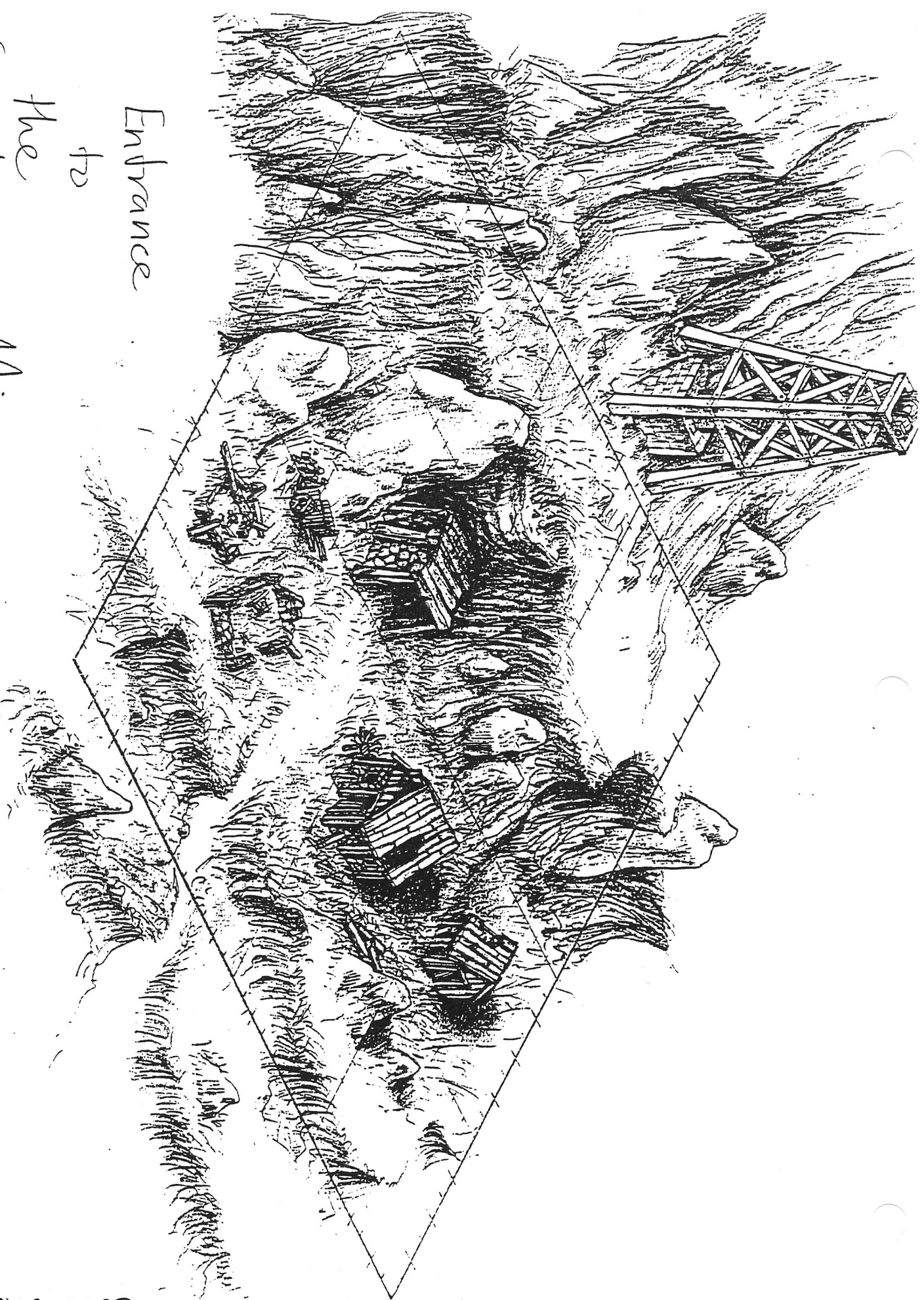


The Covetous Vaults

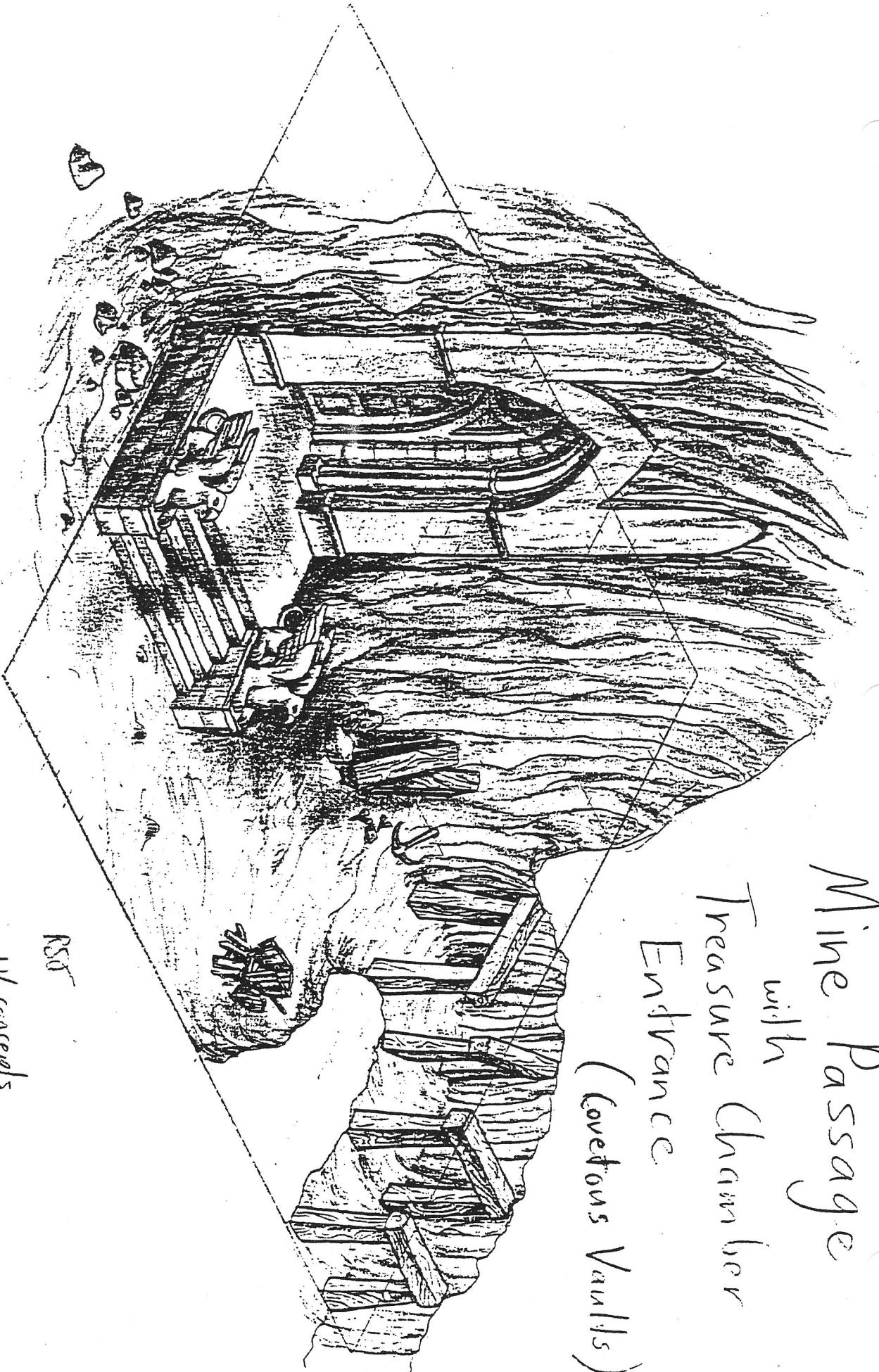
Entrance
to
the
Covetous Mines

RST

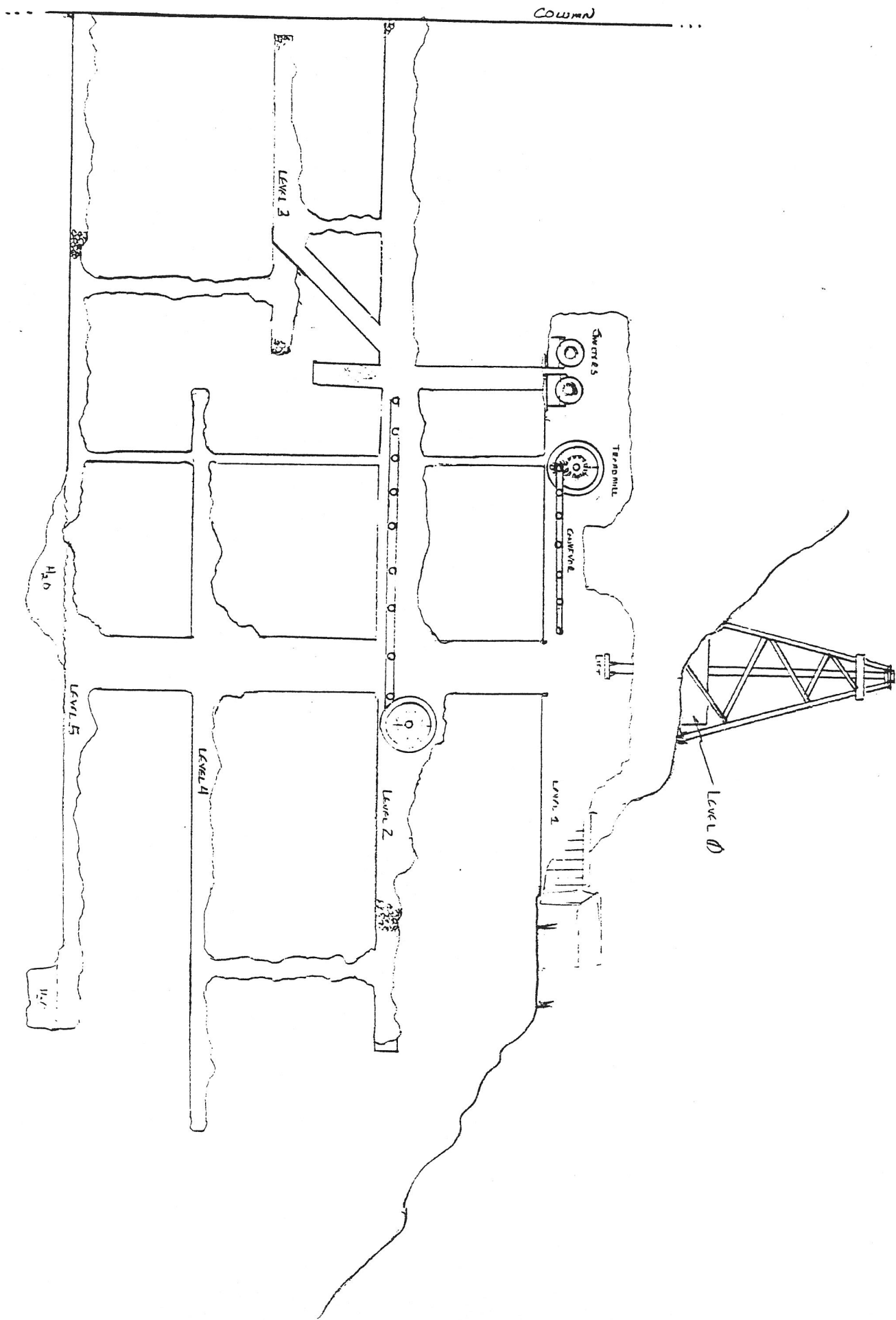


Covetous

Mine Passage
with
Treasure Chamber
Entrance
(Covetous Vaults)



RSD
w/ concepts
by DRL



Carbis P

The General idea behind this dungeon is that it is a previously worked mine, currently in disuse. The main entrance was sealed some years back and a lot of the equipment is in disrepair. The tunnels are partially or fully collapsed in sections. This is due in part to the failure of some shoring timbers because of age and weathering. A good deal of damage to the lower tunnels is due, largely because of tremors from the magical column.

PLOT INSERTION

The mines are to be opened for the excavation of blackrock from the lowest levels. There still is a good deal of the ore there and it needs to be removed. The blackrock aides in combat with the gargoyles, negating some of the magical powers they have. The Avatar should be accompanied by Desbet, the gargoyle, who has the mining skills necessary to complete this task. As long as the task of clearing remains uncompleted, Desbet will comment that more must be done to open the mines. To open the mines the following must be accomplished. The entrance must be cleared. Machinery for the lift must be repaired. The sump pump on level 5 must be repaired. The passage to room 14, level 5 must be opened (location of blackrock veins)

Once the mines are cleared, gypsies will be rounded up and sent in to work the rock. The blackrock must be mined and worked into weapons and armor for the battle at the Tower of Exaltation or the quest will fail.

DETAILS

Approach: The mine sits on a series of low rises that blend into the steep foot hills just south of Mystvale. The former work camp outside of the mine has fallen into ruin, to the point of only foundation stones marking old building locations. Two relatively "intact" shacks also stand before the entrance.

