



Avalon Adventures

Mushroom Mines

By Ramsey "Tome Wyrm" Lundock

Tunneling too deep, dwarven miners released...something which has taken over their mine. Now the party are being sent in on a seek-and-destroy mission to make the mine workable again. Avalon Adventure for a 1-2nd level party.

Background

Mushroom Mine is a dwarven copper mine located in a quagmire valley. Because of the moisture, funguses grow prolifically in and around the mine. Mushroom mine is named for the white (poisonous) mushroom growing around its entrance which range from the size of coins, up to as large around as a shield. Copper coins minted at the nearby foundry bear a distinctive mushroom on their tails' side.

But all is not well in Mushroom Mine. While following a new vein of ore down into the mountain, the miners happened to break into a cavern. Connecting the mine tunnel to the cavern released...something. Right after the pair of dwarfs working at the end of the tunnel called back that they had broken through to a chamber, inhuman screams echoed through the mine. When the others came running to investigate, they saw the two lying in a puddle of blood. The deafening shrieking continued, but no creatures were visible, only some giant mushrooms in the cavern.

Then one by one, the something started attacking the other miners. No one ever saw it, but suddenly without warning someone would scream as blood started gushing from his wounds. Moral didn't last long and the miners ran to the surface.

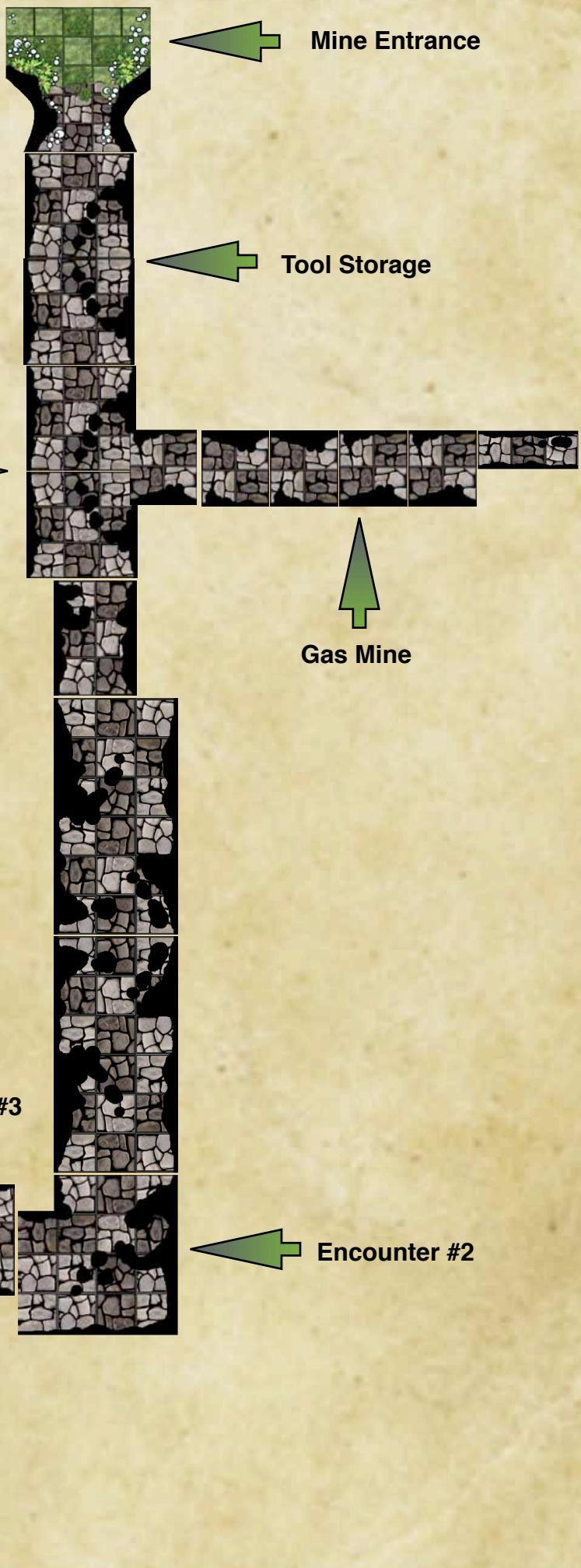
In short order, a trio of dwarven guards descended into the mine to confront the menace. Hours later, one of the guards wandered out, as a zombie. Because of the dank conditions in the mine, yellow mold had already started growing on his dead body. The miners pick-axed down the zombie and cremated the remains.

