

Part 4, Mines start.

room 9 is from Part 3

1) rectangular room. Metal door lets onto a slide down about 30 feet. Stairs in floor are blocked by what appear to be wooden spikes, but some could be metal.

2) spikes at the bottom of the ramp. A stature, a cast iron pot, and a small chest. And a plainly marked floor trap. Any of them could be hiding treasure and not a trap, or they could all be traps. Referee discretion.

3) a small rectangular room. A broken door, but yet the chest is unopened. Rocks and stalagmites blocking the floor. Stone doorway for an exit. There is a 5 foot gap to jump to reach room 5.

4) This room is not visible from room 9 Part 3, there is an undrawn wall in the way. A stature that talks and says random things to questions, aggravation, smiles, etc. Wooden barrel blocked by a column. Stone stairs then wobbly wood and rope bridge leads to room 2.

5) a larger room, and a hole in the floor covered by fog. Stairs go up to room 6a.

6) 6a: portcullis blocks the entrance. 1d6 to determine which statue does what. 1: attacks, 2: hands nearest character a sack of gold, 3: plays a tune on a violin, 4: sings and dances, 5: drops a few platinum pieces on the floor, round ones. 6: 1d4 of the statues attack. The skulls could be a warning of doom.

6b: a cage blocks entrance, the walls go up to the ceiling. An urn, is inside the room, looks like gold.

7) room of no exit. Skulls and bones from the hidden hole above in room 5.

8) an irregular room. The spikes appear to be guarding the pile of rocks. The real treasure is one of the wood spikes has a nice gold rod in it.

location 9) Appears to be a dead end, but is a secret door that swings on the left. Which blocks view of the portcullis in room 10. The characters have to enter room 10 and close the walls, then they can walk around the crypt, if they dare, and walk across the wood and rope bridge into room 12.

10) A crypt, looks like a mummy in there, but it's a lower level undead.

11) behind another secret door. Treasure in the barrels, along with clean drinking water and food.

12) wood door at the entrance. Getting to the chest is blocked by two pillars. Can contain treasure or a monster, or both.

The monsters and treasures are just suggestions, change them up to fit your campaign. And the rope bridges could snap if too many try to walk across them at

the same time.