The main entrance is a porch of heavy tarred beams forming an arch seven feet high, leading back into the mountain. After a few feet in a collapse completely blocks the opening.

On another rise of the hill, almost above the entrance is a stone blockhouse, sitting beneath a massive wood scaffolding. Cables run through holes in the roof, over huge rollers at the top of the scaffolding and then back through another set of holes in the blockhouse. There are no other entries to the blockhouse.

Problem: First, the Avatar must have Desbet place a powder charge at the entrance of the mine and remove the blockage at this point. If Desbet is not with the group, the task of clearing the rubble will not be possible.

OUTSIDE

1. Small wood shanties. Well weathered and full of holes. A couple of rats harass the party. Each building has a pick and shovel.
2. The entry way is blocked by broken timber, rock, and sand. It will require a well placed powder charge (Desbet) to open. **Journal note <CovetousOpened>:** *"We arrived at the Covetous mines this day and found the entrance sealed. Desbet has proved his worth as an excellent mine engineer and placed a charge that opened the mine, without weakening the entrance. We will now enter and attempt to repair the mine machinery and find the veins of blackrock."*

LEVEL 0 The Blockhouse

There is an entry chamber containing the spiral stairs leading down to level 1, room 3 below. Also in here are barrels of grease and oil and a pile of spare cable. In the main room are two treadmills connected to some reduction gears and a main winch. The main winch has two cable leading out the ceiling. They pass over large rollers on the scaffolding outside and then back through holes in the ceiling.

