



THE BANDIT MINE

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by Jordan Penny

Hello, gentlemen! The name is Cecil Dallas, part owner of Western Rail and Bond. Pull up and let me buy you a drink, see if we can't find you a job. I'm sure ya'll have heard of the Howard "Howlin'" Harlin band of misfits. They've gotten mighty good at robbing our trains heading back East from California, and my execs are getting on my heels to shut off this drain of gold they're creatin'. But what most people don't know is they've set up home in an old coal mine, one where we dug a little too deep. Word around town is they've got their hands on some spooky stuff... But I'm sure none of ya'll will have to deal with that. We need a band of brave men to storm their holdout when we lure the gang out into a trap. That's where you come in. Recover some of our lost gold, and we'll make it worth your while!

Description of Rooms



A-1 - Entrance. Well lit with several lanterns hanging from the ceiling. Including the one entered, there are five doors. It is square and professionally cut. There are two tables parallel to each other in the room. One is empty, the other has three plates of food half eaten along with three candles, left as if they left in a hurry. No enemies. No treasure.

B-2 - Storage room. Square with roughly cut walls. Slightly dim from only two lanterns hanging from the ceiling, which is only a foot above the adventurers heads. Mostly mining equipment, but also sticks of dynamite.

C-2 - Square with rough walls. Very dim, one lantern sitting on a table in the center of the room. Water drips in the corners and you can hear running water in the distance. There are three outlaws. A small trunk under the table has a little bit of black powder and lead balls. The door to E-3 is hidden and requires careful examination of the walls to find.

D-2 - Large circular room of well sculpted walls. It is nicely lit with torches placed evenly around on the wall. In the center of the room is a stone well, which has swiftly moving water running at the bottom of it. On the edge is a bucket. There is one outlaw here and two mean dogs. In the corner is a steamer trunk containing expensive china and various other high end items, including an expensive looking small revolver with pearl handles.

E-3 - Small round room, pitch black. Contains jars of gold dust and a couple bags of gold coins. 15% chance also of finding an auto-loading pistol with ammunition.

F-3 - Finely cut rectangular room, well lit. A living quarters for the outlaws. Various personal trunks stand before beds, although they are all locked. There are two outlaws here, asleep.

G-3 - All doors leading to this room are locked, but made of cheap wood. Neatly cut with double thick walls, it is the outlaw's armory. Most of the weapons are gone, but there are some cheap looking .45 blackpowder pistols and a few military carbines. There is some powder, lead and cartridges. 10% chance of finding a Gatling gun, and 25% chance of it in functioning condition. Two slimey, catfish-like creatures are left chained to guard the place.

H-3 - A large open area where different levels of mining have taken place. The walls are uneven from pickaxe use. A line of rails runs through the center of the room, up through the hallway connecting it to A-1, and down to the lower floors. There are several (5) outlaws here, along with three mean dogs.

I-4 - A small circular room, freshly made. It is more of a landing in between the staircase that goes from A-1 down to J-5. Two outlaws are waiting, having heard the commotion.

J-5 - A long with low ceilings where active digging takes place. Before mining equipment had been apparent, of a typical selection, but here the equipment seems strange. Odd contraptions are used to dig deep holes in the walls, while motorized shovels take off a greyish substance that is visible. When touched it feels warm, like there is fire in the center of it. Although there are only two outlaws here, they have at their command strange goblin type creatures. There are eight of these.

