

The Mines of Wexcham

A Champions of ZED Adventure



By Gerald D. Seyppura PhD

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Introduction

6/1/AE4 3661 A meeting in the Motherhouse, Atros Hawke's quarters
Present: Atros Hawke, Merrill Hawke, Kalen Hawke, Rowan and Terrence Hawke, Ran Verek,
Alfred Lord Winter, Alfrea Elvendottir, Vinze Karan

The monthly meeting of the Adventurers Guild Mother House command group was going very smoothly when a messenger, wearing the badge of Grand Historian Alfred Lord Winter came into the chamber.

"Lord Winter instructed me to give you this missive immediately since he believes the message is of critical importance." He then placed the sealed letter in Knight Commander Hawke's hand, bowed and turned for the door.

"You are Vinze Karan of the Yellow Mountain Dwarven Clan, are you not? Said Commander Hawke. I believe you are a cartographer as well. Did you draw the map in this envelope?"

"Yes, I ... How did... yes, lord, I did."

"Thank you for bringing this to me. Not everybody would have the courage to beard the dragon in his den." He then gently waved the messenger out the door.

"Now let us see what Lord Winter believes is so important. Commander Hawke cut the seal and pulled a folded map and a short note from Lord Winter. He read "I believe the location of Wexcham is shown on the original, and badly deteriorated map. Vinze Karan and I have managed to reproduce the map using known coordinates. We may have the location of the mines, the Wexcham Silveron mines."

Hawke quickly, but gently spread out the map. He ran his finger along the line representing the wall the Romans had built thousands of years ago, stopped at the trade road and pointed out an abandoned branch that led South East to the sea and ended on the coast. "Not a very friendly area," said Hawke.

"Biggest sharks in the world use that area as a mating ground," said Ran Verek, Dwarven ranger and Hawke's oldest companion.

"The route makes sense," said Alfrea Elvendottir, where it ends ... what about a cave on the coast?"

"Let's find out," said Hawke, "but we have to do it very quietly. People have been looking for the mines for over three thousand years. It was a major source of wealth for the empire. If we do find it, we have to be very tricky. Perhaps we can use the Yellow Mountain dwarves to move the Silveron to areas we want to have more influence in, say the Scamasax coast and the High Mountain dwarves. They are the only ones who have kept the techniques to work Silveron."

"Hawke, old friend, this could be the beginning of a heroic tale, if we live."

"Optimist," said Hawke. "What is needed to scout the area without any notice, by

interested parties, is a small unit, with rangers in training for the most part and with little reputation.”

“We also must send some ones who will keep them safe, or at least safer,” said Merrill, “or we might not see them again. The area has a very bad reputation. Nobody has been in there for a millennia or so because a Major battle in the Wizards’ War was fought there.”

“We knew they were fighting over something important,” said Ran, but we had no idea what until now. The mines.”

“Another thing to consider in choosing a team must be disguising the fact a team is being built. No pattern anybody could start with,” said Merrill. Most of the merchants in the keep and in the Merchant’s quarter in the wall have three jobs; spy on Hawke, spy on the guild and even sell things. They watch everything the guild does here. This is the most important command and guild hall. We must choose this team very carefully and not even the members have to know the mission is until they are well on the way.”

“We could go,” said Terrence and Rowan simultaneously. “We could start to talk about finding a new location for a chapter house and we might be gone for a while,” continued Rowan.

“I will go with them to keep them from walking off cliffs,” said Kalan. Both twins winced slightly and nodded. “I will also take that very clever cartographer, Vinze Karan. He is good with a crossbow and very handy with a walking ax. He will record the trip.

“Then we are decided,” said Atros. “Do your recruiting in Camp Rembold, You should be able to get all the talented amateurs you need. I will instruct Captain Wicks to meet you at Reman Hill grove with needed Ranger armor and weapons. He will see to it your recruits are well outfitted. Then, you are on your own.”

The Setting

The Mines of Wexcham is set on the island of Remanlandt where once flourished the Reman Empire – a human polity that encompassed almost the whole of the island, but was brought to ruin in ancient times by a great civil war fought between rival mages. Though long since a wild land of ruins and dangerous tribes, human pioneers from the kingdom of Orlea on the mainland to the southeast of Remanlandt have been building settlements and claiming new territory for the better part of a century. One such settlement is Hawke’s Keep, where our adventure will begin.

A Brief History of the Reman Empire

By the historical scholars of Albion
University
Lead Scholar Demos Matsoukos

Since the cataclysm of destruction that ended the Reman Empire was so complete very little is known about Reman society, government or culture. What little we do know is derived from the remnants of colonies on the coast of the Scamasax region of the Kingdom of Freudlandt, on the continent to the East. The language, Remish, still exists in many villages and towns there. All we really have is writings on stone walls from public buildings, statuary and many monuments from the glory days. In short, very little true knowledge and a great deal of guesswork. It is hoped, as more of this island continent of Remanlandt is explored, more

will be unearthed to fill in our knowledge of the empire.