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The cables then pass through a set of double iron doors. The doors are too heavy for any in the group to lift. To repair the items the following sequence must be done.

1. User must click and drag platform (visible in room 3). This removes platform from cables.
2. One character must carry parts up stairs to machinery room
3. Move bad parts, and then move good parts into place.
4. Click and drag platform again to replace it back on cables.
5. By causing the treadmill(s) to turn the platform will move between levels. Also on each level that the platform passes, the cables pass over a capstan that can be activated (by using or telekinesis) and the platform will move to the next level. There is one for up and down on levels 2 & 4 but only one (either down or up, respectively) on levels 1 & 5.

Note: The party can descend between levels, using rope ladders found in some locations of the mine and attaching them at drop points. But the mine lift must be made operational eventually for Desbet to declare the mine fully open and operational.

Journal note <mainLiftWorking>: *"We repaired the main lift in the mine and Desbet was quite pleased. This will allow the ore to be pulled up from the lower mines to the smelting room. It seems that we will need many workers to make the mine operational. Perhaps the gypsies of Mystvale can help?"*

LEVEL 1 The entry

Problem: The Avatar must have replacement parts for the mine lift gearing and assembly replaced. This can be down by bringing items from the store rooms and attaching them onto lift system.

3. A large cavernous chamber hewn from sturdy rock. Only exit tunnels from this chamber are shored up. A large shaft opens in the chamber ceiling opposite another descending from the floor. The lip of the shaft is curbed with stones two feet high. Desbet comments on the bad smell coming up out of the hole. Old shoring timbers, crates and sacks are scattered about the floor.

Two cables support a wooden platform that dangles over the pit. The platform is not usable at this height and the machinery must be repaired (level 0) to bring it lower so that it can be boarded. There is a capstan next to the pit that an additional cable passes through, from an opening in the cavern roof. This a control cable. There is a crank the capstan that can be turned in either direction. But since the machinery is broken it can't turn. Once repaired, it acts like a manual override for the machinery, so that the platform can be lowered or raised from each level. A telekinesis spell will activate this capstan once the party is on the platform and the machinery in on level 0 is fixed.

There is a large conveyor belt leading from the shaft out the northern corridor. The belt and rollers are in good shape. There is a spiral stair way leading up to the lift machinery in the blockhouse.

NOTE: The Avatar and party could use rope ladders to descend into the mine, but the lift must eventually be repaired for the mine to operate. Desbet should harass the party about it's repair. Once repaired see journal note (level 0).

4. Here is the machinery store room. In here are gears (large and small), ropes, a treadmill, and crates (filled with shovels, ropes, crowbars, torches, a rope ladder and picks)

5. This corridor is different than the others out of the main chamber. Care has been taken to square the walls and level the floor. A portcullises and metal door blocks entry farther down the corridor. The portcullis is raised , but the door is closed and locked. The lock is very tough. It can be picked, but will take lots of picks and time. Just before the door is a powder keg sitting against it.

Passing the first portcullis will cause it to drop trapping the group. Prior to passing the first portcullis, the powder keg could be set off, destroying the door. If the party is trapped. A winch (visible through the arrow slits), can raise the portcullis. This can be done via telekinesis or by going into that room and using the winch. Firing the powder keg while group is trapped between the portcullis and door will heavily damage or kill party members, but it will open the door.

T: Pit trap is just before secret door. Lead member falls in and takes minor damage. Party must use rope to extract person before continuing.

6. A small duo of secret chambers used to flank intruders or fire on them while trapped between portcullises. The eastern most one has a winch to raise portcullis 1 and arrow slits to fire into the trapping area.

7. A small guard chamber. Table chairs and a barrel (MT). A winch in this room (visible through the open door) raises the portcullis.

8. Counting Chamber. A room fallen into disuse and disrepair. A broken desk toppled furniture and the fitted stones and wall have collapsed in the northwest corner. A locked barred gate opens into a room on the east. Searching the rubble will reveal a shoe. Digging with shovel in corner will uncover a body. On the body is a ring of protection and a pouch (~4 gold and a key to the gate).

Searching the desk finds a mining log. Most notable is a passage concerning the build up of gases, both poisonous and explosive, in the lower levels. It explains how the bellows operate to clear the gas. It warns of sealed areas in the mine being highly conducive for the forming of gas pockets. It goes further and warns of carrying torches at the lower levels because of the dangerous gases, both explosive and poisonous.

9. Storage chamber. There are nine chests in this room. Each contains a chunk of gold that when exchanged is worth ~10 gold.

10. The secret storage chamber. Additional gold was stored here along with some weaponry in case the mine was attacked. 3 swords, 2 axes, 2 halberds, 2 light x-bows, 24 bolts and ~20 gold pieces.

11. Smelting chamber. Another large cavernous chamber hewn from the solid rock. Only shoring timbers at the tunnel exits from the room. A large conveyor leads into the room from the south. A large treadmill is connected to the end of the conveyor (looks like a large hamster wheel). A huge dark pit is in the north east corner a pile of slag lies before it. There are three ore carts (look something like rickshaws) in here also, but only two are in good shape. Player can use these and they follow the party member. Items can be stacked on top of these if needed.

There are two large smelters in the room and several stacked cords of wood nearby. A stone trough, supported by trestle, runs in front of the smelters and trough a tunnel to the west. Molten metal was spilled into trough and then flowed into the casting room (12).

12. The casting room. There are several sawhorse tables in the room. Heavy clay molds sit on the table or are piled in corners. A heavy table sits at the end of the trough. One mold sits on the table, beneath the end of the trough.

13. Air room. A big bellows sits in this room and is connected to two large pipes leading into shafts in the floor. Two people must be set to working the bellows to keep volatile gasses out of the mine. The gypsies will do this once commissioned, but in the parties first sortie the gasses

will be present. Possibly an automation ritual can start the machinery and keep it running. Once gypsies are hired a gypsy egg can be activated here.

14. Mold storage. More molds are stacked in here. Also there are picks, shovels, and rope.

LEVEL 2

This is the beginning of the true mine. Except as noted all tunnels are shored. Debris, rubble and water occasionally lie in corridor, but don't block it. SFX egg gives the sound of wind blowing from lift shaft. Chambers are not shored up. The chambers are rough cut and gouged. Deep gouges and tiny alcoves at all heights give evidence of vein following.

1. This is the main entry area. It is dark. Four bats will attack party. Otherwise there are scattered a few ore piles (searching finds ~1 gold nugget each). Also there are broken timbers, a shovel and a wheelbarrow. There are two capstan wheels and cranks next to the shaft. One will lower the lift platform and one raise it.

There are several exits from this room: NE,N,NW,S,E The eastern corridor is large.

2. The corridor is completely blocked with debris. It will require 4 use shovels or one powder keg to open passage (a 10% chance the keg will make it worse, doubling previous values). There is a lever on the east wall (reveals secret door to room 4).

In the chamber is a large sinkhole leading down to level 4, room 2. By tying a rope or rope ladder to rings set on wall (use) then these could be lowered and the characters descend to next room. The chamber also has 5 bats that will attack . If a light source is present. They will concentrate attacks on the light bearer.

3. This was a transportation hub for this floor. Two large treadmills power the conveyors leading deeper into the mine. All is in reasonable repair. Several large piles of ore are in the room (searching finds ~1 nugget each).