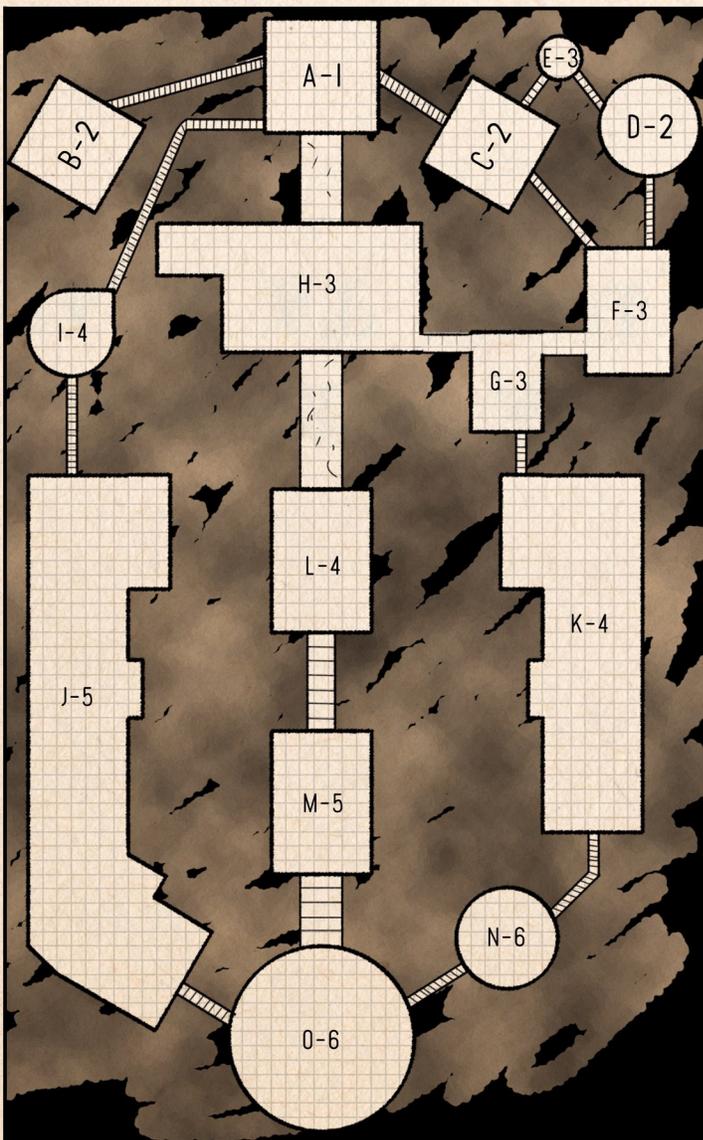
K-4 - The doors leading to and from this room are boarded shut. However, something from the inside has been pounding against them, so the doors are coming apart. Inside it looks like a new shaft where they mined for the greyish material. There are the same machines as before, coated with a layer of dust and grime. Inside is a miniature hoard of the goblin creatures, armed with homemade spears. There are also more of the catfish-like creatures.

L-4 - Brightly lit and rectangular, this is the kitchen of the mine holdout. Several tables are aligned in the center of the room with a big hearth in the corner. The cook is here, along with two adolescent helpers. Along the walls are barrels of various dried foods.

M-5 - This is the dining chambers. Long rows of tables go from end to end. Large lamps hang from the ceiling, and the room is empty.

N-6 - A neatly made round room, this is the personal chambers of the outlaw Howlin' Harlin and his second-in-command and wife, Jessy Harlin. Although empty of people it does have the pairs beloved greyhounds. There are various personal treasures of great value, from their exploits. The door leading to O-6 is locked shut.

O-6 - Everything else in the mine accumulates in this. The round room has high vaulted ceilings and a raised step all around the edge. In chests are piled gold coin, banknotes and a hawl of the greyish material they had been mining. Here also are the two outlaw bigshots, ready to take you all on.



Random Events and Monsters

Extra Outlaws	65% in all areas	Mutated Mole	35% in I - O	Sink hole	12% in all areas
Slimey Catfish	50% in I - O	Giant Worm	15% in J - O	Ceiling Cavein	6% in all areas
Armed Goblin	35% in I - O	Staircase Collapse	8% in all staircases	Box of Silver	30% in all areas
Mean Dogs	75% in all areas	Small Box of Gold	35% in all areas	Coal Gas	7% in lower
Mutated Bat	45% in all areas			Miner Ghost	2% in all areas

KEY

One square equals roughly 2' x 2'
Stairways between rooms M-5 and O-6, D-2 and F-3 have an 80% chance of being collapsed.

A-1
Room Storey,
Letter descending