The Reman Empire began as a series of fishing and trading villages on the South and Eastern coast of Remanlandt (original name unknown) connected by a small fleet of trading boats. In time, the villages grew and became towns, each with a ruling counsel of the most prominent families. This period has been arbitrarily called the "First Age." It is estimated the natural expansion of this land, to cover the Southern part of the country, took almost 500 years. During this time, political divisions began and a governing class appeared. It is also the time when the first fortifications were built and the first war leaders appointed by local rulers. It is speculated a series of raids, by the Sea People, made the idea of a permanent, armed and ready force of professional warriors more acceptable. Thus grew the nobility. The first king, name unknown, was crowned in this period.

The Second Age began with the discovery of the basic principles of magic by a scholar known as Merlinus Maximus (Pure speculation based on passed down stories). What is known is the mages grew in power and influence as their mastery of the arts of magic grew. Also known is there were three basic schools, Destructive, Defensive and Healing being taught in the Collegium (also referred to commonly as The Collegium) of the Mystical Arts in the new capital, Albion. The grand master of all arts was Merlinus Maximus (probably a name passed on to mages of great talent). With the advances allowed by magic, the realm grew ever more ambitious and despotic and grew to the natural boundaries of the land with the exception of the far North, the home of the Orcs, many Orcs. Thousands of Orcs. When the Imperial Army crossed into their lands, every tribe coalesced under a war leader and attacked without mercy or concern for their own lives. Within a year, they had been hammered back to the Elvish lands and the archers they had disdained on the way North. The Elven archers turned the tide and sent the horde back to their lands. It was a very close thing.

After this victory, the emperor (Remulo Signus Victrix) signed a pact confirming Elven lands and setting up the trade routes still being used today.

It was just after this almost disastrous campaign that some mages began to study the dark arts of blood magic and Necromancy. They said it was necessary to explore any path to power to combat any more intrusions of the Orcish tribes. They also withdrew from the collegium and isolated themselves in hidden wilderness enclaves. The newly named Reman Empire took a more practical route by building a wall along the border of the Orc tribal lands, with a permanent garrison, preventing invasions from either side. It saved a lot of bloodshed.

The Third Age was a time of horror. The dark mages grew into a powerful force, dedicated to bringing all under their rule. They had created monsters, such as trolls and unspeakable servants called Night Shades that created terror in opponents. They unleashed their war on everybody with no warning. They then found the Elves had their own powerful magic. They left the Elves alone, but attacked all else, south of the wall.

The Collegium and the empire fought back with massed armies of infantry, backed by their own archers as well as the best mages using their most potent spells. For two hundred years, the War of the Mages was fought and at its exhausted end, nothing was left standing. The remnants of both sides fled the realm, leaving ruin.

That is what is known, or surmised. It has been many centuries since that fell war ended and still many parts of the island remain shrouded in mystery.

Submitted to the Emperor and his Prime Minister on this day of AE4, 3655. For approval, Demos Matsoukos.

The Adventure Begins

The adventure begins at Hawke's Keep. The Keep itself is an ancient tower marking the center of a great wall, built by the Remans across a northern section of the island to keep out orcish invaders. It is a mighty castle and serves as the headquarters of the Central Division garrison. Some of the keep is still in disrepair, although it is being rebuilt, slowly. The wall itself is magically reinforced and has aged well. It serves as a quick road to the coast for Atros and his people. The garrison barracks, officer's quarters and commander's quarters are on the ground floor of the keep. A battery of large trebuchets are on the top of the central tower. The storage area for missiles and fire pots is just below. The next floors are filled with weapons armories, Fletchers, Armorers. Sword smiths and bowyers.

The Mother House of the Fighters Guild is a complex of buildings around the original chapter house, expanded with the addition of two wings and an addition to the rear of the structure. The barracks for the guild consists of six three story buildings and connected to two large mess halls by protected walks. A combat training field is in the center of the square surrounded by the barracks complex, two top and bottom and one left and right. Each barracks houses 300 soldiers. Alpha, Bravo and Charley barracks hold infantry; Delta, archers and crossbow; Echo, artillery and Fox, cavalry. The horse barns are to the North of the cavalry training field. Two farriers and three blacksmiths have their shop to the South. A veterinarian healer is housed near the stables. The whole complex is a haphazard village of wattle and daub houses, several of which double as pubs.

Players have the option to use the pre-generated characters described below, or to use characters of their own creation. If using their own characters, the players may opt to either work for Sir Atros Hawke, or to compete with him to find the mines. If working for Hawke, any of the characters below could accompany the party as NPC's; at the very least Kalen Hawke should be with

them. All of these Characters are aligned on the side of Law.

