

The Archon Mines

Entrance A:

The Smelly Well

Exhale a strong odour of corpses.
You can hear the sound of flowing water.
You can't see the bottom of it.
1 in 6 chance of breaking the bucket rope.

1. The Greasy Lake

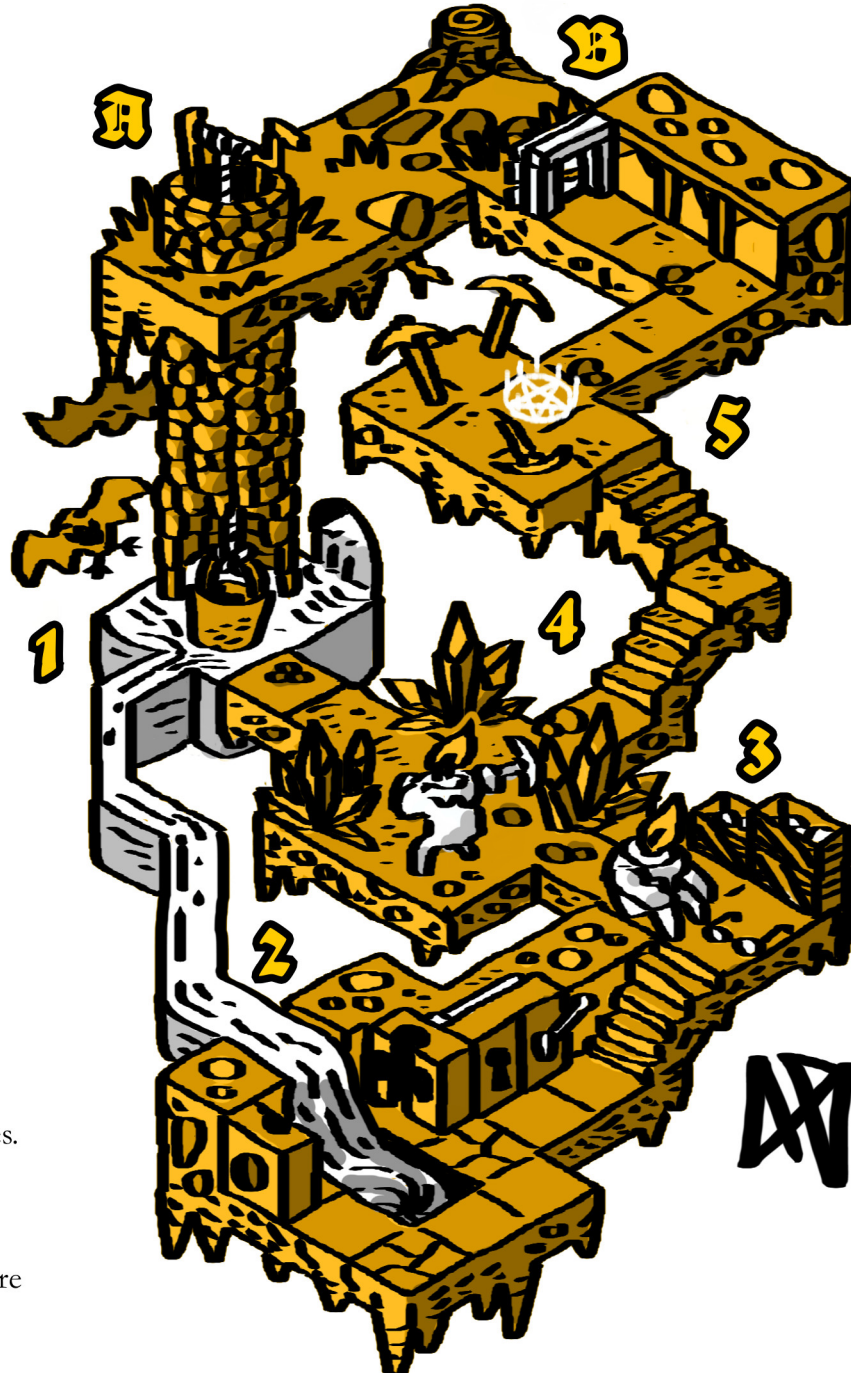
You can't move easily in this thick waters.
Light awakes the bat swarm at the ceiling.
You see a faint glow from the wider tunnel.
The "water" flows through the narrow tunnel.

2. The Candle Workshop

The "water" falls to a portal on the ground.
On the table you see a blank grimoire.
The lever needs a key to unlock.
Pushing the lever creates a lifeless candleman.

3. The Storage Vault

Piles of wooden boxes full of raw crystals.
A living candleman is guarding both passages.
A human corpse is near the crates wearing glasses.
The glasses allow you to read the grimoire:
"The crystals of this mine makes perfect
soul gems. The vein we found could raise an entire
legion of constructs for the empire!"



Entrance B:

The Blocked Passage

Entrance closed with rotten wood slates.
A cold breath of air escape from the inside.
"Warning: Do Not Open!"
"This Place is Cursed".

5. The Warehouse

You see a bunch of rusty pickaxes floating.
A nearly invisible sigil is drawn on the entrance.
Stepping on the sigil makes the pickaxes attack.

4. The Crystal Mines

A twisting maze of tunnels hard to navigate.
Make a roll/test to not deviate from the group.
Roll a D6 to discover which room you go:
1 - A couple of candlemans fighting cave bats.
2 - A candleman group working on a crystal vein.
(This place makes the character weaker)
3 - A melted candleman holding a key.
4 - The Greasy Lake.
5 - The Warehouse.
6 - The Storage Vault.

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