

OLD MAN AZIMUTH'S MAP

Azimuth was a local prospector who explored an abandoned copper mine. At the bottom he found a diamond "as big as the moon" that was too big to get out of the mine by himself. He drew a map of the mine but he could never get a crew together to retrieve this "Moon diamond" before he past away.



The heroes can have a copy of the map but this part is for the game master eyes only.

Khaki Hill mine-

The mine was abandoned 50 years ago when another mine opened closer to town, but Azimuth made his map 10 years ago. Still, a few notes on the map are no longer correct. Some old timers in town might remember the location of the hill. The tunnels are about 4ft wide and 7ft high (1.2m x 2.1m) and lead from north to south. Because the automatons swerved a bit when drilling, the tunnels zigzag left and right. There are side pockets and branches but they are all dead ends.

1. Entrance-

The cave bear is long gone. A clan of hill giants have now set up camp at the entrance. They are too big to go into the mine, though, and are also afraid of the lost souls.

2. Air vent-

An alternative way to get into the mine. The vent is just wide enough for one person.

3. Elevator cage-

Besides grease (or lantern oil), the winch also needs at least one person to operate it. There is a hatch at the top and bottom of the cage so people can climb through it. The cage is big enough to fit four humans, an automaton or the Moon diamond.

4. Lost souls-

The lost souls are deceased miners that can appear throughout the mine. They can be defeated but reappear one day later. Finding the remains of a miner and bringing it outside frees the lost soul forever.

5. Cave in-

It takes a crew or an automaton one work day to clear.

6. Automatons-

Broken automatons are stored here. Some can be repaired using others as spare parts. Automatons are designed to drill horizontally and need track to ride on.

7. Side shaft-

A ladder leads down to the lowest level. The shaft is just wide enough for one person.

8. Main shaft-

It takes a crew two workdays to clear it or one work day when working fast and unsafe. The automatons aren't designed to drill down.

9. Kobolds-

The kobolds have all been killed by the goblins years ago. There are still clues that a battle took place and the goblins won. The kobolds knew about the dangers of the pool, but kept that a secret.

10. Goblins-

Although they defeated the kobolds, not many goblins survived the battle. The remaining goblins were one by one lured into the Glimmer pool. Their hideout has been left untouched for all those years.

11. Storage-

Mining tools and unused tracks are still stored here, but nothing of value.

12. Glimmer pool-

A gigantic anglerfish is hidden in this underwater cave. It's lantern can create an illusion of something a person yearns. Once per day the anglerfish can hypnotize a person from afar and command it to dive into the water. The anglerfish might not be sentient but can sense traps.

13. Mine track and cart-

Sadly, the tunnel that leads to the moon diamond has collapsed. It takes a crew or an automaton two work days to clear.

14. Moon diamond!-

Hidden behind some lumber is a huge crystal eye of a beholder. It's an orb of 3ft in diameter (0.9m) and its antimagic ability is still active. The orb weight 350lbs (159kg) but can be rolled around. However, it can't be teleported, moved or manipulated with magic. A fissure leading into endless darkness might be the only hint of the Moon diamond's origin...

Alternative ending-

There is no treasure. It was all a ruse of the mining corp to clear the mine of monsters and restart mining here.

2d6 Random encounters

- 2-3 Rock spider swarm
- 4-5 Fire bats
- 6 Tunnel snake (hidden)
- 7 Goblin/kobold trap
- 8 Fungus spores
- 9-10 Lost soul
- 11-12 Giant centipede