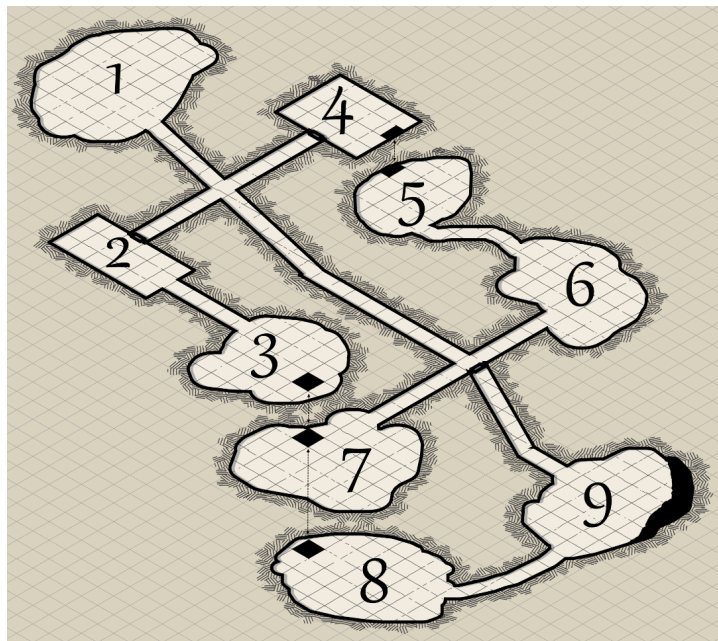


FORGOTTEN MINE OF ROGGWEIR



Credit: Dungeon Scrawl

This illegal mine entrance collapsed some years ago, trapping all the dwarven miners inside. No one knew it's existence so no one investigated. The miners trapped inside went slowly crazy, cannibalizing each other to survive. Now a hole has been spotted in the mine entrance and it's no more safe to walk the paths near the hill wall at night.

A mine railway passes through the main corridor in the center. The air becomes increasingly moldy the further down the party travels. Smell of decay comes from the tunnels. All the rooms are pitch black.

1: ENTRANCE

Several dwarven size footprints go in and out of the entrance. An accurate analysis shows signs of something or someone that has been dragged inside. The way in is partially sealed by rock and debris. A 0.5m radius hole allows entrance to one prone creature at the time. Ankheg acid smells and traces can be found around the hole.

2: CARTS DEPOSIT

A simple wooden door is partially ajar on the room's east entrance. 1d4 Abandoned mine carts are parked in this room, full of rock and dirt. Searching in the cart with the help of a light source can yield 1d6 gold nugget for cart.

3: UPPER MINE SHAFT

The mine corridor from **Room 2** give way to a natural cavern. A 15m vertical hole sits in the center of the room. A mine hoist is built inside the hole to carry carts and people up and down. It's currently on the lower floor. Maniacal laughs, cackling and obscene sounds come from the hole. If the PC's try to use the mechanism to raise the hoist, it will alert the dwarven inside **Room 7**.

Roll 1d6 on the table below each time the party enters a corridor or junction.

RANDOM ENCOUNTERS

1d6 Encounter

1	No Encounter
2	Cleaned Dwarven Skeleton (dead)
3	Large Spider (1PV, 1d4 Poison damage)
4	1d4 Cannibal Dwarf (1DV, 1d6 damage with tools)
5	Bat Swarm (Harmless. Can scare)
6	Omen of Ankheg (Menacing insects noises)

4: TOOLS ROOM

A sturdy wooden door barred from the western side closes this room. There is a trapped **Ankheg** that made its way inside the mine from the Chasm and was imprisoned here by the dwarfs. In a corner the beast is trying to carve a path to **Room 5**. If the door has been opened or if more than 8 hours have passed (the **Ankheg** finished to dig) replace the random encounter entry number 6 with the creature.

5: WATER POOL

A natural pool of water in the eastern corner of the room is fed by a trickle from the wall. 1 in 6 chance to find a cannibal dwarf drinking here.

6: EXHAUSTED CAVE

This cave has been excavated of all its minerals and it's empty. The door between rooms **6** and **7** is closed with a sturdy lock. A Dwarven corpse is sitting in a corner. He has the key clutched in his hand. He's merely pretending to be dead, and if someone tries to take the key he will bite the hand and start attacking.

7: MIDDLE MINE SHAFT

The room always contain 1d4 **Cannibal dwarfs**. If they ear the PC's using the hoist they will cut the rope maintaining the mechanism to make them fall to **Room 8**. They'll use ropes to climb the hole up and down. If the PC's try to make their way from the eastern corridor they will try to make the tunnel collapse on them by removing the wooden pilon that is keeping the roof stable and drop down to **Room 8** to use the prisoners as hostages.

8: LOWER MINE SHAFT

Vince Lavoris (Human male, merchant), his wife Marceline (Halfling female, merchant) and his daughter Seline (Halfling female) are tied in this room. They'll scream for help if they hear the Pc coming. They will reward the PCs if saved.

9: THE CHASM ENTRANCE

The western path to this room has been filled with debris. It can be cleared with 1h of work, half with tools. In the southwest corner a chasm opens to unknown depths.