

THEY DUG TOO DEEP

Red Eye Chasm • Hollow Queen's Kingdom • Wistful Dark

☠ Spooky

🕒 Investigation

⚔ Haunted Mine

ADVENTURE DESCRIPTION

Professor Galahad Gallant's expedition to unearth an ancient Calian temple has missed their scheduled check-in. Sent to investigate, the party ventures into the wicked Hollow Queen's Kingdom to find the missing crew - only to discover that something old and sinister lurks in the depths below.

STARTING THE ADVENTURE

"A trip to the Hollow Queen's Kingdom is no peaceful feat, and touching down the airship on a small ledge in the desolate Red Eye Chasm doesn't help your anxiety either. The persistent groans of the Queen's "Children" lay ever on the outskirts of your hearing as unnatural winds chill you. At the landing site, you spot your quarry - an excavation site said to contain ancient Calian texts. Petitioned for research by the Helical researcher Galahad Gallant, you were sent in when the agreed upon check-in date was missed. You see no signs of the contracted mining team, and to make matters worse, the front entrance appears to be caved in. Best find a way in as it is sure not safe outside."

Given the breadth of the Adventure Site, this adventure may comprise more than a one-shot. This is a great introduction to Exploration mechanics and a bit of the OSR roots BREAK!! has. The interior is entirely dark so emphasis sources of light.

Encourage the alternate entrances if PCs explore outside! It doesn't have to be the standard entrance.

Given the Shadow Blight, it can be likely for a PC or two to contract it...which naturally leads to a follow-up adventure!

THE CREATURE

The fleshy and shadowy demon-like creature is always hungry. It has poor vision but can track the scent of blood. Use Adventure Site Wandering Encounter Rules [Source, pg. 236] for when to check if the Creature attacks, its chance depending where the Party is. If misled, it camouflages itself in the darkness and disappears. If defeated, it will come back after exploring 2 Areas. It can only be finished if the Bloody Tome is destroyed.

ATK +4 | **DEF** 12 | **Hearts** 2 | **Speed** Average
Aptitudes: Might 8 | Deft 11 | Grit 9 | Insight 9 | Aura 11

- **Bright Weakness:** +1 Heart from Bright Damage
- **Dark Resistance:** -1 Heart from Dark Damage
- **Life Drain:** Damage dealt converts to 1 Heart of Healing
- **Claws:** Dual Wields Standard Weapons
- **Shadow Blight Host:** [Source, pg. 374]

ATTACK CHANCE [D20]

- **Inside the Mine:** 18-20
- **The Temple:** 15-20
- **Master's Room:** 10-20



Creature Inspiration. Art by [margotxxrose](#)

QUEST RESOLUTION

✦ Rewards

If the party neutralize the Creature and Bloody Tome, as well as reveal the fate of the excavation, the Archive will reward the party with 200C and let them keep any items found within.

Lenin Obscurity Shades [Magical Accessory]

A practical but very fashionable choice for Calian engineers working on the Divine Battery Project.

Magical glasses that prevents the wearer from suffering the Obscured Condition caused by non-magical sources.

1 Slot • 25 Coins

Bloodstone Staff [Magical Staff]

A wicked cane made of Shade Iron, it looks as if it grew into its shape rather than being forged. A deep crimson stone is embedded at its tip, a viscous vile liquid swirling within.

This can be used as an augmentation to a Sage's Staff, inheriting its base Abilities, or as a dedicated spell item.

Spell - Crimson Rite:

- As an Action, you can expend 1 Heart during Combat to summon a Crimson Demon:
 - This Crimson Demon takes the stats of a Custrel.
 - It has 10 Defense Rating and 1 Heart.
 - All of its stats are 7.
 - Its speed is Average.
 - It dual wields Standard Weapons.
- The Crimson Demon lasts the duration of the Fight or until it reaches 0 Hearts.
- You may only use this once every 24 Hours.