Kalen Hawke

Team leader: Human Male age 25, Ranger - (Str 11, Int 13, Wis 12, Con 12, Dex 14, Cha 15) Fighter (Archery Specialist) Level 4, FC melee 3, 1(-1); FC archery 4(+1), 1(+1); AC 5, WC 6; Attack: Medium Foot, Defend: Medium Foot; HP 18.

Chainmail and helm

Short sword (two)

Longbow, 30 Arrows.

Talents: Master Archer +3 first strike, 30% critical hit at long to medium range and 80% short range with a 40% chance of an instant kill hit, Born in 5/3/AE4-3636 in Hawke's Keep to Atros and Merrill Hawke, Kalen chose the way of arms early in life. As did his father, he mastered the great sword, but also excelled in the art of twin blades and archery. He is counted as the finest archer in his unit, the Hawke's Rangers. He was trained in tracking and silent movement by his grandfather, Franco Galvanson. He was appointed to the Alpha Team of Rangers in 6/28/AE4-3657 and team leader in 1/21/AE4-3660. At present, the team is training garrison soldiers, with aptitude, in archery.

Vinze Karan

Dwarf Male age 40, Cartographer/Ranger - (Str 12, Int 11, Wis 11, Con 13, Dex 10, Cha 8) Fighter Level 4, FC 4, 1; AC 8, WC 2; Attack: Heavy Foot, Defend: Light Foot; HP 14.

Leather armor

Light crossbow range 200 ft.

Enchanted great ax D 1-8+4

Talents: Expert tracker, Master Cartographer (If he can see the sky at night, he knows his location and updates the map), Speaks Nordic, Common, Orcish, Dwarvish common, Elvish Universal and Orleanois.

Jean De Lyon

Originally from Orlea, Human Male age 22, Ranger - (Str 12, Int 11, Wis 11, Con 13,

Dex 10, Cha 8) Fighter Level 3, FC 3, 1(-1); AC 8, WC 8; Attack: Light Foot, Defend: Light Foot; HP 10.

Ranger leather armor
Reinforced Long Bow
20 war arrows
12 pile arrows
1-8, fire arrows, 1-8+1 fire damage for 2 rounds
Short Sword

Talents: Tracker, Hunter, light weapon repair. Speaks Orleanois, Common, some Orcish (Conversational).

Steaphan Wilders

Originally from the Nord lands, Human Male age 24, Ranger - (Str 16, Int 10, Wis 7, Con 15, Dex 11, Cha 9) Fighter Level 3, FC 3, 1(-1); AC 8, WC 8; Attack: Light Foot, Defend: Light Foot; HP 10.

Chainmail
Long Bow
40 war arrows
Sword

Talents: Expert tracker, Expert silent movement (moves like a shadow), Camouflage, situational awareness. Dual weapon use (full damage with second weapon) Speaks common, Orcish, Orleanois and Elvish Universal.

Arlen Miller

Originally from Kingsport, Human Male Ranger- (Str 14, Int 17, Wis 10, Con 8, Dex 14, Cha 8) Fighter Level 3, FC 3, 1(-1); AC 7, WC 3; Attack: Heavy Foot, Defend: Medium Foot; HP 6.

Ranger leather armor and shield
Heavy Broad sword
Heavy dagger

Talents: Tracker, expert sword +2 first strike, Silent movement and situational awareness.

Avaline Carlo

Originally from a farm, Carlo Farm, near Girvan Junction, Human Female age 27, Scout/Ranger - (Str 10, Int 13, Wis 7, Con 15, Dex 17, Cha 14) Fighter Level 4, (Archery Specialist), FC melee 3, 1(-1); FC archery 4(+1),

1(+1); AC 8, WC 9; Attack: Light Foot, Defend: Light Foot; HP 17.

Ranger leather armor
Short Bow range 150 yards,
25 hunting arrows
Long dagger

Talents: Hunter, Master Archer +3 first strike, 30% critical hit at long to medium range and 80% short range with a 40% chance of an instant kill hit, Expert silent movement (moves like a shadow), Camouflage, situational awareness. Speaks common, Orcish, Orleanois and some Nordic (conversational). A former member of village militia, Avaline served as an assassin for the King of Orlea for a year to ransom her father, Roger, who has since died.

Bethany Carlo

Younger sister of Avaline Carlo, Human Female Age 24, Scout/Ranger - (Str 6, Int 11, Wis 8, Con 9, Dex 16, Cha 15) Fighter Level 3, FC 3, 1(-1); AC 8, WC 9; Attack: Light Foot, Defend: Light Foot; HP 16.

Ranger leather armor
Short Bow range 150 yards,
30 hunting arrows 1-6
Long Dagger

Talents: Hunter, Archer +1 First Strike, Camouflage, Situational Awareness, Speaks Common, Orleanois and some Nordic.

