



JOURNEY INSIDE THE SHATTERED MINES



5TH EDITION ADVENTURE

RESCUE A FAILED MINING EXPEDITION INSIDE ANCIENT CORRUPTED CAVES

MONKEYDM

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JOURNEY INSIDE THE SHATTERED MINES IS A 5E ADVENTURE DESIGNED FOR 3-6 LEVEL 2 CHARACTERS WITH FOR USE WITH THE 5TH EDITION RULESET.



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BACKGROUND

Over the past few years, the relevance of Runehalt has only grown. Since the orc by the name of Garag'thak Irontusk took over The Vanguard Grounds, he's made more and more efforts to push Runehalt towards crafting warmachines. The orc, known for his brutality and drive, has commissioned experiments that most would consider far too dangerous. Of course, in Runehalt, nothing is too dangerous.

One particular company, which has taken specific interest in building the most dangerous objects imaginable, is Tinkertooth Tech Industries. Led by the eccentric Tootsie Tinkertooth, this giant serves as the main supplier for Irontusk's war interests. With the start of a war against the neighbouring region, Tinkertooth's business has become even more instrumental than ever before.

Thus, when the problematic and mysterious breakout of a Clockwork Conservatory inmate targeted a few of Tootsie's factories and mine entrances, it prompted a special kind of investigation, as formally requested by Irontusk. Unfortunately, the investigation to one of the most important sites was stopped due to the extreme damage. The Seaside Arcanum Mine, referred to as Site AR03, has its main entrance completely caved in, with the side entrance being particularly dangerous.

The reason this particular site has become important, however, is due to the material it provides. The "AR" in the name stands for Arcanum, the most powerful magical conductor found within Bricia. This material, particularly rare and conductive, is rumored to be used within the Tinkertooth's secret division, which have started working with a half-elven woman who mysteriously appeared in Runehalt not long after the start of the war. But who knows exactly what they could be working on?

PLOT HOOK

Through a network of goblin messengers, letters written by Tootsie Tinkertooth herself, owner of the Tinkertooth Tech Industries, have been sent out to each adventurer in particular. They are to come and meet with Tootsie at her headquarters about a very important and very dangerous "business opportunity".

CHAPTER 1. THE ANGRUEST GOBLIN ALIVE

In which the party meets with their employer.

1.1. THE TINKERTOOTH HEADQUARTERS

Read this:

'Within the city of Runehalt, fewer factories are as renowned as those of Tinkertooth Tech Industries. However popular they may be, they are also amongst the most dangerous. Not a week goes by without mentions of workers being mistreated or even dying due to the working conditions. Of course, this might all be bad press stirred by the other factory owners, but, as you come face to face with the factory, you realise it might not be. Not far off from the main gate, a hobgoblin figure towers over two small body bags, both of which are of goblinoid size. The figure smokes calmly, but the moment it sees you notice the bags, begins to drag them behind the building. It is here you find yourself looking for work. Most would not even dare get close to the premise, seeing what is ahead of them, but you are unlike most. And so, you approach the front gate, eager to see what the great Tootsie Tinkertooth has for you.'

The party finds themselves at the front gate, all of them carrying a similar letter in their hand, which Tootsie instructed them to bring forth to the front gate as a means of identification. Allow the party to introduce themselves if they don't already know each other. After they've made formal introductions and described their characters, proceed.

At the front gate, the party are met by Rizug, a bugbear **guard** who is very forgetful. He is in a small guard-chamber, next to a desk that has 6 or so switches and buttons. When the party approaches, he is in the process of eating his nails and doesn't immediately notice them. Once he does, he anxiously tries to remember the welcoming speech, but forgets it and simply asks the party why they're here. Once they present the letters, he will look confused at the desk and look for the proper button to open the main gate. After a few moments, he will start looking for the manual behind the desk. At this point, the party is out of his sight. Ask for a **DC 12 Wisdom (Perception) check**. Those who are successful notice a small button with the writing "main gate" on top of it. It's small writing, but it's there. They can choose to either point Rizug towards the button or press it themselves. This will lead to the gate opening. The party may now walk inside the courtyard. They can either choose to go directly inside the factory itself or go and speak with the Hobgoblin who was disposing of the body bags.

