



Location	Description
1	Entrance ramp to the silver mine from location 16 in the city above.
2	Time Dial. An enormous (80 feet long) finely balanced carnelian (pink-white crystal) pointed carved rock. It can be pushed by a combined Muscles roll of 100. There are eight indentations on the interior of the surrounding wall. Pushing the dial so as to point directly at any of these indentations shifts the characters to a different point in time, but the same physical location. When found the Time Dial is pointing between indentations 2 and 3.
3	Mine Office. Once this was where weighing and assaying of ore samples was carried out. Surrounding offices held the bureaucracy of the mine, where freeborn citizens could buy a month's permit to mine then go into one of the many mining chambers to try and dig up some silver.
4	Mining chambers. These chambers are a set of galleries with ramps going down to three more levels deeper into the ground. Silver is able to found by digging in the rock walls, but the chance of doing so is low: a roll of 18 on 3d6 after six hours of digging means 1d6 silver pieces worth of silver has been found.
5	Baths. Natural springs and a natural warm steam vent provide never-ending spa and sauna facilities for Roman style baths, steam rooms and exercise rooms. The walls are decorated with bas-reliefs of Gods and athletes. The area is in fairly good condition compared to the rest of the city.
6	Slave pens. Here Human slaves were kept penned like animals, with rooms for torture, gelding, tattooing or special training as required. In one far corner room is a large and sinister oven; there is no indication that the room was a kitchen or bakery.
7	Catacombs. Five carnelian pillars that seem to glow with a strange inner light sit in the middle of this complex of tunnels. Along the tunnels are thousands of small stone shelves. Each contains the bones of a citizen of the city above, long dead and forgotten.