Eric Stormblade

Originally from Dane Landt, a Nordish kingdom. Human Male Age 28, Ranger - (Str 15, Int 13, Wis 7, Con 11, Dex 7, Cha 13) Fighter Level 4, FC 4, 1; AC 6, WC 3; Attack: Heavy Foot, Defend: Medium Foot; HP 15.

Ranger chain Mail
Great Sword
Short Sword

Talents: Master of the Great Sword +2 on first strike, Situational Awareness, Speaks Common and Nordish.

Gwenith Hawke

Healing mage assigned to the Fighter's

Guild - (Str 7, Int 14, Wis 12, Con 11, Dex 11, Cha 17) Magic-user Level 4, FC 2(+1), 1(-1); AC 9, WC 9; Attack: Light Foot, Defend: Light Foot; HP 7.

Short Bow range 150 yards
25 hunting arrows 1-6
4 potions of healing
2 Scrolls: Lightning

Talents: Archery, First Aid +1, leadership, situational awareness. Speaks common, Magi, Orcish, Orleanois and Elvish Universal.

Spells Known:

Light
Protection From Evil
Read Scripts
Sleep
ESP
Illusion

Born in 3/9/AE4-3632, in the keep, she became the center of the family's life. Her family positively adores her and despite the attention, she remains very quiet and sweet natured. Her family provided her most capable teachers. Her father taught her leadership and situational awareness; her mother, the art of healing and her brother, archery. As she has stated, she will fill the air with arrows to protect her patients. On occasion, she joins the Alpha team in their explorations when the Hexham Academy is in recess. She teaches the magical healing arts.

The Twins (Adopted 7/13/AE4-3651 age 10?)

Rowan and Terrence Hawke

In 6/12/AE4-3645, Atros, Merrill and 20 Rangers were tracking an Orc raiding party that had attacked farming villages for more than a year and vanished. They ran across traces of the raiders and tracked them down to a small, and well hidden cave near the wall. At noon, the party struck hard. Merrill created a globe of light which partially blinded the 36 raiders in the cave and in minutes, the last of them died in a hail of

arrows running towards a crude cage in the back of the cave. When Atros approached the cage, he found two filthy naked little boys cowering in the back with iron collars around their necks. They spoke mostly Orcish and some of the common tongue. Neither one remembered any other life than as slaves of the Orcish commander. Shortly after they were freed of their collars by Merrill, they were taken up and both Atros and Merrill declared their decision to adopt them as their own. Merrill guessed they had to be roughly ten years old although their bad diet might have affected their height and weight. A guess. Merrill decided their common birthday should be 7/13/AE4-3641 and Atros concurred. He then made out the adoption papers, explained what he was doing and asked their names. One said Pig, the other Dog. He then gave them the names of two of his father's well loved brothers, long deceased. Since then, both brothers have brought nothing but honor on their given name.

Since their adoption, both boys showed considerable talent in magic and began training under Merrill. Terrence is a devotee of Tuatha and is very adept in destructive magic while Rowan, a priest of Alaunus, excels in healing and defensive spells. Both are now 20 years old and serving as part of the Fighters Guild Alpha Team.

Rowan Hawke

Human Male age 20, Ranger - (Str 9, Int 10, Wis 13, Con 11, Dex 10, Cha 12) Cleric Level 3, FC 1, 1(-5); AC 6, WC 7; Attack: Light Foot, Defend: Medium Foot; HP 4.

Chainmail

Guanches Vara

Talents: Expert tracker, silent movement, situational awareness. Speaks common, Orcish, Orleanois and Elvish Universal.

Spells Known:

Circle of Protection

Terrence Hawke

Human Male age 20, Ranger - (Str 8, Int 13, Wis 10, Con 10, Dex 10, Cha 12)
Magic-user Level 2, FC 1(+1), 1(-5); AC 9, WC 8; Attack: Light Foot, Defend: Light Foot; HP 4.

Long Bow
40 war arrows
Macana
Scroll: Slow
Scroll: Clairaudience

Talents: **Silent movement,**
situational awareness. **Speaks**
common, Magi, Orcish, Orleanois and
Elvish Universal.

Spells Known:
 Charm Person
 Detect Evil



Adventure Goals

If players choose to join the team assembled by Sir Atros Hawke, the goal of the adventure will be to search any ruins they may find at the proposed mine location to positively identify evidence of Silveron mining. This will be accomplished if the adventurers enter either room **L1** or **R10** of the mine.

If the players would rather search for the mines themselves, **then they will be competing directly with Sir Atros's party.**

The Referee will find some clever way to let the player's characters know about the discovery of the map to the mines and the departure of Kalen Hawke's party to search for it. Possibly, they are hired by the dwarf Vinze Karan, hoping to claim the wealth for himself. or perhaps by his or someone else's gilted lover, or perhaps they hear a rumor or possibly they are just very observant and notice Hawke's heavily armed party leaving the keep in a hurry and heading into parts unknown....