If they speak to the Hobgoblin, he'll introduce himself as Guzar Guzir, the factory's cleaner.

GUZAR GUZIR

Information: Although he poses as a stupid factory cleaner, Guzar Guzir is actually a secret agent disguised as a worker. He works for the Sightmaster Athem Tollan and is a government agent, trying to keep the secrets of the Tinkertooth Factory intact.

He'll say that the two goblins died from natural causes. With a successful **DC 12 Wisdom (Insight) check**, the party can tell he is lying. To extort the truth out of him, the party must make a **DC 15 Charisma (Deception) or Charisma (Intimidation) check**. If they attempt to persuade him, they must succeed on a **DC 18 Charisma (Persuasion) check**. On a success, he'll confess both goblinoids were killed because of "high treason", as specified by the Sightmaster, whom he works for in secret. Regardless of if they make him speak or not, he'll move away and ask them to leave him to his business.

As the party walks inside the factory, read this:

'You make your way inside the main courtyard, past the few guards and workers on breaks and go towards a large steel door. It opens with the press of a large button, giving way to a change of scenery. Coming from behind the gigantic, 5 foot thick door, you feel the emerging heat and noise. Buzzsaws and welding equipment giving out noise from a distance. Though you are not in the main thoroughfare, but rather an adjacent hallway, it's still hard to hear anything but the buzzing and whirling. As you look to your right, you notice a hanger filled with what look to be metallic headphones. To your left, a series of doors, all of which are closed. At the end of the hallway, a closed door through which, despite the sound of the factory, you can hear angry screams.'

The party has no other place to proceed than forward, since all other doors are locked and - were they to be opened - only lead to boring offices. As the party approaches the door in the hallway, they may make a **DC 12 Wisdom (Perception) check**. On a success, they hear a high-pitched voice from the inside which screams "And if you can't get it done by tonight, then we'll have YOU done by tonight!" After a few seconds, a goblin man walks out, angry and in tears, and rushes past the party without even noticing them. The party may now make their way inside the office. They notice on the door there is wide lettering that writes "Tootsie Tinkertooth, Chairperson".

Once they make their way inside, read this:

'The moment you walk through the door, you notice the obviously displeased visage of Tootsie Tinkertooth. The goblinoid woman, whose fashion is a mix of clockwork and corporate, seems to be chewing aggressively on a piece of pink gum, while her bun of black and purple dyed hair almost unfurls due to her constant rapid movements. She is standing on her desk, with her bare feet stepping on the papers. Behind her, with her gaze fixed towards the window, is a svelte female half-elven woman, with her hair neatly kept and her clothes in perfect condition. Together, the two give off a good cop, bad cop atmosphere.'

The party now interacts with Tootsie Tinkertooth and the woman behind her, who'll stay silent, apart from a few gestures. Her name, although unknown to the party just yet, is Atria Tormys.

TOOTSIE TINKERTOOTH

Information: Tootsie is angry and impulsive, shouting and demeaning whoever doesn't do their job perfectly. The only thing calming her down is chewing gum and her superiors, but for the most part, she doesn't care about anything other than work ethic and profit. She'll try her hardest to not be verbally aggressive and rude towards the party, but ultimately crack from time to time.

ATRIA TORMYS

Information: Atria is a fantastic inventor and her creation is currently Tinkertooth Tech Industries' largest project, as well as their most hidden one. She's calm and somewhat theatrical. She'll listen with detachment, until Tootsie gets angry. Whenever Tootsie begins to lash out at the party, Atria will loudly clear her throat, prompting Tootsie to stop in her tracks, as Atria is one of the few people she fears.

