

Part 3, Mines start.

location 19 is from Part 1, the Entrance rooms.

1) small room, entrance to one part of the Mines. Dust and other small debris.

2) small room, broken wood exit door. The skulls are small, likely dwarves or halflings. Beware the pit !

3) an L-shaped room. Broken bench, piles of rock, and some stalagmites ( on the floor, stalagmites hang tight to the ceiling). A Magic Mouth, basically a recording, will produce a low weak voice from the large pit on the left side of the room. 'Help me ! Help me !' Any attempt to look into the pit or climb down into it, and the 6 spikes on the fall launch across the pit opening.

The chest has some silver and copper pieces in it, and one large diamond under the coins.

4) a cave area, biting insects in the rock piles.

5) partially a cave floor, partially a stone block floor. The stone blocks are unstable and were added to level the room. The foggy area covers some low level undead.

6) a passageway. Metal door, wood door, and a 20 foot deep pit.

7) A small square room. Entrance blocked by spikes. Under the pile of rocks are a few gold pieces and a small gem. The exit door to room 10 has been smashed.

8) large room. The large open treasure chest and large sack are illusions. The barrel and the wooden chest next to each other are not illusions. The chest contains lots of silver coins, with a pile of platinum and gold under neath that. When the chest is first opened a Jack in the box pops up. The Barrel contains sacks of rice. Way down towards the bottom of the barrel is a small metal box. It contains several magic rings and an emerald necklace.

9) a rectangular room. The extra floor space near the stalagtites can be used by small monsters as hiding places. The wood and rope bridge leading over to the stairs is very rickety, but wont break.

10) a long room. The stalagtite has a Magic Mouth recording on it. 'Get ready for combat !', but it isn't a monster disguised. This is just here to confuse the characters when the rock doesn't react to attempts to communicate nor attack it.

11) two stone bridges go to this room. One is blocked by a metal door, the other is clear of being blocked. 5% chance one of the bridges will collapse and dump the characters on it way down into the water.

12) a cave area with water flowing across the floor. The stairs ends suddenly, dumping anyone continuing down into the water below. The wood chest is mostly rotted, but does contain treasure.

13) a small long room. The miners had a bit of beer and made mistakes at the south end. Stemp up, then step down to the stairs leading to 18

14) A long room. nothing under the rocks.

15) a small cave area, slightly inproved. Watch your step, loose rocks.

16) a stone bridge corssing over the water.

17) a large water area, goes from shallow to very deep. The rock piles are the shallow part, barely get your feet wet. The large fog area is over 2 stories deep. Outside the water area is cave floor.

18) a small room. No treasure.

19) a small room, a pit to dump the unwary into a rock pile below. Open stone door leads into room 20. A character can dive off the end of this room, but the water is shallow below.

20) a room with small alcoves on one side. The wooden crate near the entrance is tough to open, but contains no treasure. The treasure is in the small chest at the end of the room. The other chest is a mimic, waiting for an adventurer to try and open the chest it is imitating. It will try to kill and eat the adventurer.

21) stairs and then two ramp areas. Careful, a character could slip and fall into the pit in room 19.

22) a small square room. Broken door on one side, and a stair going down on another.

23) long room with 2 cages. One is empty. The other will swing open its door and beckon a character walking by, using its ghostly arm. And a voice will be heard saying, 'This way to the egress...'. Any character entering will be attacked by the cage.

24) a dead end with strange carvings on it. If a character can read ancient languages, they will read 'Nothing here, it is just a dead end.'. Probably a good time waster while they try to figure it out.

25) where 3 rooms and corridors meet, not well laid out, another miner's beer fest no doubt.

26) starts out as stairs, and then two ramps. A careless character could slip and fall.

27) a ramp area, a tumble could send a character skidding into room 15 and into the water below.