In any case, should Kalen Hawke's team become aware of a separate party of adventurers, they will attempt to mislead and shake them if they are being pursued, or ambush them if necessary. If somehow the party has gotten a copy of the map and it becomes a race to the mine, Hawke's party will attempt to ambush the adventurers, but may, under the right circumstances be willing to cut a deal.

If the players are not working for Hawke, and they discover the mines, they may wish to attempt to clear the mine of its guardians and claim it for their own.

Players now have a choice. A straight course to the approximate location of the Wexcham ruin or a possibly safer route along the coast.

A. Straight to Wexcham. It will take three days of normal travel (7 hexes) to reach the location of the mines.

The forest is thick with oak and maple trees, with many dark patches where the sun barely makes it through the leaf cover. It is quiet with only the sounds of birds and a gentle breeze moving the leaves.

How do you intend to proceed?

Roll twice a day for possible encounters. For the purposes of this adventure, it is assumed there will be no % lair roll. If the Referee wishes to check for lair discoveries, these must be prepared in advance.

A result of 5 or 6 indicates an encounter. Roll again to determine encounter detail.

- D6 1-4 - No encounter
 5 - Animal
 6 - minor monster

Animal

D6

1-5 Wolf Pack

1-6 Wolves
(Mv 18", Attack LF,
Defend LF AC 8, WC
9, HD 1, HP 4, Bite
1-2 damage)
**If 3 are killed, the
rest will flee into the
woods.**

6 Bear

(Mv 10", Attack HF,
Defend HF AC 6, WC
9, HD 4, HP 13,
Damage 1-6 + hug) A
hit of 18 or better
means the defender is
caught in a bear hug
for 2-8 damage.

Minor Monster

D6

1-3 A Goblin force of 6 archers

(Mv 9", Attack HF,
Defend LF AC 6, WC
9, HD ½, HP 3)
with short bows in
an attempted ambush
- If detected, the
Goblins will flee.

5 Seven Hobgoblins

(Mv 9", Attack HF,
Defend HF AC 5, WC
3, HD 1 (+1), HP 6)
armed with ax in
ambush If detected,
will scream and charge

6 Seven Hobgoblins

backed with the six
Goblin archers

If detected, will
scream defiance and
advance slowly. The
Goblin force of 6
archers will use
plunging fire to back
the Hobgoblins with
short bows

How do you intend to proceed?

On the morning of the second day,
something unknown (Recognition Role, 1-3,
no recognition, 4-6, Recognition - Troll
hunting howl) is barely heard and the animal
sounds stop. *(Referee note: this is a tame
troll on a leash, trained to howl on command
to scare off tourists)*

How do you intend to proceed?

General recognition role for broken road - D6

1-4 No recognition

5-6 Recognition

How do you intend to proceed?

As the party proceeds through the forest on
day three, a path becomes visible. It looks as
if there might have been a road at one time in
the distant past. See Map 1.

Ocean Route

The party can travel down the wall
trade road to the settlement of Fort Leptus
and book a small ship to take them south to
the grassy road area. It will take a day and a
half to get to Fort Leptus and another half day
to sail to the grassy road.

The wall trade road between Fort
Leptus and Hawke's keep is commonly
traveled by Orlean settlers and the journey

will be uneventful. Fort Leptus is another Orlean settlement, much like Hawke's Keep, under the command of Junius Albano.

The Grassy Road

No ruins can be seen on the coast in the area of the road, but the characters will have no trouble locating the approximate area shown on the map. The area is one of low cliffs broken by a wide beach and natural harbor. A wide grassy area climbs a hill and then leads North, forming a path between the ocean, and the forest. The ocean is fairly loud, as the waves crash into the base of the cliff 50' below. The surf drowns out all other sounds. If anyone tries to dig here it will be found that the soil is only a few inches deep and the grass grows over an old Reman road.

How do you intend to proceed?

Note - If the party travels through the fringe of the forest, instead of on the grassy area, the sound of the surf decreases significantly and they can hear the sounds of the forest clearly.

If the party travels along the ocean path, they can't hear anything but surf. Every other turn, Roll a D6 for encounter. Path , 6 only, spot a great shark in the nearby ocean.

Forest fringe D6

1-4, No encounter

5-6, roll D6 again

1-5 Animal

Wolf pack-6 HP5 + an alpha male, HP6; Bite Wolf 1-2, Alpha male 3-4

Reaction:

D6 1-5 they retreat

6 they attack

6 - Lesser monster

Ax Clan Orc ambush

5 Giant Orcs with hand ax and shield, (AC 3, HP 6, HD 1, WC 8, Attack HF,

Defend HF)

After 2 or more are killed, Morale check: 1-5 flee 6 one round and flee

The ocean path is noisy, but safe. The path changes into a very broken road that leads North. After 2 miles, the road turns West and becomes slightly better. In the distance, they can see a large clearing and the remains of buildings. Wexcham is visible.