Just as they make it in, the party can make a **DC 12 Wisdom (Insight) check** if they wish to gauge the overall mood of the people inside. On a success, they notice how tense it looks. Additionally, they may make a **DC 12 Intelligence (History) check** to identify the half-elven woman. On a success, they realise she matches the description of the half-elven inventor who has been mentioned throughout the city. Lastly, they may make a **DC 15 Intelligence (Investigation) check** to try and get a closer look at the many framed contracts on the walls. On a success, they'll see one is specified as "Giantkiller Patent".

After Tootsie introduces herself and asks the party to close the door behind them, proceed to the next chapter.

1.2. BUSINESS ORDEALS

GM NOTE: During this talk, it is possible that the party will ask about the half-elven woman, or even prod her to speak. She will resist any prompts whatsoever, as she is not the talkative type, nor is she in the mood.

With introductions finished, Tootsie will begin leading the discussion. She'll reiterate the events that have led to this - the starting of the war, then the escape which destroyed her most important mine (AR03) - and explain to the party that she is willing to pay whatever they want, as long as they can open up the mine. She'll tell the party that the front entrance has been covered with rubble from the management building that was constructed right on top.

First, the party must decide on a price per member. If they ask for anything less than 300 per member, it will instantly be granted. Anything above 1000 per member will require the party to make a **DC 15 Charisma (Persuasion) check**. On a success, they gain their asked for price. On a failure, Tootsie will state that she is not willing to give them anything above 500.

Upon agreeing for a price, Tootsie will ask the party to sign a few documents. A **DC 12 Intelligence (Investigation) check** to look over the documents reveals they are NDAs (Non-Disclosure Agreements), as well as some documents that specify that Tinkertothe Tech Industries aren't in any way shape or form responsible for any harm that the group may suffer in their attempts.

Lastly, Tootsie will specify that the precise things they need to get out of the mine are the Foreman, a Goblin by the name of Buzzig, as well as a shipment of Arcanum. The rest of the workers are, in her opinion, irrelevant. Then, she'll pay each party member half of their owed money and encourage them to get magical items if they feel they are needed. In their aid, she will hand the party 3 bombs, which can be used to blow up portions of rocks.

Right before the party leaves, Atria, who has been silent up to this point, will mention that should they be successful, they are welcome to join her for a "demonstration of progress". If the party asks further questions, she'll specify that tomorrow is the grand reveal of her creation, but only if they are successful. Her hopes and future hang on their performance.

After leaving, the party can choose to look for a shop of magical wares. They must make a **DC 12 Charisma (Persuasion) or Wisdom (Perception) check** in looking for it. On a success, they find the Corner of Cold without an issue. On a failure, it takes them additional time to do so. This will have an effect later in the adventure.

The Corner of Cold is a large, stone building, with a reinforced steel door, as well as windows that are sealed shut. Inside, a candelabra-esque creation lets out constant cold winds, bringing the temperature *much* lower than it is on the streets of Runehalt. The shop's owner is Vorak Wanderfinder.

VORAK WANDERFINDER

Information: Vorak arrived in Runehalt a long time ago, in an attempt to further his studies. Despite not liking the heat, he stayed, as his enchanting business became quite lucrative. Since then, he's spent most of his time in the comfort of his cold magic shop. He's nice, talkative and especially curious, unlike most of his people. He's also well-spoken and fit. He works out, studies and runs his business, but doesn't have much in the way of friends or hobbies.

Vorak has the following wares ready for purchase:

- a *chime of opening* for 600 gold
- 4 pairs of *goggles of night* for 100 gold each
- a *ring of jumping* for 200 gold
- 2 *potions of healing* for 75 gold each

After the party has bought what they deemed necessary and they move towards the AR03 Mine, ask for a marching order, then proceed to the next chapter.

1.3. THE FRONT ENTRANCE

Read this:

'The walk towards the mine is not as long as you'd expect, but it is by no means without its troubles. The temperature is high and uncomfortable, but you get by quickly enough. After an hour or so of travel, you find yourself on a winding path of sorts, and you hear distant shouts. Yet you can't say for certain where this is coming from.'