4. This corridor is accessed by secret panel in the tunnel between rooms 1 and 3. The panel is revealed by pulling lever in room 2.

T: This is a dart trap activated when characters reach center of corridor. Non-poisonous, moderate damage.

Secret Door: magically locked

T: This is a pit trap with spikes on bottom. Moderate damage, slight poisoning. Use rope to extract party character from bottom. Ring on wall will allow rope to be attached by either party member or Avatar and dropped into pit.

Portcullis: This one can be raised by telekinesis. The winch in room 5 should be visible.

5. This is a guard chamber for gold bullion storage. There is a table 4 chairs a barrel (MT) and a bottle of wine. The secret door is trapped to drop a large weight on opening characters head, heavy damage.

6. This is a gold store room. There are 4 chests here. 3 contain ~25 gold each and the last has ~4 gems (~6 gp each) and a map to this level.

7. Conveyor room. This dogleg tunnel has three sections of belt joined together and on same drive train. All are in remarkably good shape. There are 4 rats here to harry the party.

- 8,9,10,11. Empty

12. Two air shafts enter the ceiling and floor of this room. If the pumps are manned a strong wind blows (whooshing) near this corridor and a loud periodic "huffing" noise. Also this room is the home of two spiders. There is also a dead body wrapped in cocoon. Cutting the cocoon and the examining the body reveals a backpack. Inside are ~3 gp, a torch, a dagger, and some components.

13,14,15,16. Empty

17. The quiet home of 6 sleeping bats, until party enters. They will attempt to flee. If a light source is present they will attack the bearer. A rope ladder lies in one corner.

18. The not so quiet home of 4 rats.

19. This room begins to slope downward towards a large rubble blockage. Using the shovel 6 times will clear a path. Or you can have a powder keg set and it can clear the passage (10% chance it will make things worse and require twice as much digging to clear).

20. Slag pit. This area opens onto a ledge surrounding a large pit. This pit is 30 feet deep and ends in a crusty (and sharp) pile of slag from the smelters. Other rocks and debris from this level was also tossed in. In the debris lives a spider. A rope can be used to gain entry to the slag, but nothing's there except the spider.

21, 22, 23, 24, 25 Each room contains either a shovel or a pick and one gold nugget.

26. This room has a large crevice in the floor. Using a rope on the craggy boulder near the crevasse will cause the rope to lower, allowing the characters to descend to level 3. It is also the home of another spider. There are two old bodies in the room. When searched one had a backpack(with rope, torches, dagger), leather coif, and scale armor. The other has leather armor and a sword.

27. Home of 10 bats.

28,29,30 They each contain either a shovel or pick.

31. As you approach this room a crackling hum is heard and the floor vibrates. The far wall of this chamber is crumbled and slid down. The floor is cracked. The NE corner is dominated by the leading edge of the column. This powerful magic and evil of the column has attracted a xorn who has made a home here. He has a chest in the room also. The chest has 10 gp, 4 gems (5 gp each), a heater shield, a silver dagger, and a wand of some type.

32. The tunnel ends in a rift surmounted by a great rune covered curved wall. The party will here a rumble and hum before they see the wall. The rift runs upward to a small point of light, but Shamino warns "Climbing up is too tricky and the walls unstable." Using a rope to go down is possible and will let you into level 5 room 13. The rope or ladder can be attached to two strategically placed stalagmites near the lip of the crevasse.

LEVEL 3

In general this section of mine is the last of the gold mine areas. The main tunnel areas are shorn with some rubble in the halls coming from the walls. The terminal ends of some corridors are filled with rubble but no timber. These areas are the ends of vein-following digs. Some will have a nugget, wheelbarrow or pick at the end. The former ant tunnels are narrow, un-shorn but have a wet/glazed look to them (ant spittle). The queens chamber has several spanning archways that look like webs but are hardened sheets of "ant glue".

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Problem: This section of Dungeon has two problems for the characters to work through. However each of these is not crucial, but only there to add some fun and maybe booty for the party. The first is the protected gates and entry to the treasure room. The second is that a lich has taken up residence in some old ant tunnels adjacent to the main mine. He has set up some skeletal guards for the area and he has been going out and returning with treasure. In fact the treasure that used to be in the regular level vault is now in his hoard.

1. The room can be entered by two separate directions initially. First they could have descended by rope from level 2 through the large fracture in the ceiling (from level 2, room 26). Secondly they could have cleared the ramp (from level 2, room 19). The ramp will eventually have to be cleared (Desbet will implore its clearing).

Journal note <rampCleared>: *"At Desbet's insistence, we have cleared a ramp down into another level of the mine. We don't know what we will find there, perhaps the blackrock veins or just another route to move the ore once we find it."*

2. The happy home of 3 spiders and two unhappy rats.

3. Another fractured floor (sinkhole) opens to a shaft leading down to level 5. Also there are 4 gremlins in here and they will begin to harass the party.

4. This chamber has had facing stones set to the walls and floors. There is a table two chairs and some trash here also a winch against the east wall. The secret tunnel hidden by rubble, accessed by digging with shovel. The winch opens the western most portcullis.

When the portcullis is opened a magic dart rises up out of the debris in the short corridor and zeros in on the party.

5. The portcullis is opened by a visible winch and can be activated by telekinesis. The room itself has a table chairs, two bottles of mead and dagger lies on the table.

6. Nugget storage(?).

T: The trap is a driven spear (floor to ceiling) damage is heavy.

The door to the room is magically locked. Once in there are three chests in the room. They are all mimics and they are hungry. The secret tunnel entrance is occluded by rubble, but no trap.

7. The real treasure room. Unfortunately it is empty, but a ghoulish arm is crawling mindlessly (of course) about the chamber.

8. This area is the home of some ants who have tunneled down and entered in to the dungeon. The queen ant is in room 8. Several ant generator eggs are scattered through the surrounding tunnels. The eggs will keep putting forth ants as long as they trigger, but there will be only one queen.

9. A large rubble strewn room. Inside are several picks, shovels two wheelbarrows, and a stack of shoring timbers. A secret ant tunnel is sealed with rubble. Digging will open it.

10. Another rubble strewn area. Past mining errors have collapsed the back section of the wall and sealed the entry to room 9. The lich's chamber. There are also two ghouls present. The ghouls will move to block entrance by the party while the lich casts spells and teleports around. The lich has also taken most of the items on this level into his chambers and has those in two chests. Chest one: swamp boots, great helm, bastard sword, boomerang, and heater shield. The

second chest has: 50 gp, 5 gems (5 gp ea.) A crown (10 gp), a bracelet (2 gp) and a magic sword (!)

11,12 Each is home to three diligent rats.

13 The only things here are two gazers.

14,15,16 Empty.

LEVEL 4

This area begins the blackrock mine. The rock in the walls are a slightly different shade, larger rocks jut out into the corridor occasionally. All tunnels are shorn, except for the main tunnel and the storage tunnel. The storage areas are lined with fitted stone and are self-supporting.

1. This is the main entry area. Entering with or using a light source causes 4 bats to attack the bearer party. Otherwise there are scattered a few ore piles (searching finds ~1 gold nugget each). Also there are broken timbers, a shovel and a wheelbarrow. There are two capstans and cranks here. One to lower the lift platform and one to raise it.

There are large exits out N and S, a smaller tunnel to the W and a door to the E.