See Wexcham Map 1.

The Road to Wexcham – Map 1.

1. Ambush:

A granite block here has a map of the village carved on it. It is written in ancient Remish.

If the characters travel up the road they will be ambushed at this spot. Roll on the encounter chart above. The creatures will gain surprise automatically unless magically prevented from doing so.

2. - Shell buildings showing ancient signs of fire.

3. - Almost intact dwellings with rotted furniture and 5% chance of hidden vault containing 5 - 50 gold and 3% chance of jewelry.

4. - What appears to be the city's administration center; "Government House" is written in ancient Remish over the door mantle. The interior consists of cracked wall and destroyed furniture. A large fire place is in the Eastern side of the main room. A stairway leads to a second floor, but the roof has collapsed into it. Tossed into a corner is a serviceable bronze hand lantern with the imperial symbol stamped in its' sides. A large hole has been dug in the Northwest section of the structure and an animal reek is easily noticed anywhere it. Note, it is a troll tunnel and the two trolls inside are wild. See *Wexcham Map 3 - troll tunnel and cave.*



5. - Blast craters.

6. - Former mine entrance building for administration, now a large crater. On the bottom, a mine shaft leads towards Wexcham. The area around the pit smells strongly of Troll. Careful examination of the pit reveals an almost invisible trail leading down to the bottom of the pit. The mineshaft here is largely hidden by vegetation, but the troll trail leads right to it - Read Sign 5-6 on a d6. The shaft is leads to area 3a of map 2, Troll Tunnel and Cave.

7. - Original Smelter adjacent to a large pit. A beaten footpath runs in the center of an otherwise overgrown earthen ramp leading down into the pit itself. The smelter is in ruins but can be identified by a dwarf or anyone with mining knowledge. Discovering the smelter confirms the location as a mine of metallic ore, but no material positively identifying Silveron is present here.

8. - Site of smithy. No tools are present. Only the forge remains to identify the function of the place. Traces of Silveron may be found here by a dwarf or a smith on roll of 1-2 on a d6.

9. - Small park around a large pond surrounded by curved benches of marble, all cracked and weathered.

10. - Ruins - Piles of broken masonry interspersed with weeds.

Wexcham Map 2 - Troll Tunnel and Cave

T1. - Entrance from Government House

T2. - Web of giant Spiders.

Roll a d6.

On 1-4 there are 4 Spiders (AC 3, HP 5, HD 2, WC 9, Attack LF, Defend HF, Bite 20% Poison at 1-2 Damage per round for 3 rounds.).

On a 5 there is one Queen Spider (AC 3, HP 12 HD 6, WC 9, Attack LF, Defend HF, Bite 30% Poison - Death in 3 rounds unless cured).

On a 6 there are 3 Spiders + Queen.

T3. - Giant rats. Six Rats (AC 7, HP 4, HD 2, WC 1, Attack LF, Defend HF, Bite 1d3 damage + 10% Weils Disease)

T3a. - A caved in tunnel is on the right as they pass out of the spider lair. On the left, a tunnel eight feet high has ceiling shaped like a barrel vault.

T4. - A cave littered with bones, partial skeletons, scraps of clothing and armor. Among the debris is a scrap of leather armor, so old it will rip and tear if not handled gently. Attached to the leather are 7 patinated bronze studs in the shape of a wolf flanked by two boys (the symbol of the imperium). The studs may be easily removed.

T5. - Small cave with a pile of 32 gold and 73 silver. There are 6 steel broad swords; one is magical (Lawful Fighters Sword, Intelligence 3, Primary Power, Detect Magic, Ego 4, Purpose, general, + 3 Hit and Damage for all creatures.

T6. - Lair of the Cave Trolls - 2 Trolls (AC 4, HP 18 HD 5, WC 9, Attack HF, Defend HF).

T7. Entrance to the Wexcham Mines.

Wexcham Mines - Wexcham Map 3

The Troll Cave ends at a hole, dug by the two trolls into a tunnel carved out of the solid rock, apparently by Dwarf miners. To the right, the tunnel is blocked by a cave-in. To the left, the tunnel runs straight as far as the party can see. There is sign that the trolls used the tunnel as an escape route. The tunnel is about ten feet wide.

How do you wish to proceed?

As the party proceeds down the tunnel, any dwarf present will comment on the fine quality of the work. The tunnel is eight feet high and the floor is tightly fitted blocks of granite. The ceiling is shaped like a barrel vault.

As the party approaches a cross tunnel, a gleam of metal becomes visible on the floor of the next tunnel. Closer inspection reveals a set of tracks, made to move mine carts, running down the center of the tunnel. The tracks are four feet apart and strongly fastened to the floor with bolts. The corridor is covered with a layer of the dust of ages.

