



*Patreon Kingdom Project
August 2021*

The Royal Gold Mine

*Maps: The Royal Gold Mine
– surface level and mine/cave level
Surface level night version
Surface level winter version*

Royal Gold Mine

How to use these resources

With our Kingdom Project	Take your players to the gold mine and caves by picking a task at the Adventurers' Guild. Choose a nefarious mine entity, then use our plots, NPCs and other dangers to give your players a classic mine exploration adventure with a twist.
In your own games	If your game needs a mine, use this surface and interior map, with varying exterior conditions and a large boss area. Add in our many NPCs, set dressing and monsters to make your game planning easier.

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Patreon Map of the Month GM's supplement

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Regional map made using Inkarnate (www.inkarnate.com).

SETTING

Regional Map

The Heavenward Hills

- 1 The abandoned Royal Gold Mine
- 2 Tree village of the Curklebikk Clan
- 3 Ancient battlefield



The Royal Gold Mine

Every Kingsalten child learns the tale of the Battle of the Thousand Traitors, the final stand of the Old Kingdom against the forces that left it in ruins. The legend recounts how the King's Army camped in the Heavenward Hills above the plain where they would fight their last. The depleted forces had retreated to the Royal Gold Mines and soldiers desperately extracted gold to pay mercenaries from the South to come to their aid. Strengthened, the Army gathered on the battlefield. Yet as the fighting began, half the army turned on their fellows: mercenaries and once loyal King's soldiers, both. The evil forces triumphed; the Kingdom fell. No one knew why the soldiers turned, but survivors who fled the battlefield when the day was lost said they saw a band of the traitors take the fallen King into the gold mine. It was the last time anyone saw him.

The battle's true events were never understood. No one who witnessed the truth lived to tell of it. Desperate to buy mercenaries, the King overworked the mine. His miners broke through into a cave where something old and evil slumbered in a dark, oozing pool. Awoken, the entity took the miners that entered its cave, feeding on some and enslaving the minds of others. Quietly, those enslaved brought more victims to the entity. Eventually, half the army was infiltrated and under its control. It was not on the side of the evil forces. It did not need to be. But it handed them victory while it took what it needed. With the mine abandoned the entity fell back to its slumber, sated. Disturbing its cave is a very bad idea indeed.

Set dressing for the Royal Gold Mine

- 1 A bubbling pool dominates the cavern. Examination reveals it's not water, but a viscous dark-green ooze. The floor of the cavern drifts with ankle-deep mists.
- 2 A stench of decay fills the chamber. In one corner, piled haphazardly, are dozens of boots, tools and clothing scraps. In the opposite corner, barely recognisable, are the fused and warped decaying remains of many people.
- 3 The mine wall is cut by a thin fissure that vanishes into the darkness. A cold, stagnant air spills from the crack, dampening sound and muffling footsteps.
- 4 The cavern walls here have a strange surface, criss-crossed with pulsating, shifting ridges of stone that fuse and bifurcate. Looking at them makes you nauseous.
- 5 Coated in cobwebs, the crates here are rotting. Nailed shut, they are easy to force open and contain an array of mining tools. Most are ruined, but a few are useable.
- 6 Stacked behind the crates are three steel shields. Those with sufficient history knowledge recognise the coat of arms as that of the Old Kingdom. The shields are well made and perfectly serviceable despite their great age.
- 7 The wagon largely contains rubble, but a careful search reveals a small gold nugget worth 40gp. The skeleton of a pony lies nearby, still in her harness marked Daffodil.
- 8 Most of the crates are empty, save for a few pieces of straw. One has a small circular hole at the back. Inside are three shrivelled objects resembling slugs with crab-like legs. They crumble at the slightest touch.



PLOTS & NPCs

Plot hooks

Tasks relating to the Royal Gold Mine that might be posted on the Adventurer's Guild Jobs Board.

Story 1

Town Guard Request

A wandering stranger was killed in Kingsalter two days ago when his personage tragically collided with a fast cart. This incident was unusual due to bystanders reporting that what was described as a 'slug with legs' exited the wreckage of the man's body and disappeared into an alley. The man's belongings indicate he had recently visited the ruins of the Royal Gold Mines in the Hevenward Hills. Whilst we search for the so-called 'blob', we require a party to investigate the mine. Applicants are requested to bear in mind the legendary history of the location and its known status as a no-go area.

Story 2

Exceptional Business Opportunity

I am a person of some repute who is looking to embark upon a highly lucrative venture and require an exceptionally efficient team to accompany me during the inspection and analysis phase of this enterprise. Joining Delvaurica at this time represents an excellent investment opportunity for which returns are bound to be high! In fact, I offer 1% of shares in Delvaurica to be shared between your team. Successful candidates will possess skills pertinent to subterranean exploration, mineral extraction and monstrosity elimination. Apply to NH.

Story 3

Hunting with Boars!

Experienced hunters/trackers sought to accompany our friendly party of weekend hunters on a recreational boar shoot. The advance trackers in our employ sent word by pigeon that they've spotted a large sounder of boar in an old mining location in the Hevenward Hills. Those four scoundrels have since gone incommunicado, so we seek a new team to take us to the boars. Must enjoy a bit of raucous fun!