The party member leading the marching order may make a **DC 12 Wisdom (Perception) check**. On a success, they notice that on top of a large hill, not too far off, a grouping of goblins and gnomes seem to be angrily shouting at each other. If the party approaches, the group, composed of 3 goblins males and 2 gnome females, will turn towards the party and start speaking with them. Though it is bright day, the 5 are setting up for the best possible stargazing location, but they can't agree on one in particular. The goblins also don't seem to want to stargaze, yet the gnomes are intent on doing it. The party may settle the dispute with a **DC 12 Intelligence (Nature) check**. If successful on this check, they notice what hill would be best for stargazing.

If they do help, the party will receive a *wand of enemy detection* from the gnomes.

GM NOTE: This encounter is intentionally silly and open-ended, as to be introductory to newer players in showing them that not all encounters should be combative. Be sure to keep it open and reward creativity. Allow for different checks, give whatever names you want to the NPCs and keep it as light and fun as possible!

After interacting with the group, the party may move on. When the party reaches the mine, read this:

'Not long after, you are looking upon the mine's entrance from a distance. Built into a large hill, it is now wholly caved in and covered by the rubble of the building that was on top of it. Just by the hill, you notice a few small medicinal tents with doctors tending to those rescued from the rubble, as well as a few bugbears who are sifting through the rubble looking for survivors. As you know, it hasn't been 2 full days since the mine was collapsed by the dragon attack, so who knows how many bodies are still stuck in the rubble.'

GM NOTE: In the following encounter, if the party got lost on the road earlier, than the miner with the mace and information is already unconscious and they cannot speak with him.

The party may choose to approach any number of workers, all of which will give them the same answer: the secondary entrance is the only solution. Additionally, if a party member wishes to help those wounded, they may do so with either a **DC 15 Charisma (Performance) check** to sing a calming tune or a **DC 12 Wisdom (Medicine) check** to help patch up their wounds. Succeeding on either check will lead to a miner handing the party their *mace of smiting* as a means of thanks, saying he used it sometimes to "keep the mounts in check". If asked about the mounts, he'll mention they were giant snake-like creatures with tentacles. Upon hearing this, party members may make a **DC 15 Intelligence (Nature) check** to identify the beasts as gricks.

Once the party has had all the necessary discussions and is ready to go look for the back entrance, proceed to the next chapter.

CHAPTER 2. ANOTHER WAY

In which the party tries to find another way in.

2.1. THE SECONDARY ENTRANCE

After a brief walk around the side of the mine, the party arrives near the side entrance (map 1). They arrive at the bottom part of the map (area 1). Once the party have unlocked the puzzle and they make their way in, proceed to the next chapter.

AREAS OF THE THE SECONDARY ENTRANCE

1 - ARRIVAL POINT

Read this:

'You find yourself at the bottom of a rocky bit of terrain, where you've been told the entrance to the mine is. Of course, from your current location, you are unable to see it, as you're too low, but you do see a few ropes set up in order to allow you to reach higher. What also jumps out to you is the acidic, corrosive smell. You look down at the water next to you and observe as it seems to be mixed with some acidic element, most likely residue from the mine itself.'

This is the party's arrival point, from which they may choose to go wherever.

2 - CORRUPTED WATERS

The waters on the entire map are acidic and corrosive. If a party member attempts to jump over them, they must make a **DC 12 Strength (Athletics) check**. On a failure, they suffer 3d4 acid damage.

Once a party member has jumped over the water the first time, the disguised **gray oozes** that live within will get alerted. In total, there are 4 **gray oozes**. Slowly but surely, they will try to sneak up on the party, until finally attacking them. Party members within 10 feet of the water may make a **DC 15 Intelligence (Investigation) check**. On a success, they notice a few of the rocks seem to be moving.

3 - ENTRANCE

Read this:

'In front of you, behind a few stone pillars, clearly built after the discovery of this mine, rests a massive steel door, next to which seems to be a smaller steel panel. The door itself, about 10 feet high and 8 feet wide, seems to have no handle or doorknob, only the small space for a master key and that's it.'