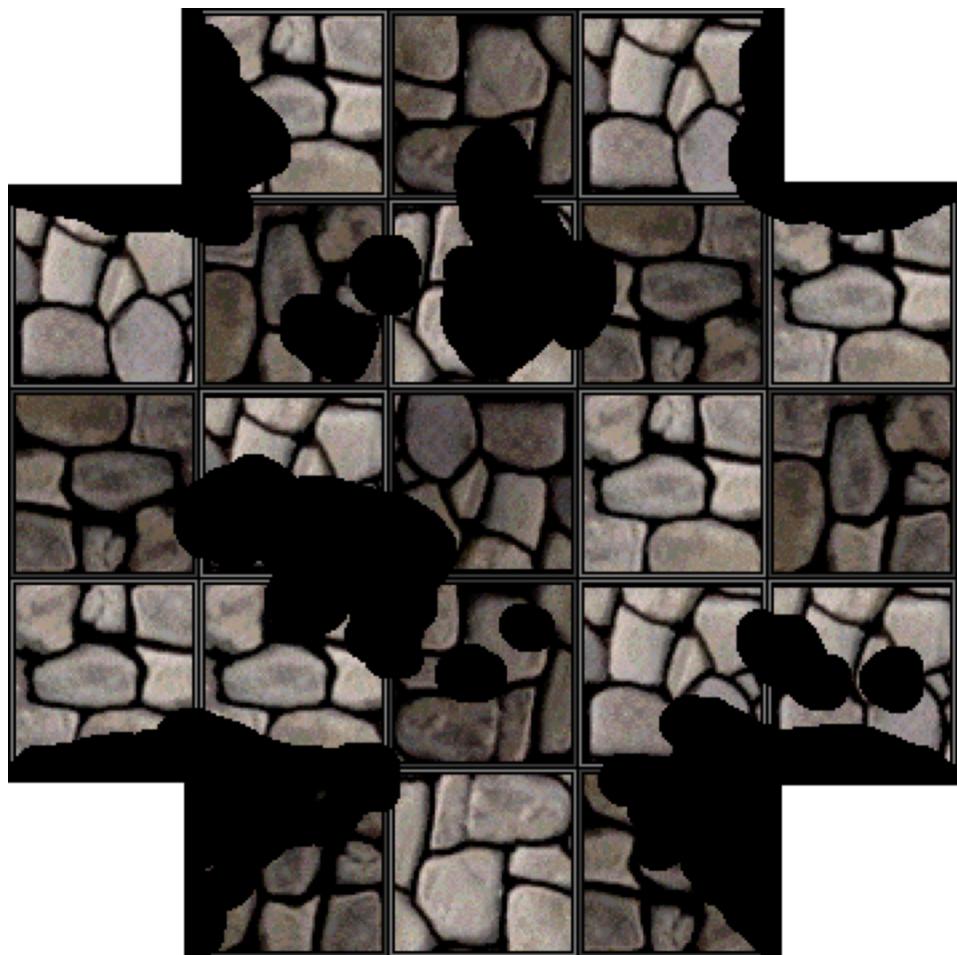
Now, the mine foreman, Bartholomew Surehand, is sending the PCs in on a search and destroy mission. Their job is to clear out whatever dangers lie below and make the mine safe to work again. If the PCs want to role play the contract negotiations, or make Diplomacy rolls, Surehand's opening offer is 1,500 gp (for the entire party, not apiece), and he can not be talked higher than 2,000 gp. If the player's don't want to role play the negotiations and skip ahead to the dungeon delve, assume the agreed upon price is 1,800 gp.



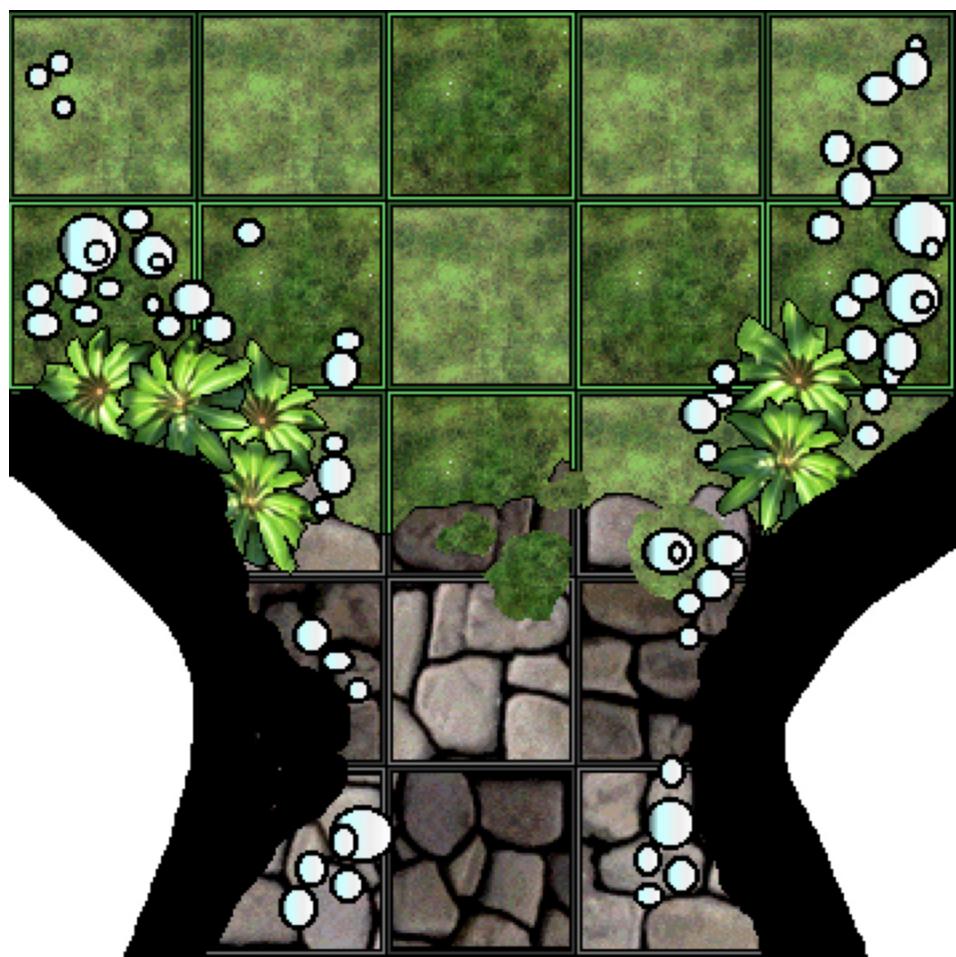
1 Square Equals 5 Foot

North





X1



X1

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