2. The ceiling to this chamber has a large fissure in it, providing access from level 2 above. A wind blows up the shaft from this level. There are 2 spiders dwelling here.

3. The tunnel to the north had collapsed during a mining accident long ago. There are some crushed bodies, two picks and a shovel in the rubble. Most notable is are the three ghosts of the dead miners bound to the room. Ghosts rise from the rubble when it is approached too close.

Entry to this area is through a set of ornate and large double doors. These are at the top of a set of three short stairs and flanked by two guardian lion statues. (area includes rooms 4,5,8,9, & 10)

4. Barred gate enters a guard chamber. The barrier is magically locked. The outside corridor and these chambers (4,5,8,9,&10) are all of fitted stone facings, not natural tunnel.

There is a table, barrel, 4 chairs, a book and a bottle of wine in the room. At the base of the chairs are the collapsed remains of the guards left here when the mine was evacuated in the past. Dutiful to the end. The book contains the guards log and shows past problems and their final orders, locking them inside. When the doorway to 5 is approached, the skeletons coalesce from the dust and bones. They attack the Avatar's group. Searching a rubbish pile near the portcullis will reveal a wrench (needed in level 5 room 1)

5. Treasure store. There are three chests in the room, all are locked, but empty. A search will find a trap door in the SW corner. The door is trapped with darts (moderate damage). Inside is a pouch with ~10 gems (~4 gp ea.)

6. Air shafts. This is the room with dual shafts on the floor and ceiling. If the gypsies are at work or the machinery is automated, then a rush of air will be heard near the room. There are 3 gremlins here to harass the group.

7 Empty

8,9. Locked. Four empty crates in each room. One contains a rope ladder and two picks.

10. Bunks. Four bunks and chests are in here. The chests have clothes in them and in one an axe.

11. Poisonous gas pocket. Entry into this chamber will cause light damage. Remaining here will cause additional damage.

12,13. Flammable gas pocket. Entering this area with a lit torch or using a flame spell of any sort will ignite the gas causing an explosion. The damage should be moderate. Once exploded the gas is cleared. NOTE: Clearing the debris from the tunnel with a powder keg will not ignite this gas area. Also a change wind spell can clear the gas out of areas.

LEVEL 5

This area was the most heavily worked in recent times. There are many small or short off-tunnels, where they tried to find pockets and veins. The work here is rougher than in some places and the timbers in better shape. All tunnels except the main one are shored with timbers. However, The earthquakes caused by the column weakened a section of floor and collapsed a small section of wall releasing a spring into the tunnel, causing a sump in the middle. The sump flooded the treasure chamber and will have to be removed.

Problem: To re-establish the mine the passage must be cleared of water. This is done by removing the bad sump pump parts and treadmill and replacing them with parts from the storeroom on this level. Once done using the treadmill will cause a character to enter and the pump will begin to turn. After a few moments the water will be cleared.

1. Main entry area. The lift descends to its final stop. This is another large chamber. Several small tunnels lead out in various directions. A larger tunnel descends to the north for a few feet, and then submerges in water. Next to the shaft is a capstan and crank to raise the lift platform. Standing near one wall is a large metal cylindrical machine. Attached to one end is an axle. A large treadmill lies broken on the floor. Several other odds and ends are broken or have fallen off this machine.

This is the sump pump for the mine. The parts are in the room to the south (room 2). This pump must be repaired and the water lowered to get the mine functioning again. To repair the pump a character must move the old treadmill out of the way. Also the top plate of the pump is moved. Then a new treadmill and top plate are taken from the storage (room 2), but a wrench is needed to finish sealing the top plate (just move the parts to position). If pump is turned on without the wrench water blows out of pump. The wrench is on level 4 room 4. or level 0 room 2)

Near the waters edge are 4 spots of green slime and 2 killer plants grow at the waters edge.

Journal note <umpRepaired>: *"We got the pump repaired today. Finding the repair book on the dead mine engineer was the key. Now that the water has pumped down we will be able to move ore from this level directly to the main lift and then to the smelters. Desbet is most pleased at our progress."*

2 Parts storage. A stack of crates with odds and ends for the pump are in here, along with two extra treadmills. This is also the home of two gazers. There is a skeleton in the room. There are some old clothes and odds and ends on the body. Most notably is the repair log for the mines equipment. Written on the last page is information concerning the repair of the pump including a checklist of necessary items and how to effect the repair.

Journal note <engineerFound && repairLogRead >: *"We found the remains of one of the former mine engineers. According to the repair log that he was carrying, we need to change the top plate and treadmill of the pump. He also described how to change them out. This should be easy. Parts list and what to move are listed also in journal. He also mentioned a special wrench*

If <wrenchFound> It looks like the one found earlier will work.

else; I hope that it is still in the mines somewhere. We will keep searching till we find it, because we cannot repair the pump without it."

3. This room is completely submerged in water. Swimming in here will locate 2 nuggets of gold.

4. The secret door to this area is locked and fire trapped. Damage will be heavy. This is a guard chamber. There is a cot, chest (torch, wine, mead, shield and 12 arrows), table, and two chairs. A magically locked gate leads to a corridor.

5. This corridor has a lot of debris (light) on the floor. The debris hides two magic darts which quickly zero in on party members once the gate is opened. The portcullis can be raised by a winch just in front of the door to room 6. A skeleton is slumped before the door. Once the portcullis is opened the skeleton will reform and wait. It will not cross the trap barrier (see below), but waits for the party. At this time it could be picked off at range.

T: This is a magical fire trap that detonates on passing (moderate damage).

6. Ore stores. There are three sacks and one chest on the floor. Each sack contains ~50 nuggets. The chest has a sack with ~4 gems (~4 gp ea.) And two bottles of wine.

7. Air shafts. There are two holes in the ceiling. If the gypsies are working then a breeze will be felt here and a distant huffing noise heard. Two spiders are calling this home.

8. Poisonous gas cloud (moderate damage). Change wind spell will clear gas.

9. Empty

10. A large intersection chamber. There are several piles of ore (~10) searching finds a nugget in each. It is also the home of three xorns. If the water begins to lower they will charge forward to attack the party in room 1, once the water is gone.

11. There is a large fissure in the ceiling leading up to level 3 room 3. The party could have reached here by rope.

12. Empty

13. Chamber of the column (now anyway!). A great rumbling and deep hum are heard before entering this room. There is an immense rounded wall pushing into this room. A large crevasse follows it. You could climb up to level 2 from here, but going down will destroy the characters. There is a large disk with a glowing glyph on it attached to the column. Removing the disk will cause an electrical discharge heavily damaging the Avatar and knocking him/her across the room.

However, the party must first deal with the two gazers and two xorns that are in here. They are fighting each other.

