

Part 7, 8, and 9. Lost passageways, or connecting areas, in the Lost Mines.

Part 7, 1) T-shaped room. Wood door and stairs down to room 3, Metal door and stairs down to room 2, curtain and stairs down to a flooded room 6.

Part 7, 2) A square flooded room with rocks of various sizes scattered about the room. A round hole trap leading down to a flooded under floor,

Part 7, 3) An archway leading up to room 1, Wood ladder leading down to room 2, rope and wood bridges leading to room 4.

Part 7, 4) A broken walkway leads into this room. Two barrels sit in the room.

Part 7, 5) A stone stair and a stone stair/wood ladder lead down into this room. One of them could be a trap, various stone structures in the room, two barrels. One barrel is easily seen, the other is somewhat hidden.

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Part 8, 1) A large room. Some wood debris. A skull in a pole as a warning to anyone coming up the stone stairs into this room, wood ladders leading up out of the room, a stone door and carved walls leading to room 3.

Part 8, 2) A rectangular room with stone pillars, a large reptilian skeleton, and wood debris. Difficult to get up to room 1.

Part 8, 3) Rectangular room. Spiral stairs going up, and stairs going down to room 4.

Part 8, 4) A metal door leads into this room... is that to keep people out, or the two shrubberies in ?

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Part 9, 1) A very large room, a crossroads to other areas. Wood ladders to a rope and wood bridge, stone stairs down to 2 other areas.

Part 9, 2) a small raised area with cast iron pot on it, A rope and wood bridge, and a cast iron pot in the main room. Probably shouldn't bring the two pots together, something might happen.

Part 9, 3) a small stone bridge.

Part 9, 4) A cave with a stream running through it.

Part 9, 5) a small stone room.

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.