The entrance is locked behind a reinforced arcane door, which requires either a cypher or a **DC 18 Thieves Tools check**. A party member may examine the cypher with a **DC 12 Intelligence (Arcana) check**. On a success, they notice the cypher requires someone to scribble 4 different symbols on the steel plate next to the door.

Whenever the runes are scribbled in the incorrect order or different runes are scribbled altogether, the party member (or members) who scribbled them must make a **DC 12 Dexterity saving throw** or be hit with a beam of force that deals 2d8 force damage and knocks them back 15 feet.

Attempts to blow up the door will not work.

In order to open the gate, they must jot down the runes found on the trees so that they spell "The Rich Get Richer". Once this is done, arcane connections will activate and the door opens. Proceed to the next chapter.

4 - HIGHEST POINT

When arriving at this point, any party member may make a **DC 12 Wisdom (Perception) check** with advantage. On a success, they notice that there are scribblings on the stone walls in areas 5 and 6.

5 - CODE WALL 1

When within 10 feet of this area, a party member may make a **DC 12 Intelligence (Investigation) check** to find some small carvings in the rock, which are much easier to observe from the perspective offered in area 4. The carvings say "Follow the living, yet dead. They tell the tale." If a party member proficient in the Survival skill approaches the carvings, they also notice footprints leading elsewhere. A successful **DC 12 Wisdom (Survival) check** reveals they lead to the other carvings (area 6).

6 - CODE WALL 2

When within 10 feet of this area, a party member may make a **DC 12 Intelligence (Investigation) check** to find some small carvings in the rock, which are much easier to observe from the perspective offered in area 4. The carvings say "But if you do follow, do so in reverse." If a party member proficient in the Survival skill approaches the carvings, they also notice footprints leading elsewhere. A successful **DC 12 Wisdom (Survival) check** reveals they lead to the various trees (area 8).

7 - BRIDGE

Read this:

'Directly in front of you lies a half-broken stone bridge, the integrity of which you are unsure. It could be that you could pass on it normally, but who knows?'