Journal note <covetousGlyphTaken>: *"I have pulled the glyph from the column deep in the Covetous Mines. While it did jolt me when I pulled it forth, I think the power it contained has finally ebbed."*

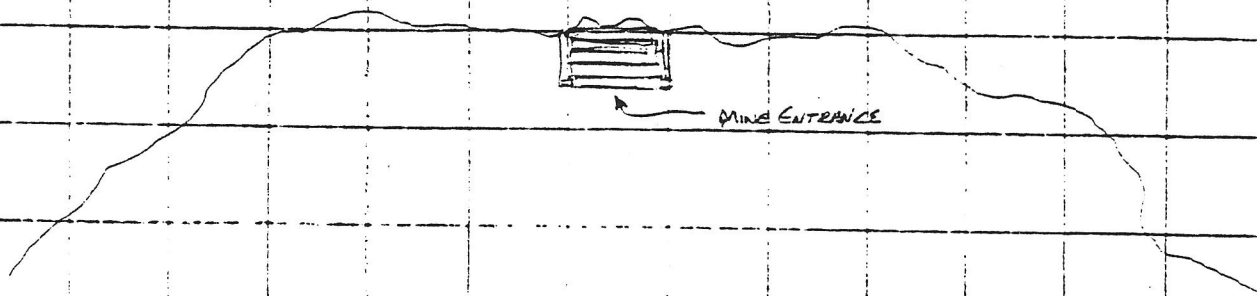
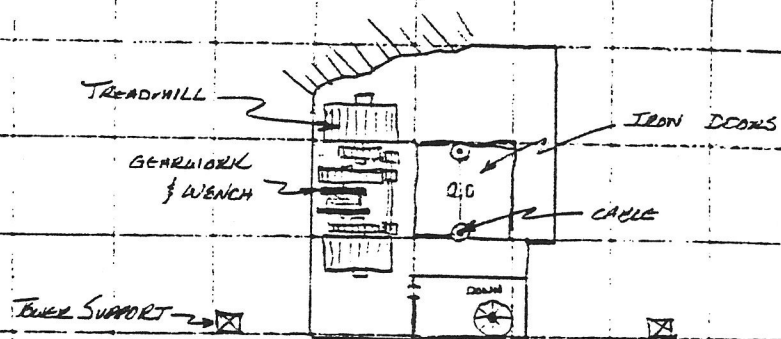
14 Explosive gas beyond collapsed area. The walls of these tunnels will show evidence of blackish ore and crystals within. Desbet will comment that they have reached the last point mined previously and that there is plenty of blackrock here. If anything yet remains to be done to clear the mine, Desbet lets the group know.

Journal note <blackrockFound > *"We did it! We found the veins of blackrock. Desbet thinks there is still enough ore left to meet our needs in the upcoming battle."*

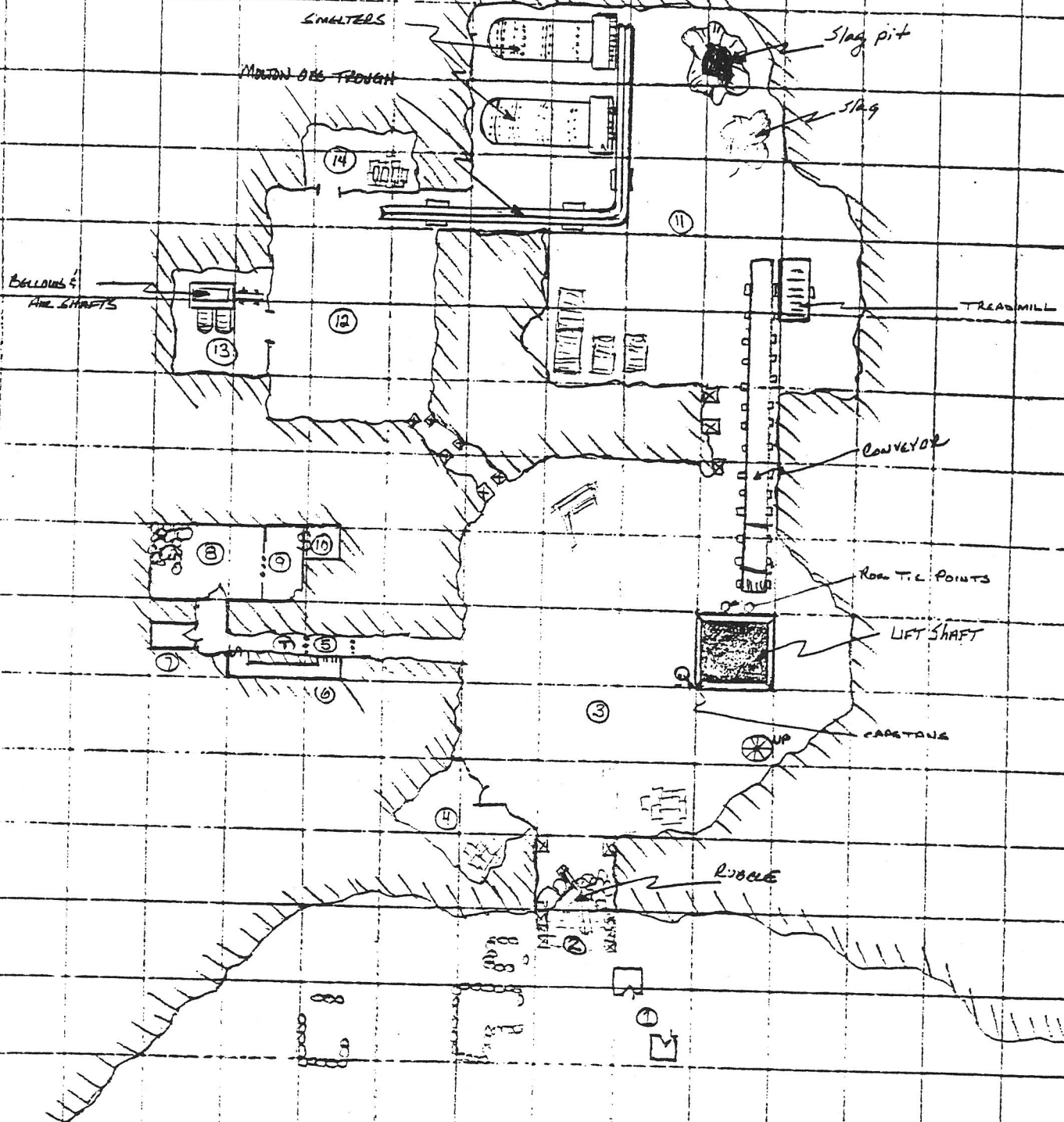
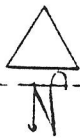
NOTE: The following journal note could occur once all of the flags have been set true, not necessarily by entering this room. Some tasks may still be required before leaving

Journal note <all flags true>: *"Finally we have restored the mines to operation. If we can convince the gypsies to work the mine for us, we can continue on with the other tasks."*

