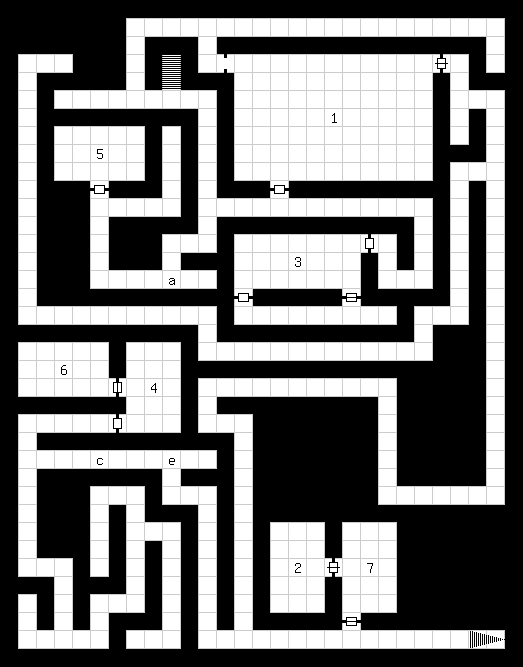
**The Lost Mine**

**Level One**



***General***

The first floor of the Lost Mine is the home of the Spider Cult, which is made up of goblins and their pets. The walls are rough-hewn stone with wooden supports. Doors are heavy wooden doors built into a set of supports.

**Room 1 – Abandoned Work Area**

This entrances to this room are blocked by signs, crossed spears, and piles of rocks. The signs are in goblin (Language DL 10) and read “Runty Skellies: Keep Out.”

When you enter the room, you see an abandoned work area. There are tools and mine carts and piles of debris. Strewn about the mine are a dozen desiccated corpses of the dwarves who worked here before the cult invaded.

After a few moments in the room, the corpses rise from their rest and attack with picks and shovels.

***Dwarf******Skeletons (12) – CV 10, T6/W6/C6, HP 12, HCAL 0000, DG 2d4+1, Loot 1d8G/Ess (Undead/1)***

* *Undead – Cannot be wounded, dazed or stunned*
* *Mindless – Immune to spells that affect the mind, or trick*
* *Rusty Tools – Tools have a 3/12 chance to break off and impale the target (Impair or Bleed)*

There are 15 wood resources, 10 stone, and 20 metal resources here.

**Room 2 – Treasure Room**

Not sure yet

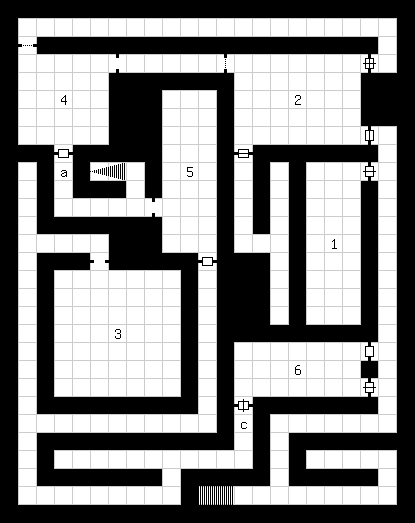
**Room 3 – Goblin Temple**

Noises of physical labor can be heard coming from this room. Someone is working hard here.

When you enter, you see four goblins moving a large gong onto the altar of a large spider goddess. Once the goblins notice you, they turn to attack.

***Goblins (4) – CV 11, M12/T11, HP 22(6), HCAL 1111, DG d4+d6, Loot 3d6/Ess (Goblin/1)***

**Level Two**



**Level Three**