NPCs

Northwyk Hebbs, Manager of Delvaurica

Hebbs is indeed a person of some repute. With a string of failed entrepreneurial pursuits behind him and a chain of annoyed creditors after him, Northwyk's reputation is one of incompetence, if not fraud. But this time's the one. This time he's had a bright, shiny idea. Everyone knows there's still gold in those mines, but no one dares go near - their reputation is also well-known. Alongside the dark legends sit recent tales of travellers who never return from the Hills. But Northwyk Hebbs does not pay such things any mind when there is money to be made. He's brave, bright, charming (if slightly scruffy) and in the prime of his middle age. Used to carrying others on his wave of enthusiasm, he's sure his new mining venture Delvaurica will be a huge success...if only he can find some people to help him clear out whatever lurks in that old mine.

Bremdell Sweetpea, the Wanderer

Nothing in his pack contains his name. No one will mourn him as he is tipped into an unmarked pauper's grave. For all Bremdell's years spent wandering the countryside, catching lifts on the back of carts, he never would have guessed his life would end under the wheels of one. He didn't see the cart coming, but then he hadn't really seen anything since the mine. It was exciting to come to this wild place, the Old Kingdom, and the mine looked like a quiet spot to rest overnight. But something got hold of him. Took over him. Crawled inside him. "Bring more" it said inside his head, as he wandered off in the direction of civilisation. "Bring more."

The Boar Hunting Party

- 1 **Sebaglio Pethrington**, a Kingsalten apprentice attorney enjoying a recent large inheritance. Has a braying laugh and an eye for anyone lythe and strong.
- 2 **Marigina Floder-Kern**, the youngest person ever to be voted onto the City council. Her parents funded her election campaign. Tough and sharp-tongued.
- 3 **Fox Hames**, has never shot an arrow but is keen to "kill something". Is bored when sober, so usually isn't.
- 4 **Archie Berrocinni-Clerk** is a perfect expression of the brainless naivete found in some sections of the stupidly rich. Breaks things and finds it stupidly funny.

THREATS

Dangers in the abandoned mine and caves (roll d8)

- 1 A nest of giant spiders, each as large as a round shield. They have shiny bulbous abdomens and an incredibly potent poison.
- 2 A pack of wolves, led by a white warg. They have made their den deep in a dark chamber of the mine and now have borne several cubs. Beware: they will defend their offspring to the death.
- 3 An assassin vine, draped inconspicuously across the entrance to the mine. It grasps the last person to pass it.
- 4 A large, grey ooze, attached to the ceiling. It silently drops to the cave floor behind the adventurers and pursues them.
- 5 A mimic, currently disguised as a crate full of old mining equipment. Incredibly patient, it waits until a character is alone before striking.
- 6 A pair of Doom Bats, nesting on the roof of the large central chamber. They swoop to attack anyone in the chamber although have learned to avoid the entity and its minions.
- 7 A hook horror, which stumbled into this cave system from a much deeper area. Having eaten nothing for months, it is ravenous and aggressively attacks any prey that it sees.
- 8 A group of rust monsters, drawn to the site some time ago by the number of mining tools, nails and rails lying around. They have almost worked their way through the metal available in the mine, so respond quickly to the presence of fresh metal carried by adventurers.

The four missing trackers employed for the hunt

Controlled by the malicious mine entity and tasked with capturing people to feed it, the trackers camp near the mine and use the following tactics on victims.

- 1 **Quinn Jonan** – a son of Kingsalter, he has set up a camp outside the mine and laments the disappearance of his friends to those who meet him. Extremely charismatic, he charms people as easily as he charms animals.
- 2 **Feleur Fil'Estandir** – a dark elf ranger skilled in the production and deployment of traps. Feleur has trapped the area around the mine entrance and waits in the undergrowth for victims to be caught.
- 3 **Adaemiah Grey** – a young druid, born in the wilds outside of the city, who learned to shapeshift at an early age. She plans to lure victims by shifting into helpless injured animals or children lost in/near the mine.
- 4 **Corram** – a half ogre of incredible strength, Corram is a hunter known to take kills with his bare hands. He will overpower victims with physical force, net or tie them and carry them to the entity.

The Entity in the Mine

What is the nature of the entity that lurks in the mine? Here are three ideas.

- 1 **Na'alish** – an ancient, fallen deity in whom no one now believes. Having lost its power, it came to rebirth here in the pool and draws both new followers to its side and energy from victims.
- 2 **The Far Creature** – the pool has formed over a rift that links to another plane. An extra-planar psychic creature has discovered it can reach into the material plane, influence people here and drain energy to its realm.
- 3 **The Claimer** – Long ago, the wizard Sorgighe created this sentient, magical pool to draw and test students, absorbing and neutralising the powers of those who failed to pass a given test. Neglected for many centuries, the pool became lonely, bitter and very, very hungry.



TRENOW ISLAND

Baroncliffe Castle

Hagwellion Point

Taythion Bay

Port Periwinkle

Ruins of Meverrin Monastery

Forest of Wyklyn

Treerow Village of Curklebikk Clan

The Royal Gold Mine

GRIGHT WOODS

The Forest Necropolis

RIVER TAYTH

BUZZARD HILLS

Marsh Village of N'angverik Clan

FALLWOOD

The Hand of Vanth

Kingsalter

HEVENWARD HILLS