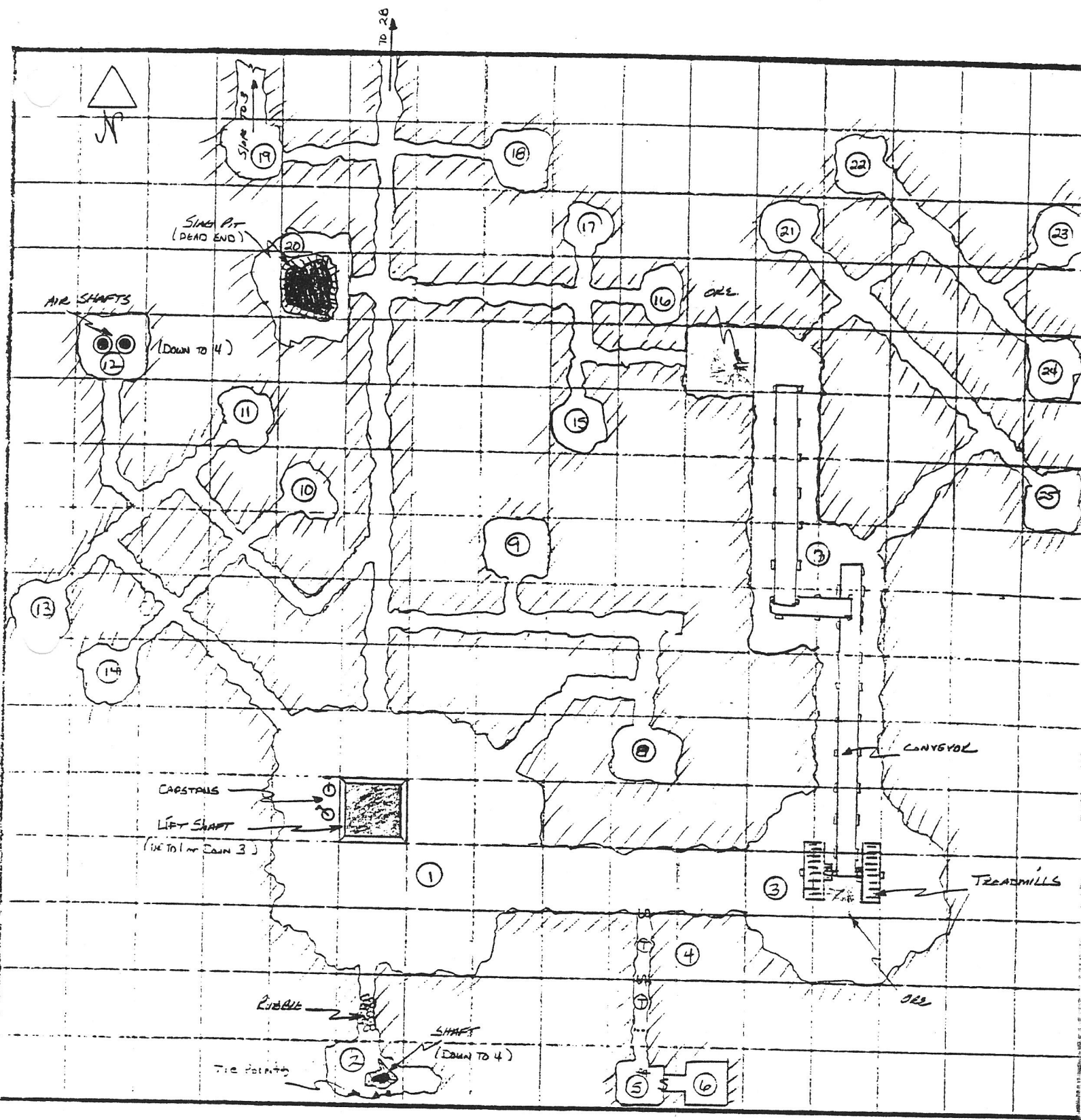
15,16 Explosive gas area (moderate damage). Clearing the air with change wind removes gas.



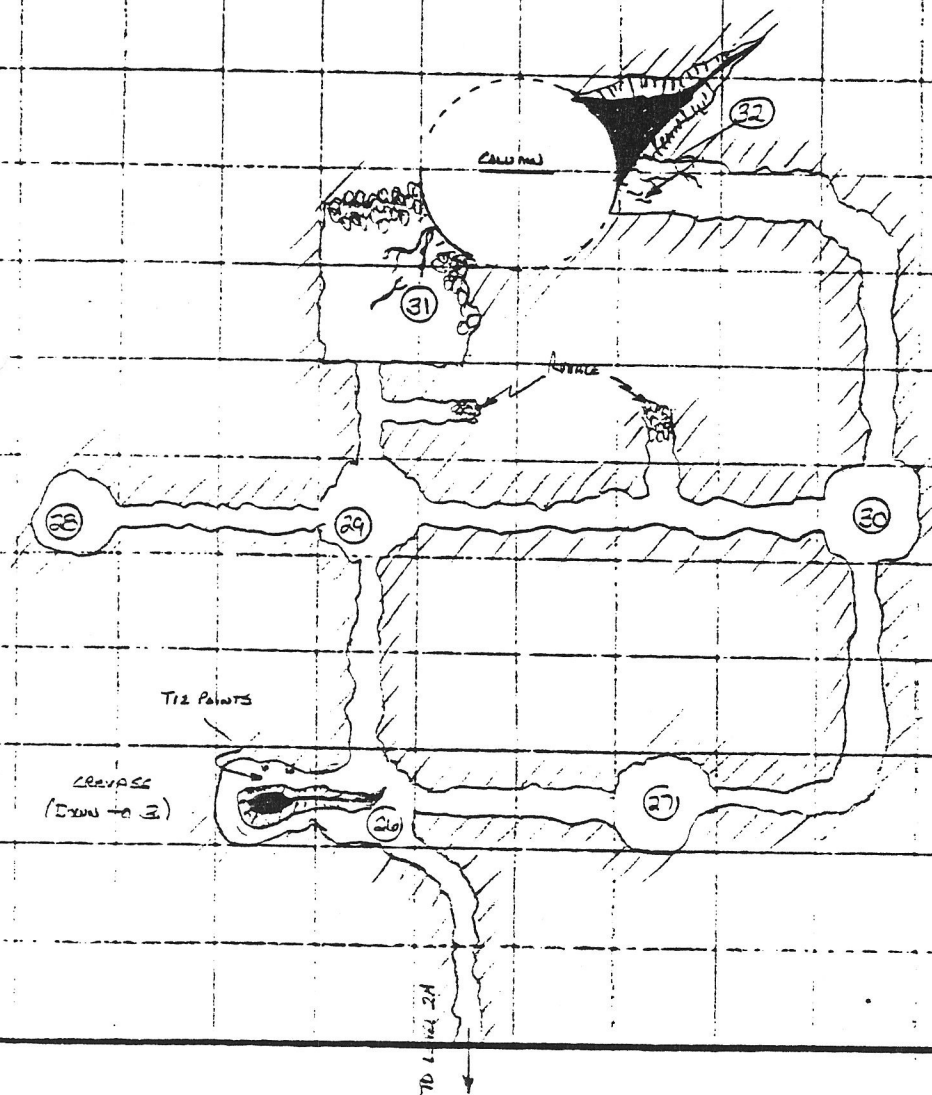
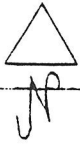
LIFT HOUSE BUILDING - C



