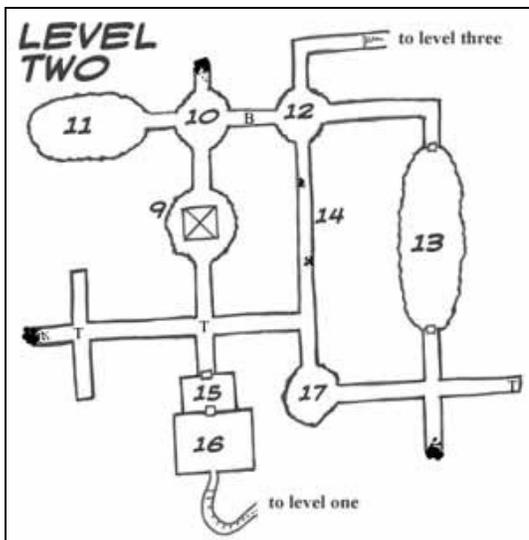
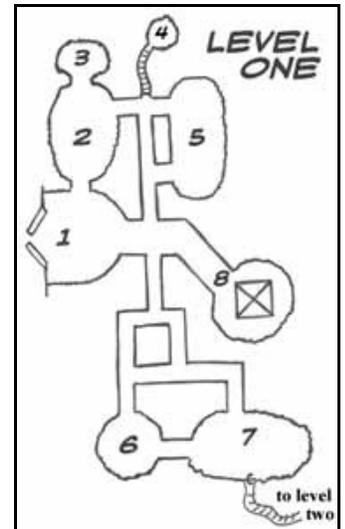


COPPER MINE CONUNDRUM

THE HOOK: A small village asks the characters to check on a copper mine two days away. No one has heard from the miners in over a week, and the townspeople are concerned about a possible goblin attack on the miners.

THE STORY: A millennia ago, a half-mad necromancer names Malathane made his lair in a series of caves in the far side of the mountain. An earthquake sealed his lair, and over the past centuries he has gone from partially- to completely mad. Recently, miners were following a vein of ore and accidentally opened his lair, whereupon his skeletons killed them and then moved throughout the mine, killing the rest of the miners and bringing their bodies back. Meanwhile, a goblin war party, seeing none of the normal mine activity, decided it would be a good time for a raid. Shortly after entering, they were attacked by the skeletons. The goblins managed to drive them back but had to destroy the mine shaft elevator to keep them trapped in the lower levels.

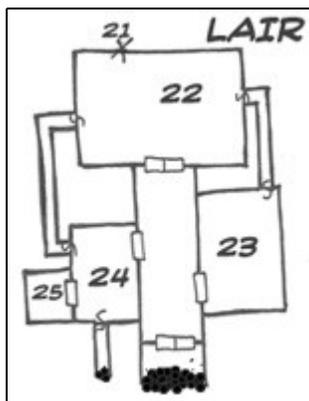
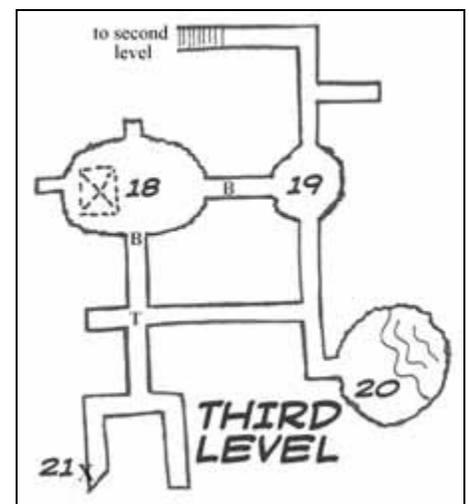
1. ENTRANCE: Signs of recent battle. 6 goblins are paying more attention to hallway than the entrance and can be easily surprised.
2. KITCHEN: Four goblins, sitting and drinking.
3. STOREROOM: Dried foodstuffs, cooking oils, pots, pans. Barrel of ale -- hacked open.
4. PRIVY.
5. BARRACKS: A dozen cots and chests, all smashed. Eight goblins and a lieutenant are playing dice with the few valuables found: a handful of copper coins.
6. STOREROOM: Mining supplies including lanterns, lantern oil, barrels of water, and several long coils of rope. A family of giant rats is hiding behind the water barrels.
7. WELL ROOM: The distant sound of rushing water beneath the ground can be heard, and there is a well here that dips into that deep underground stream. Barrels of water are against the south wall, in front of tapestry that conceals a hidden staircase down.
8. SHAFT ROOM: A 15' diameter, 140' deep shaft dominates the center of this room. The remains of wooden poles can be seen on either side of the shaft, supports for the elevator recently destroyed by the goblins. Six heavily armed goblins and a goblin lieutenant guard the room, warily watching the shaft.