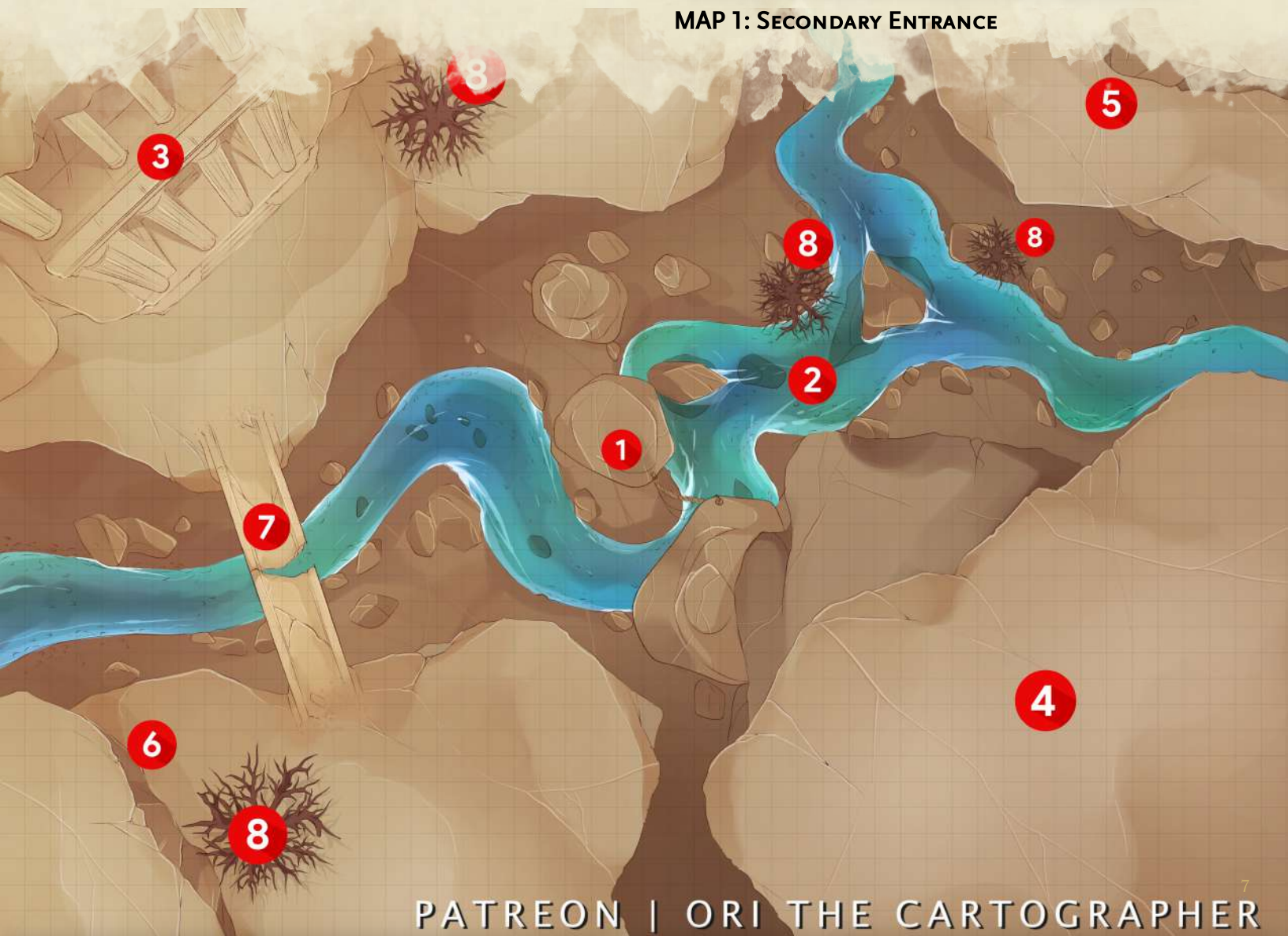
If a creature that is Medium or larger steps on the bridge, it will begin to crumble. They must make a **DC 12 Dexterity (Acrobatics) check**. On a success they make it on the other side successfully. On a failure, the bridge collapses and they begin falling. If they hit the ground, they must make a **DC 15 Dexterity saving throw**. On a failure, they take 4d6 bludgeoning damage. On a success, they take half.

After the bridge has been broken, every crossing from one end to the other requires a **DC 15 Strength (Athletics) check**. If the check is failed, the creature falls to the ground, using the same rules as in the previous paragraph.

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MAP 1: SECONDARY ENTRANCE



8 - TREES

Each of the trees has a small carving on it, which can be found with a **DC 12 Intelligence (Investigation) check**. These carvings are written in Goblin. If no one speaks Goblin, they will have to put them just by the order. If they do speak Goblin, they'll understand what they spell out. The runes are the following:

- Largest Tree - The
- 2nd Largest Tree - Rich
- 2nd Smallest Tree - Get
- Smallest Tree - Richer

2.2. THE LOOSE MOUNTS

Read this:

'With the runes jotted down in the correct order, you hear a strong pulse and the door opens wide, only for it to reveal... An anticlimactic sight. Instead of an open tunnel, you are met with fallen rubble, the kind that would need strong force to remove. It's quite a lot... and it will take a lot of work.'

The party may go about the following encounter two ways. Either they take their time removing the stones slowly, in which case all of them must make a **DC 12 Constitution saving throw** or suffer 1 point of exhaustion. Alternatively, they may use force, such as the explosives given by Tootsie or other such items or abilities. If they choose to use force, they don't need to make any additional checks.

After the stones have been cleared out, read this:

'You clear out the last of the stones, sweat coming down from your brow, as you begin to hear a distant sound, approaching faster and faster. It sounds like a distant sliding, joined by voices. Then, the voices get clearer and clearer. One goblin voice becomes loud enough to discern. "WATCH OUT! THE MOUNT! HE HASN'T BEEN FED! WATCH OUT!" Before you even get a chance to react, you observe a gigantic grick approaching, with its harnesses torn off, angry at the creatures who just made so much noise removing rocks.'