How do you wish to proceed?

M1. - As the party approaches a mining

chamber, in the area of the opposite corner, a flash of light is seen. When the party enters the area, a thick mist swirls out of the floor and transforms into a centurion in ancient armor, the twins and wolf signet of the Reman Empire clearly visible. Centurion, armed with sword and carrying a Reman Empire curved shield. (Level 7 Fighter, AC 5, HP 14, FC Mundane 5 (+1), FC Fantastic 2 (-1), WC 6, Attack MF, Defend MF, Alignment Lawful).

He then bellows "Soldiers of the Empire, advance to combat!" With that, a much heavier mist pours out of the floor in front of him and 10 Legion soldiers, armed with



sword, and carrying curved Reman shields appear, formed into two ranks (AC 5, HP 12, FC Mundane 5 (-1), FC Fantastic 1 (+1), WC 6, Attack MF, Defend MF, Alignment Lawful). They advance on the party very deliberately followed by the Centurion. The first rank will cast their pilums when in range, 30', then drop to their right knees. Then the second rank

will cast. (Treat each cast as an extra attack) The first rank will rise, all will draw their swords, advance their shields and charge. They will not stop fighting until they are defeated. As soon as the last falls, all disappear into a mist that dissolves into the floor.

Note: Technically, these "ghost" soldiers are

not undead and cannot be turned. When they spawn they temporarily become flesh and blood guardians for up to 24 hours or until killed. A dead legionnaire dissolves into mist. Their life force is held within a magical gem in room M7. Should anyone be wearing or carrying anything with the imperial Reman symbol on it (An obviously female wolf flanked by two human boys), that individual will not be attacked by the guardian soldiers.

The floor of the chamber has a scattering of picks and shovels, all solid metal except for leather wrappings on the handles. If the leather is touched, it crumbles into dust. The metal is very sound. There is another tunnel leading East, also with tracks. There are two sites where the Silveron has been mined. Dwarves will note this is very rich ore.

How do you wish to proceed?

M2. - As the party approaches the entrance to the mine pit, the form of the Centurion reappears and shouts "Think you have defeated us? No! We are still here to guard the mine as the Emperor has ordered us to do." Centurion, armed with sword and carrying a Reman Empire curved shield (AC 5, HP 14, FC Mundane 5 (+1), FC Fantastic 2 (-1), WC 6, Attack MF, Defend MF, Alignment Lawful).

He then bellows "Soldiers of the Empire, advance to combat!" With that, a much heavier mist pours out of the floor in front of him and 10 Legion soldiers, armed with sword, (Level 6, AC 5, HP 12, FC Mundane 5 (-1), FC Fantastic 1 (+1), WC 6, Attack MF, Defend MF, Alignment Lawful). They advance on the party very deliberately followed by the Centurion. The first rank will cast their pilums when in range, 30', then drop to their right knees. Then the second rank will cast. (Treat each cast as an extra attack) The first rank will rise, all will draw their swords, advance their shields and charge. They will not stop fighting until they are defeated. As soon as the last falls, all

disappear into a mist that dissolves into the floor.

Note: should anyone be wearing or carrying anything with the imperial Remish symbol on it (An obviously female wolf flanked by two human boys), that individual will not be attacked by the guardian soldiers.

If guardian Legionnaires have already been encountered elsewhere, the room will be empty.

In the chamber there are several piles of ore awaiting the ore carts. It has been many centuries since this ore was mined; exact amount and value left to Referee discretion. This could easily be the richest treasure in the adventure, but it will not be easy to transport.

How do you wish to proceed?

M3. - The chamber is roughly 50' by 50' with a small building roughly in the center. There is light dust on every surface.

On the right side of the building, there is a safe. To the left, there is a stone table and the remains of a large chair behind it. **Safe contents - 800 gold, 200 silver pieces and a parchment, written in ancient Remish, listing the names of miners and their pay records.**

M4. - A very rich mining pit. There is an irregularly shaped stone building with no apparent entrances. In the northern wall, the imperial symbol is carved into a central block. Pushing this block opens a secret door. The building is empty, but Referee's may find this a convenient location to expand the dungeon.

How do you wish to proceed?

M5. - T intersection. The dust in this mineshaft shows some signs of passage to those carefully looking. Closer inspection reveals a set of metal tracks in the north/south tunnel, made to move mine carts, running down the center of the tunnel. The tracks are four feet apart and strongly fastened to the floor with bolts. A tracker may identify

troll Sign.

Note: these metal cart tracks run throughout this part of the dungeon, into every room except Rooms M17, M18, M7 and M5. When the mine was in operation, loaded carts were pushed to M10 where the ore was unloaded to await the smelter

How do you wish to proceed?

M6. - Treat as M2 if the guardian legionnaires have been encountered previously, otherwise as M1.

