), **Att** 1 × touch (2d4 + paralysis), **THAC0** 16 [+3], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (4), **ML** 12, **AL** Neutral, **XP** 125.

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**Surprise:** On a roll of 1–4, due to near-invisibility.

**Paralysis:** For 2d4 turns (save versus paralysis).

**Energy immunity:** Unharmed by cold or lightning.

**Embedded items:** Indigestible items (e.g. gems, coins) are carried around inside the cube.

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## 8. MINERS FINAL REST

Within the alcove are a pile of bones stacked 10' high. Old mining equipment, such as picks and shovels are mixed within. Scattered on the ground are crystal shards.

There is nothing of value here.

## 9. SHATTERED CRYSTAL STATUE

The ground is covered with crystal shards of different sizes mixed in the with chunks of stone. Tucked into the alcove are the remains of what was once a crystal statue. The calves and feet remain intact.

If someone digs through the **crystal shards** or stay in this area, eleven of the shards move to attack the party. These crystal ticks are indistinguishable from the other pieces. 2d6 shards have a 5sp value.

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### CRYSTAL TICK

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**AC** 7 [12], **HD** 1 (4hp), **Att** 1 bite (2hp + blood drain), **THAC0** 18 [+1], **MV** 30' (10'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 11, **AL** Neutral, **XP** 20.

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**Immunity:** Unaffected by sleep spells.

**Blood drain:** Attaches to victim on a successful hit, doing 2hp automatic damage per round.

**Detaching:** Must be killed.

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## 10. LOCUST PARTY

Two 3' long locusts eat from the large patch of yellow mold growing out of the north wall.

Six other **cave locusts** are camouflaged on the walls and ceiling. They spit at the party to defend themselves before leaping into the hole.

Loud buzzing sounds echoes out from **the hole**. It drops 20' into a cavern coated in yellow mold.

## 11. MOLD MOTHER

The cavern floor is covered in water. Several cave locusts shriek on the walls and ceiling. The sound is deafening. In

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### CAVE LOCUST

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**AC** 4 [15], **HD** 2 (9hp), **Att** 1 × bite (1d2) or 1 × jump (1d4) or 1 × spit (stench), **THACO** 18 [+1], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 5, **AL** Neutral, **XP** 20.

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**Blend in with stone:** May be overlooked or mistaken for statues, due to their stony coloration.

**Shriek:** If attacked or frightened, shriek to warn others. This may attract wandering monsters (20% chance per round).

**Jump:** Very skittish. If attacked, usually flee by jumping up to 60' then flying away. 50% chance of jumping at a random opponent, in which case treat the jump as an attack.

**Spit:** Used defensively. 10' range. Target treated as AC 9 [10]. The affected character is covered in stinking spittle: unable to act for 1 turn (save versus poison). Until the goo is washed off, others who come within 5' must also save versus poison or be sick.

**Poison immunity:** Immune to yellow mold and most poisons, due to their habit of eating fungi.

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the center of the cavern are three yellow mold pillars, large enough to reach the ceiling.

Anyone entering the room needs to make save vs. death or choke to death in 6 rounds. And any wooden and leather items begin to erode immediately due to the concentrated yellow mold spores in the air.

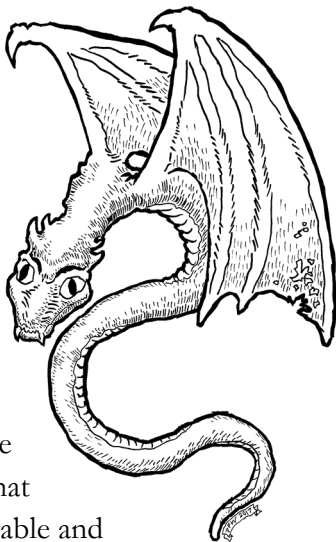
One of the **yellow mold pillars** is sentient. It breaks off pieces that transform into winged snakes to defend itself. It can create three of these guardians.

## YELLOW MOLD GUARDIANS

**AC** 5 [14], **HD** 2 (9hp), **Att** 1 bite (1d4 + spore infection), **THAC0** 18 [+1], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (2), **ML** 11, **AL** Neutral, **XP** 20.

**Spore infection:** On a successful hit the victim must make a save vs. death or begin choking and die in 6 rounds. A *Cure Disease* spell negates this.

The cave locusts join in the battle. However, if fire is used, they escape out of the hole. The guardians fight until dead. At that time the mold mother is vulnerable and cannot defend itself. Burning the mold mother or removing the **mold heart** destroys it.



### Mold Heart

A mold heart is a rare natural occurrence. When yellow mold is combined with a magical source it grows sentient over time. It is hard, but brittle. Some magic-users harvest it for the viz (1d4). But those more adventurous can consume a section of the heart, and if they survive the process (save vs. death or choke to death in 6 rounds) are now immune to the effects of yellow mold. However, a side effect of the immunity is the yellow mold lives within body and a yellow crust forms around the nostrils, eyes, and ears. A mold heart can sell for 100sp to 400sp.

**ROCKS FALL SOME MAY DIE.** Let's

- 1** find out. 1d6 damage. A successful save halves damage. If a 6 is rolled, that section of the mine has collapsed.

**2 CAVE LOCUST.** These 3' long crickets are munching on fungus growing off the walls. They spit and shriek to defend themselves.

- 3 SMECKLE.** An invisible gnome. He follows the party and points out their mistakes. If the party jokes with him he'll help, but otherwise he continues his heckling.

- 4 PATCH OF YELLOW MOLD.** A clump of yellow mold falls from the ceiling. All those within 10' must make a save vs. death or die within 6 rounds. The ceiling has a much larger yellow mold growth.

**THE RAGING GOBLIN.** Out of nowhere a goblin rushes at the party. The goblin is jacked and does +1 to damage. It attacks with a jaw bone of an ass.

- 5 CRYSTAL TICK SWARM.** The tinkling sound echoes through the cavern. A dozen crystal ticks (pg.10) swarm out of the crevices of the mine and attack. See the new monster section.

**6**

LOST MY BIG TOE IN THAT  
MINE. IT WAS TERRIFYING.  
~ GORDY THE COUGHER



BRING  
LOTS OF TORCHES

I WENT BLIND FOR TWO DAYS  
BECAUSE I GOT SPIT ON. WHO  
DOES THAT?

~ CHUMER THE IV,  
TORCHBEARER



AND

WEAPONS