

# DEEP DELVE MINE

## MAP DESCRIPTIONS

### MINE LIFT

Ahead of you are two rickety old mine lifts, wooden boxes hanging precariously over a deep mineshaft. Open on either side, the wooden frames are worn and covered in rock dust. The iron chains that hold them aloft creak slightly as they sway from side to side. Minecart rails lead up to, and inside the left lift. A battered old cart sits on the rails, its wheels so rusted they seem unlikely to turn.

### GENERAL DESCRIPTION

The mine walls are roughly cut stone, supported with beams and planks of dark wood. The floor of the mine is littered with rocks and broken planks. A thin layer of rock dust covers every surface sparkling in the torch light. A few copper lamps hang from the wooden beams, their light flickering weakly behind soot-covered glass. The exposed rock is coloured by deposits of metal ore so rich it seems to glimmer in the light.

Old minecart rails run down the centre of the main passage leading off to the left, while a narrower passage leads to the right.

### MAIN CHAMBER

Stepping out of the tunnel you find yourself in a large cavern, the walls covered in tool marks. It's impossible to tell if this was once a natural cave, or excavated entirely by industrious miners in search of their fortune. Metal ore runs in ribbons through the rock here, gold and silver streaks still to be extracted and carted to the surface.

### THE FLOODED CHAMBER

The tool marks vanish as the walls open out into a natural cavern filled with stalagmites and stalactites. An almost imperceptible green glow illuminates a pool of dark water that blocks your path.

### THE MOTHERLODE

The rock walls sparkle, reflecting the silver light that emanates from the huge lump of strange metal in the centre of the chamber. Dust hangs in the air, glimmering like stars in the night. It is unnaturally warm here, you feel pressure behind your eyes as you look at the metal node.

## NOTES AND TIPS

- 30x45 Grid Map
- Cut the map up into sections and spread out the encounters to make for a larger mine adventure. Remember these tunnels and chambers do not need to be connected to each other if you are only using the map for combat.
- Rock dust can be an irritant, getting into the eyes and lungs if any concussive spells are cast. Uncontrollable coughing prevents spell casting, lowered range of sight, etc.
- Cave in's are always a danger, rocks fall everyone dies...
- The ore in this mine has been infused with unholy energies. As it is extracted it starts to affect the miners, turning them into monstrous creatures.
- The miners have all vanished. The lift operators heard screaming coming from the mine below but are too afraid to investigate:
  - The miners opened up the passage to a pool that is connected to the seas of the Underdark. Some creature of that realm has made its way here and eaten or taken the miners. An Aboleth is a great choice for this!

- Have a Drider (Half Drow, half Spider) with its spider horde climb up into the mine from below and take revenge on the miners that dare encroach on its domain.
- An Umber Hulk has burrowed into the mine and taken up residence, attracted by the abundance of juicy miners!
- The silver glowing metal node is in fact a meteor of strange metal that has a mind of its own. It slowly takes over the miners and makes them do its bidding. The Foreman (who does not go into the mine) is getting suspicious and asks for help.
- Kobolds are harassing the miners. The miners have opened up a tunnel to the Kobold's Den and the Kobolds are not happy! Connect my Kobold Den map to this one using one of the shafts.

## VARIANTS

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