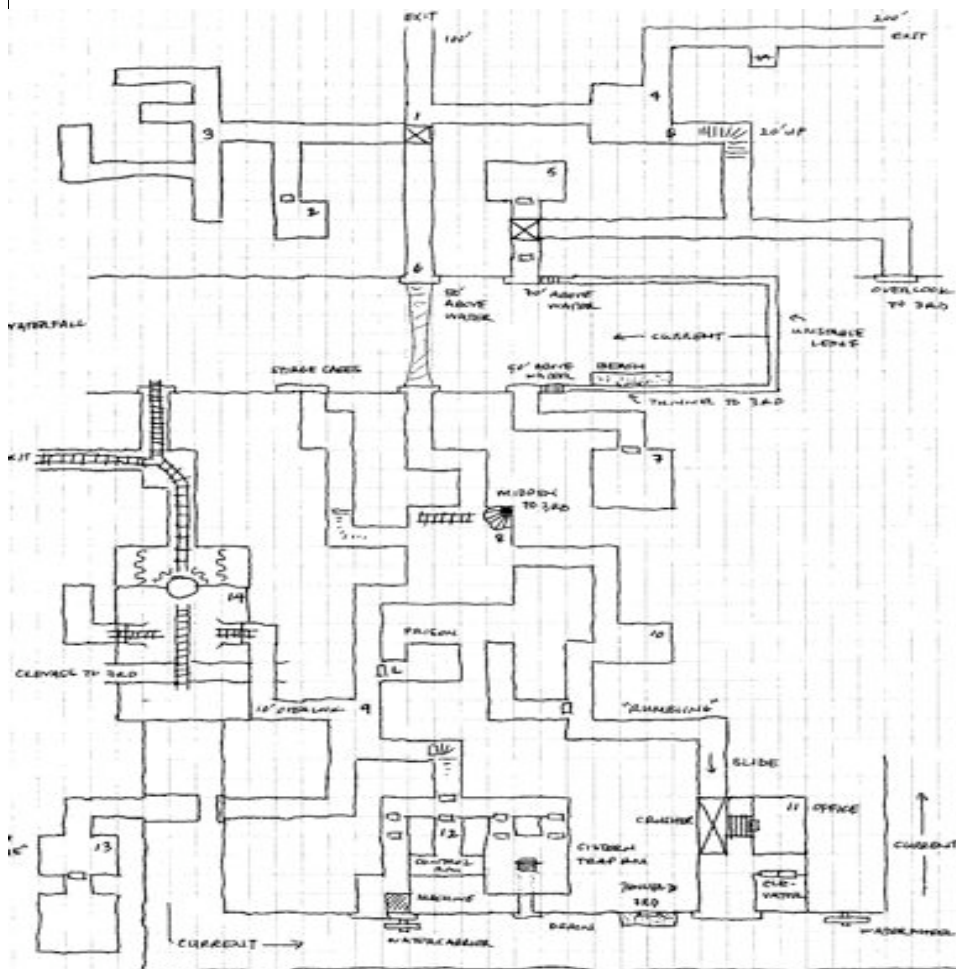


# The Lost Mine – Level 1-2



## Wandering Monsters

- 2 Hob, the hobgoblin (1)
- 3-4 Spitting cobra (1d6)
- 5-6 Rats (1d6 packs)
- 7 Goblin patrol (2d4)
- 8-9 Stirges (1-10)
- 10-11 Acolyte from Stonehell (1-8)
- 12 Green Slime (1)

## Legend

- S – Secret Door
- X – Pit in floor
- O – Open pit
- G – Fire trap

## Goblin guards

- 2-3 alert
- 4-5 playing cards
- 6-7 asleep
- 8-9 cleaning weapons with Hob
- 10-11 partying
- 12 fighting

## Crusher & Controls

Escape: 4+ or 1d6/round. Climb out: 3 escapes (1 with help). Fall in: don't fall 3+ from shaking.

- Speed lever in mid-position: escape/fall +/-1
- Trapdoor: crank to close, prevent escape.
- Dump lever in up-position: down to dump and shut off crusher.
- Button with copper wire: call Obmi, level 3.
- Elevator toggle broken for level 1.

## Cistern trap

Notice each as trap :hinges move, pump start/stop, float in tank up/down, room fills 5 rounds, move float up to disarm, emergency drain inside as trap.

## Room Key

1. **Open pit:** goblin bodies.
2. **Last stand:** sundered door, enslaved dwarf bodies.
3. **Recent mining:** gob & dwarf bodies, collapsed tunnel.
4. **Slave quarters:** collapsed scaffolding, secret door E, "dwarf door" N.
5. **Centoph:** dwarf script "tread carefully".
6. **Bridge:** waterfall noise, overlooks, 3 cages, 6 stirges, 1 goblin, 9ep, "clanker" alarm under bridge
7. **Ghoul crypt:** dwarf script "we honor in death those we dishonored in life", 8 ghouls (in Elven garb), 5,000cp, 3,000sp, gem (500), 6 jewelry, +1 arrows (10), unstable ledge (2d6).
8. **Guard post:** 1-6 goblins, 1-8ep, knock into midden with cart.
9. **Prison guard:** barred door, 1-6 goblins, 1d8ep, ex-king Weevil will offer gem (1000) in centipede pit to rescue Weevila.
10. **Wolf den:** trainer asleep among wolves, 5 wolves, 1 goblin, whip +1M to wolves, wolves chained (as trap to notice safe path).
11. **Mine office:** metal floor (slide and trapdoor traps), rumbling machinery, waterwheel, 2 goblins on trapdoor, 2 goblins in office, see Crusher & Controls.
12. **Cistern trap:** dampness, bulkhead doors, piston hinges, water pump noise, 8 skeletons (NPC party), see Cistern trap.
13. **Shrine:** open flame turns blue, dwarf statue & 4 tumblers 0-9, "only the elite may enter", fire trap (disarm "1337"), 6,000sp, journal. "Ossi betrayed us. The others are dead. I alone know Lord Vaananen yet lives in Stonehell. Take the silver, stranger, and deliver this to dwarves or suffer my curse. Nali."
14. **Throne room:** Crevasse, rail "bridge", cart "throne" on tabletop, lever spins, King "Gorilla" Warface present 4+, 7 goblins, 1 hob, cart trap (2d6).
15. **Harem:** Lever releases escape cart, switch lever sends cart into river, Weevila, King "Gorilla" Warface, 1,000sp, gem (5).

## Background

The elite clan of the Vaananen dwarves refused to abandon their mine in the face of the Dragon Army. Even the Witch-Queen sent an emissary to persuade them, but neither the Vaananen or the delegation of Elves were heard from again. The clan was presumed dead, executed by the Dragon and his soldiers of goblinkind, though no trace of the fabled riches of the Vaananen vault were ever found plundered—the trove remains a magnet for descendants and adventurers of all stripes.

## Notes

The Ghoul crypt (7) is technically level 1, because it's higher than the rest of the level. I intended it to have an exit, but drew the map in pen. ;)

The Lost Mine – 1p by cr0m ([christopher.geisel@gmail.com](mailto:christopher.geisel@gmail.com)) for the 1p dungeon contest!