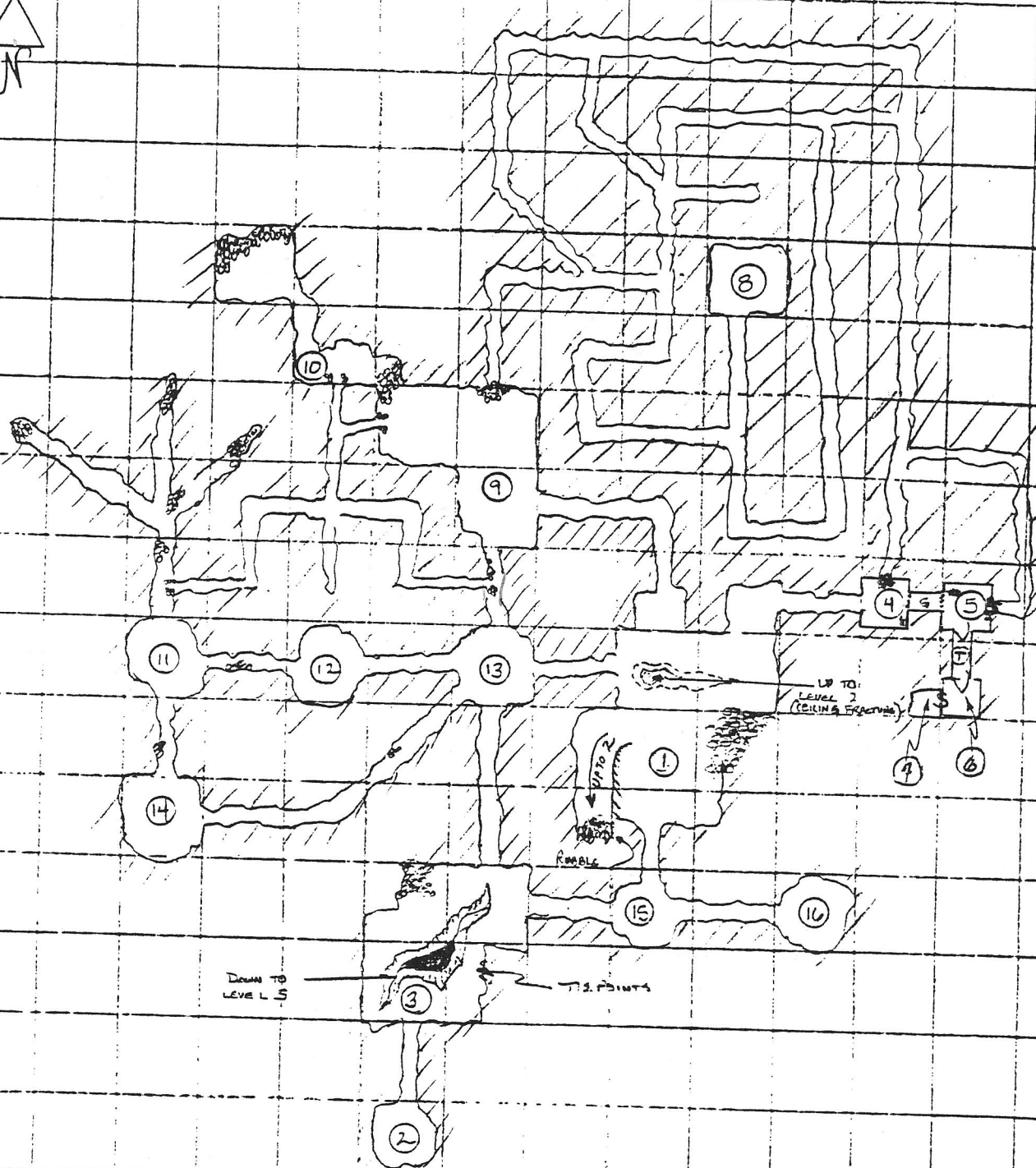
ENTER FLOOR - 1



LEVEL 2A



LEVEL 2B



Level 3



AIRSHAFTS
TO LEVEL 3 + LEVEL 5

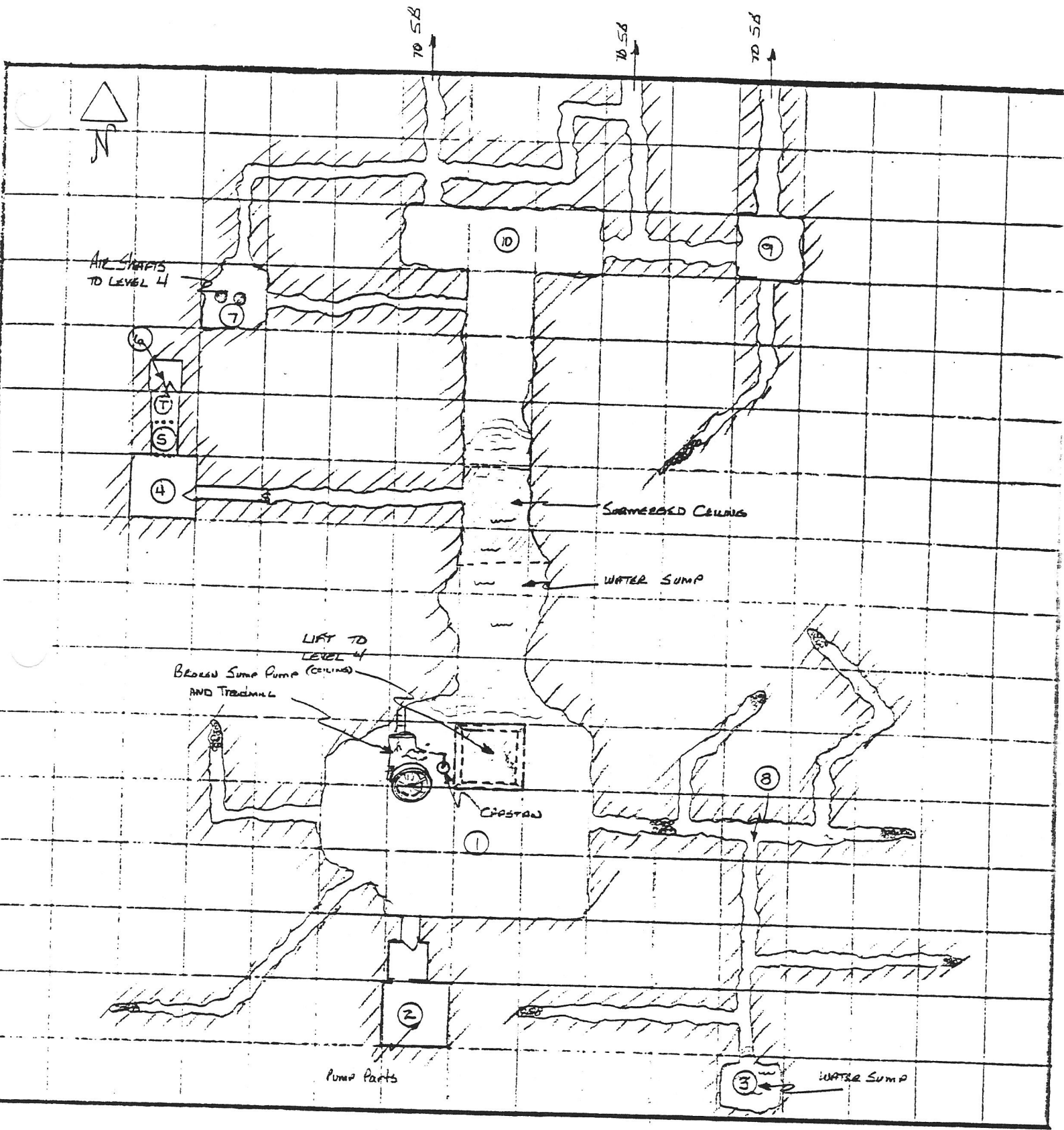
CORETANKS

ARMED ENTRANCE
(OLD STORAGE YARDS)

LIFT TO
LEVELS 1 + LEVEL 2

CEILING
FISSURE UP TO LEVEL 2

LEVEL 4



LEVEL 5A