9. SECOND LEVEL: 60 feet below the first level, the shaft opens up into a larger room, but also continues down for another 80 feet.
10. INTERSECTION: Watched over by five skeletons.
11. STORAGE ROOM: Carts full of copper ore are stored here, guarded by six skeletons.
12. INTERSECTION: Astute characters will hear the sound of feet coming up the stairs to the north. A minute after the characters enter the room, ten skeletons arrive.
13. STORAGE: Empty mine carts line one wall. Barrels of fresh water line the other, along with several lanterns, a barrel of lantern oil, and two 120' coils of rope.
14. AMBUSH: Four skeletons with bows are behind the far pile of rubble, while four skeletons advance toward the characters from the closer pile. Three rounds later, six more skeletons come around the corner behind the characters.
15. LOCKED ROOM: Mine office. There is a map of the mine posted on the wall.
16. LOCKED ROOM: A starving terrified miner is hiding in here. He can tell the characters what happened. He is useless in any sort of fight.
17. INTERSECTION: Careful characters will notice several recent cracks running across the floor. Unwary or unlucky ones will have the floor will collapse beneath them, hurtling them into a bottomless dark. Falling characters will likely be able to grab onto a thin ledge 30' below.
18. THIRD LEVEL. The destroyed wooden elevator platform litters the floor, along with the dead bodies of several goblins and scattered bones.
19. INTERSECTION: Five skeletons plus six recently-created zombies.
20. SPRING ROOM: An underground spring forms a small pool of clear water in this room. Several barrels of water are next to the pool.
21. BREAK IN THE WALL. A 4x4 break in the wall opens into Malathane's lair.
22. WORK ROOM: Three stone slabs are in the center of the room, each with a dead miner splayed open upon it. The walls hold shelves containing vicious looking surgical instruments and flasks of various substances; several are likely magical and valuable. Eight skeletons are here. Malathane is also here, working on one of the miners. Using his abilities and knowledge of the secret passages, he will flee immediately.
23. MORGUE: This is where Malathane kept the skeletons who are now roaming the mine. There are several piles of discarded bones along the walls. Small animated skeletons of rats run past, but are harmless.
24. MALATHANE'S QUARTERS: A rotting bed, desk and chair are within. A bookshelf holds a variety of ancient and profane toms, some quite valuable and/or cursed. Malathane will make his last stand here.
25. LOCKED ROOM: Door is locked and trapped. Malathane keeps his most precious belongings here, including several magical scrolls, two wands (empty of charges), a hefty necromantic tome, and faded paintings of long-dead family.

KEY	
	door
	double door
	rubble
S	secret door
C	concealed door
	mine shaft

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T = Tremor (1d6: 1-3 minor, 4-5 moderate, 6 major)
 B = For a more difficult (and more linear) adventure, recent rock falls completely block the tunnels at this point

Wandering Monsters (1 in 6)
 LEVEL ONE: 1d3+3 Goblins
 LEVEL TWO, THREE: 2d4 skeletons, 24% chance 1d4 zombies.

Malathane has been tinkering with his skeletons for centuries, and now they are more constructs than undead. All are armed with a weapon and shield, two weapons (two attacks/round), or a short bow. They have improved HP and AC. They are frighteningly cunning, and have at least a 2/3 resistance to turning. The zombies have been created from the recently dead miners and are armed with picks. They respond normally to turning. The exact nature of Malathane depends on the party's level and DM's whim. Though powerful, he is cowardly and completely off-his-rocker.

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