

Part 5.

upper part of the map, rooms 5 and 7 are from Part 4

The rooms labelled A through F are a lost part of the Lost Mines. They will be detailed below, after the rooms/locations for Part 5.

Oh, the walls, floors, and stairs/ramps are supported by the mountain unless otherwise noted. Very few are just floating in air.

1) The stair drops off into room 2. Something monstrous, or monies, could be hiding in the stalagmites in the center of the room. The left hand, north, stairs go nowhere, just into blank rock.

2) Lots of skeletons and gear from those who fell down from room 1. No exit except up.

3) 3a: A dining room nice food, and lights. It is to lull into complacency any adventurers before the undead living in 3b strikes. 3b: any undead of the referee's choice. Oh, a dining area, with food on nice linen and light by torches... just ignore what is behind the curtain. The picnic basket, well a chest but it will have to do, a bed, a bath, and a cleaver with cutting board... and an emergency exit. I wonder who lives here ? :-)

4) An odd-shaped room which includes a feeding station. What ever it is down there below is likely very hungry. Probably the once master is one of the skeletons on the floor by the cave pillars. Portcullis to enter the room. The feeding station is unsupported over an abyss.

5) rectangular room, a pile of rocks. Stairs down to room 15 and a wobbly rock patch across fast flowing water.

6) a gap from a wobbly road and wood path into this water soaked room. The stairs down leads to Part 6.

7) a room in 3 pieces due to rock shifting below it. Each part has a pile of rocks. They could conceal something evil, treasure, or a body.

8) exit for the undead in room 3b, just in case the characters are too powerful for it to handle.

9) A U-shaped room. Stalagmites, and broken rock. The ceiling is unstable. The iron door requires a long lost key to open.

10) skeletons, rocks, stalagmites; all blocking the path to a small chest. The metal door can be pushed open from either side.

11) a rectangular room crowded with stalagmites.

12) a square room. A chest hidden from view behind stalagmites, until the room is searched. Exit stairs go deep to room 14 below.

13) why is there a guard room ? Doesn't seem defensible. The guards only know they have been ordered to stay here. They don't know what is in the room past

the large stone door. They find fresh food and water upon waking each day.

14) 14a: a chest with rocks on one side and a pit on the other... could there be a hidden trap in front of the chest ? Bones and skulls. 14b: A metal door, a low wall, and an obvious trap. More stone piles.

15) small square room crowded with debris and stalagmites. (Stalagmites are on the floor, stalagtites hold tight to the ceiling.)

16) Torches and rock piles. Or are the rocks skeletons ? And a large twice life size portcullis.

17) a small room, one way leads to the guard house, and the other leads to something large and sleepy.

18) rectangular room leading up to the feeding station and room 4 and 19.

19) broken and decayed furniture, possibly an old store room.

20) wood spikes guarding the wobbly broken bridges.

21) a small resting place, where the condemned are tossed to whatever fate awaits them below.

22) A second 'tossing station'.

23) a small room that leads to room 4 via room 18.

24) more wobbly broken bridges. If whatever it is down there in that fog moves, these could easily fall.

25) wood and rope bridge, worn and decayed.

The lost part, upper left of map.

A) A rock clogged stair leads into this room, past the wood door.

B) A portcullis, an open stone door, and a closed stone door. Only one is safe to walk through. The small ante room has a broken floor, a cast iron pot, and an urn. Could be treasure, could be trouble. Stairs lead down into room C

C) a room with a stone doorway you can walk around, but is that wise ? Broken wood benches and rock piles.

D) a small cave, water flows through it.

E) a stable rock walkway connecting rooms C and D.

F) wood door, rock pile in room. Treasure is concealed in the door.

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.