The party must now fight a **grick**, who is one of the miner's loose mounts. If the party used force and explosions, a second **grick** also arrives one turn later, as it heard the noises two.

Upon fighting the gricks and either killing them or not, proceed to the next chapter.

2.3. GET OUT

Read this:

'Not long after taking down the unfed mount(s), you find yourself in the main chamber of the mine, whereupon you are greeted by Foreman Buzzig, a goblin with particularly gray skin and calm demeanor. Due to his calm nature, you observe most of the miners to be alive, despite the days spent locked inside a cave system with little to no provisions. He speaks to his workers in a calm tone, leading them outside through the entrance you created, before briefly dragging you to one side for a chat.'

FOREMAN BUZZIG

Information: Though he tries to remain calm when face-to-face with his workers, in truth Buzzig is extremely stressed and was almost thankful the mine had collapsed. He explains to the party, without any reservation, that the Arcanum they are digging for is to be used for Atria's inventions, which are cannons but in minute form, infused with magic, making them extremely dangerous. Such weapons stress him out beyond imagination.

After a brief chat with the adventurers, Buzzig takes a crate of Arcanum and tells the party it is highly likely that Tootsie and Atria are expecting him, so the party should take him there. Lastly, right before leaving, he hands the party a letter to give to his wife.

After the letter is handed and the party takes Buzzig away, proceed to the next chapter.

GM NOTE: If you're running this adventure as a one-shot, the letter should only have the following words in it: "I love you. Get out of here. - Buzzy" If instead you are running this adventure as a means of starting a longer story within Runehalt (or whatever you might reskin the city as being), feel free to add plot hooks and further information about the firearms or whatever else Atria is working on.

CHAPTER 3. THE PATH OF PROGRESS

In which the party witnesses a demonstration of power.

CHAPTER 3.1. ALL'S IN ORDER

Read this:

'Alongside Foreman Buzzig and his crate of Arcanum, you make it back to the Tinkertooth Tech Industries, wherein the sounds continue just as strongly. With Buzzig in front of you, you walk through the same corridor, into the same office. There, Tootsie is sitting down, completely calm and completely still. Atria, too, can be found there, but instead of looking out the window she is nursing a large metallic contraption, looking like a giant crossbow that is 6 feet long. Where before you saw a beautiful suit, it is now layered underneath a massive metallic exo-skeleton, which seems to supply her with the strength needed to lift the contraption in her hands. She eyes Buzzig on, as he begins to weep lowly. "You know, don't you?" He whispers. Atria nods. Before you get the chance to react, a loud bang is heard. Buzzig's head is no more. And the metallic door behind you is almost entirely ripped through, with a small pellet lodged into it. Atria sighs, beginning to clear the creation. "I did mention a demonstration, didn't I? He couldn't keep his mouth shut. Do not make the same mistake." With that being said, she puts down the instrument and the door opens. The hobgoblin you had seen a few hours before walks in with a bag, slowly placing Buzzig inside.'

The party may now discuss with Atria and Tootsie, who will start the discussion by paying them their full price. If asked, the two will say that Buzzig, alongside other workers, attempted to blow the whistle to the neighbouring countries in regards to the weapons Atria is creating. This cannot happen. And the party aided in this, along with repairing their production line. And, with one last reminder of their Non-Disclosure Agreements, Tootsie asks them to leave the room.

Proceed to the next chapter.