1 Slot • 2 Gems

THE MINE [ADVENTURE MAP]



Map of the Mine. Art by Moira Games. (Right-click + Open in new tab for full size)

MINE LOCATIONS (1-12)

1 Mine Entrance ENTRANCE

The entrance was blown up from the inside. Leaning on a rock is the **dead professor**, charred from an explosion. **Journal** on their body starts with disappointment before remarking a "potential breakthrough." An **elevator** leads to the lower floor and can hold a total of 30 Slots of weight (risk of crashing if overloaded, causing Falling Injury).

2 Abandoned Mine ENCOUNTER

Scattered 2d6 dwarf corpses, all with rotting moss and cracked forms. If disturbed, they rise as Demons and attack the party!
3 Zones: Party | 1d6 Corpses | 1d6 Corpses.
A message hurriedly scrawled on the wall, in Under Warble:
"GET OUT. BEWARE THE..."

3 Miner's Workshop

Boxes: 2 Dynamite [Grenade], 2 Lanterns, 2 Units of Fuel.

4 Dormitory

Chests: 1d6 Standard Weapons, a Small Shield, 2d20 Coins.

5 Secret Vault

Behind secret passage: 4d20 gold, 3 Beer Barrels [Trade Goods], Distilled Axe [Mighty, Magical, +1 ATK when Drunk].

6 Bizzer Nest ENCOUNTER

Room with small tunnels on the walls: 2 Bizzer Swarms and 3 dwarf bodies with 1d4 Units of Shade Iron. The entrances are blocked.

7 Tumbled Cart

Inside the cart: 1 Dynamite [Grenade].
On the floor, a message in Under Warble: "IT COMES BACK"

8 Mining Area

Uneven lower area with Shade Iron in the rocky floor.
Mining (Location Action) grants 1d4 Units.

9 Underground Lake

All the Areas in here are Precarious, requiring Deftness Checks to Move or become Toppled. 1 old raft in good condition near the lake.

10 Mine Exit ENTRANCE ENCOUNTER

Very deep underground lake: where does it lead?
2 Water Chompas prevent the exit.

11 Dwarf Ghosts

Ghost dwarves believe they're alive, awaiting rescue. Treat adventurers as fellow trapped dwarves. They know about the Creature.

12 Unstable Area TRAP

Loud noises cause Falling Debris (CLICK!). Bodies of dwarves in skin and bone scattered around the room.

THE TEMPLE [LOCATIONS 13-18]



Map of the Mine. Art by Moira Games. (Right-click + Open in new tab for full size)

TEMPLE LOCATIONS (13-18)

13 Temple Main Hall

Stone statues holding 4 decorative amethyst weapons (25C each).

14 Statue of the Master

Amethyst Statue [Gargoyle, Rank 3]: becomes animated and attacks when someone approaches. **Sundered Magnificent Heavy Armor**.

15 Old Entrance Hall ENTRANCE

Original temple entrance. 2 amethyst idols depict cultists cutting their palms - putting blood on wall between idols opens a secret entrance.

16 Ritual Room

Dead dwarves and cultists lay near a strange symbol. On the floor are 2 **Bright Damage Concealed Weapons** and the **Bloody Tome**.

Bloody Tome [Forgotten Lore]: Notes on Fleshwarping by a wicked Sage after Calian's Fall, discussing the creation of horrific creatures via blood sacrifice and transferring life essence into magical materials.

17 Dining Room

Refined, ancient furniture: bodies of blood-dry cultists sat at the table.

18 Master's Room

Ancient Sage corpse next to **Bloodstone Staff** and **Lenin Obscurity Shades**. Shelves contain anatomy books and bottles of blood. The closet has a false back, connecting the room to a false corridor wall.

RANK 3-4 ADVENTURE

Lower Rank: Consider reducing the Creature's stats down a bit or remove its healing ability.

Higher Rank: For a Rank 5+ adventure, consider creating an Ascended Demon using source rules.

PC Starting Coin: 200C

SOURCES & ADVERSARIES

This is an adaptation of the one-page dungeon **They Dug Too Deep** by Moira Games, licensed under CC-by-SA.

Blighted Demon: Source, pg. 372

Chompa: Fast in Water. Source, pg. 368

Bizzer Swarm: Source, pg. 364

Custrel: Source, pg. 184

Gargoyle: by Wretched Jarrah (Homebrew)