M7. - The Shrine of the Guardians -

There are no Cart rails entering into here. In this room five life sized statues are arranged on a marble platform. In the center, the image of Julius Justinian stands with a raised scepter in his right hand. The tip of the scepter holds a large, shining jewel. To his left, the image of Vincius Lucullus, with a raised staff, also in his right hand. In front of Justinian, the statue of a centurion, a raised sword in his right hand, hilt towards the emperor stands. To the left and right of the platform stand two legion soldiers in a guard position.

These two guard statues, of Reman legionary soldiers will activate unless any member of the party approaching the statues



carries a visible emblem of the empire. The statues are Level 3 Fighters (AC 6 HP 10, FC Mundane 3, FC Fantastic 1 (-1), WC 8, Attack LF, Defend MF, Alignment Lawful), armed with Pilum and short sword.

Note: the jewel in the scepter holds the life force of all the guardian legionnaires. If the jewel is destroyed or cursed, the legionnaires will disappear for good. Otherwise, anyone tampering with the jewel will be continually attacked by the ghostly guardians.

How do you wish to proceed?

M8. – Remains of the signaler. The chamber has been undisturbed for millennia. It holds the skeletal remains of an ancient Reman soldier in scout armor. His Wolf and Twins signet banner of pure Silveron atop an 8' pole lays upon the floor where it fell when the soldier was killed by a falling ceiling stone. In his bony hand, the skeleton holds a signal horn.

The horn can be used to call assembly of all the guardian troops.

As the Call is completed, a thick mist appears and the centurion stands forth. "I am Centurion Marcus Tullius Scipio and I command here. We serve the empire!"

Note: The party should decide the reply; it is a test. If they bring a message that the mines have been invaded by Ax Tribe Orcs, the Remans will respond well, asking where the orcs are so they might aid to defeat them. If not, it might get difficult. Anyone either holding the banner or wearing anything bearing the imperial symbol and speaking in Remish can question Centurion and will not be attacked.

Assuming they are good or lucky, Scipio will immediately lead an attack with his ghostly legionnaires against the orcs in the location specified by the PC's. If asked why he is here, Scipio explains he and his soldiers were

given a mission, by the (last) emperor to guard the mine against foreign invaders thousands of years ago.

M9. – There is little to no dust in this mineshaft. The metal cart rails gleam slightly in torchlight. A tracker may easily identify orc Sign and has a 1 in 6 chance of discovering troll Sign also.

M10. - Ore collection area with a small stone building in the rough center of it. Two tracks are dead headed in this chamber. **Tracking roll on d6 - 5-6 - Read Sign - There is some faint sign of foot traffic on the rails leading from the East.**

The building has an open doorway. A chest can be seen 10' from the entrance in the center of the doorway. **Tracking roll on d6 - 6 - Read Sign, it looks as if the chest Had been dragged to this spot.**

Eight Ax Clan Giant Orc scouts have set up a hasty ambush in the building with a chest placed to attract attention away from the ambush. They are fanatics who will not surrender.

Giant Orcs (AC 6, HP 6 HD 1, WC 8, Attack HF, Defend HF) armed with hand ax, First strike +1

This is apparently a tool storage shed with 7 picks and 4 hammers in racks on the back wall. The chest holds a dozen jumbled and heavily patinated bronze hand lamps, each bearing the imperial symbol on their sides. The Orcs have 10 silver pieces each.

M11. - Abandoned mine pit. A break in the East wall was dug by the trolls as an escape route.

M12. - See M1. If guardian Legionnaires have already been encountered elsewhere, the

room will be empty.

M13. - Abandoned mine pit. Treat as M2 if the guardian legionnaires have been encountered previously, otherwise as M1.

M14. - Abandoned mine pit with a concealed door to the barracks in the western segment.

M15. Abandoned mine pit, moderately useable for mining.

M16. - See M1. If guardian Legionnaires have already been encountered elsewhere, the room will be empty.

M17 and **M18.** - Barracks with Ax Clan raiders:

2 Level 3 Orc Shaman (AC 6, HP 12, FC 1(+1), 1(-4), WC 6, Attack HF, Defend HF)
Both have **Cause Light Wounds** and **Curse**

20 Giant Orc Archers (AC 6, HP 6 HD 1, WC 9, Attack HF, Defend HF)

50 Giant Orc warriors (AC 6, HP 4 HD 1, WC 8, Attack HF, Defend HF) armed with hand ax and shield.

Note: The Ax clan frequently use this site as a base for their raiding parties. However they fear the ghosts of the mine and go no further in than R8. While they recognize the place as a mine, the fact does not interest them. They have no idea this is a Silveron mine or that it is the lost mine of Wexcham. To them it is just an old and convenient ruin. Likewise they do not know that the imperial symbol will prevent the ghost legionnaires from attacking.

Player's Map