3.2 CONCLUSION

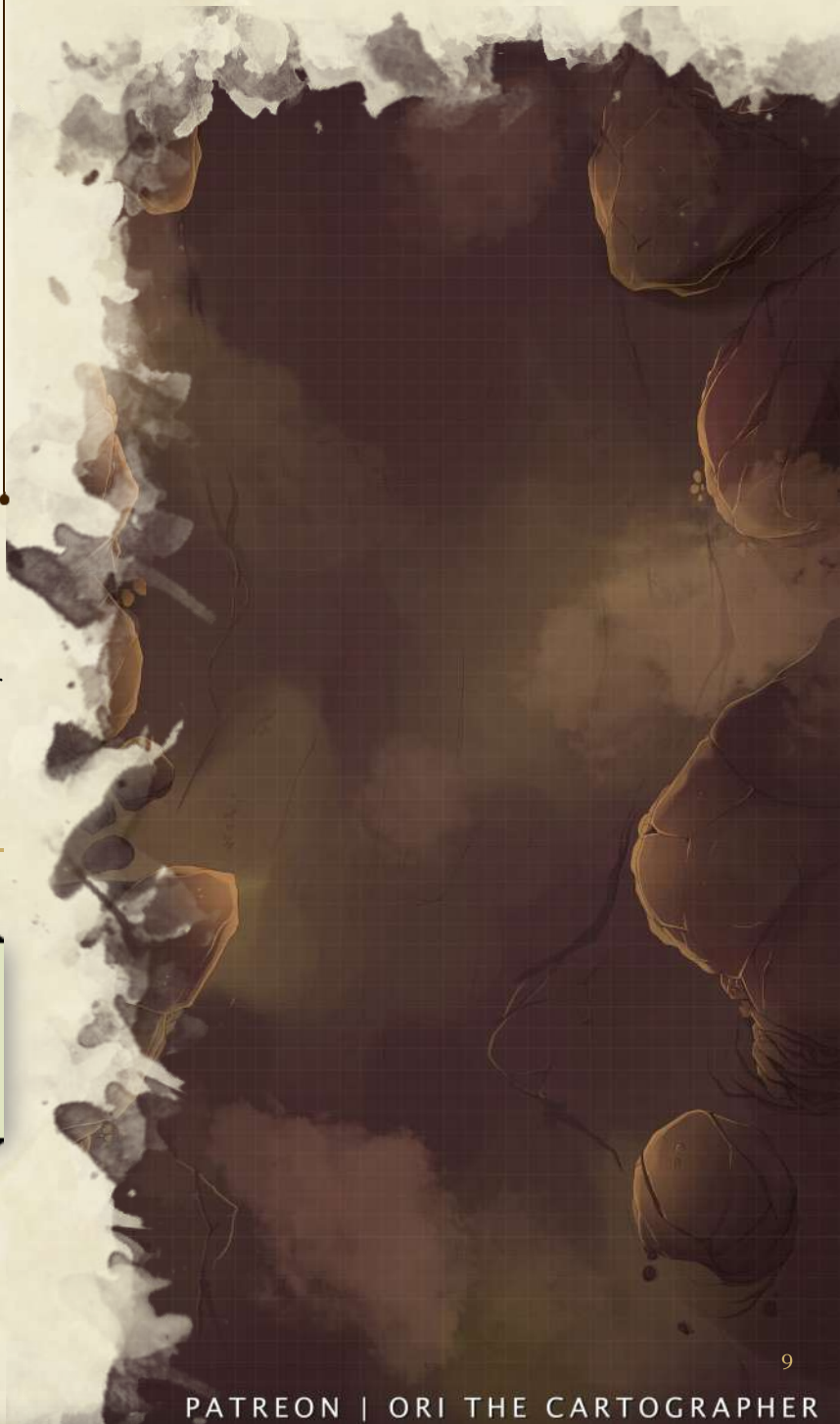
The party exit the room and the factory, which marks the end of their adventure.

GM NOTE: Alternatively, they could try and fight against Atria's weapons of mass destruction or find other quests within Runehalt. The end of this adventure should have enough hooks as to prompt fun adventures in the future!

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MAP 2: ESCAPE PATH



THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

Cover art by Tithi Luadthong, used with permission.

Maps created by [Ori The Cartographer](#).

And now onto the next project...

Cheers !

IF YOU ENJOYED THIS ONE-SHOT, YOU CAN JOIN US ON [PATREON](#) TO ACCESS PLENTY OF OTHER ADVENTURES ! AS WELL AS TONS OF CONTENT FOR 5E TO AMAZE PLAYERS AND GMS !



A MASSIVE THANK YOU TO ALL MY PATRONS !