

the\_mithlas\_holes\_sub\_basement

from time to time, a distant sound of painful moans and/or low screams of pain can be heard. No source can be found.

room 1) 60' circle, 10' high.

Spiral stair case going up.

wood debris.

Two skeletons under some rocks block access to the secret door. To open, push on the right side.

room 2) 29' x 36' x 9'

Wooden pallisades blocking access to the partially dug passageway.

room 3) 56' x 47' x 10'

wood barricades. Three stacks of lumber. A table with 3 skeletons nearby.

room 4) 28' x 36' x 10' A cloth partition didn't save them.

an open chest.

room 5) Two folded barricades and 3 open and empty barrels.

room 6) 31' x 38' x 7'

Two skeletons behind 5 mining carts.

Wood debris. Two loose floor stones.

room 7) 27' x 35' x 10'

Stone debris, but the ceiling is smooth rock.

Wood debris with fungi growing on it.

room 8) 47' x 38' x 10'

A dragon head trophy on the wall.

Cloth partition.

Two chest of drawers, empty of clothing, only dust.

room 9) 27' x 27' x 10'

Lots of wood debris, broken tables.

Chest at the bottom of a pit.

room 10) 28' x 36' x 7' Treasure room.

2 chests.

a barrel.

two tables with a roll of blue silk on them.

an unlit brazier

skeleton who might have been a guard.

room 11) 38' x 45' x 10'

Three red painted chairs facing a bubbling cauldron with some sort of green liquid in it.

Three bookshelves in the room.

A campfire, cold, apparently not used for some time.

room 12) 48' x 36' x 10'

A mine cart on part of a mine railway.

The two chests cannot be reached due some sort of field in the inside of the area covered by the mine tracks.

room 13) 30' x 27' x 10'

A blue shield with a painting of a dolphin on it. Glows slightly.

Chest.

an old campfire ring.

room 14) 47' x 27' x 9'

empty, no dust.

Secret door, push on the left side to open.

room 15) 54' x 46' x 10'

Three carts behind the cloth partition.

A bubbling mud pot... Could there be a volcano under this dungeon ?

( it is a location of mud bubbling due to heat rising up from below. )

room 16) 28' x 36' x 7'

A red comfy chair in the room.

room 17) 34' circle x 10' high

wood debris

A skeleton

Two sets of human footprints

Two cold campfires.

Two portcullis iron pegged to the stone floor.