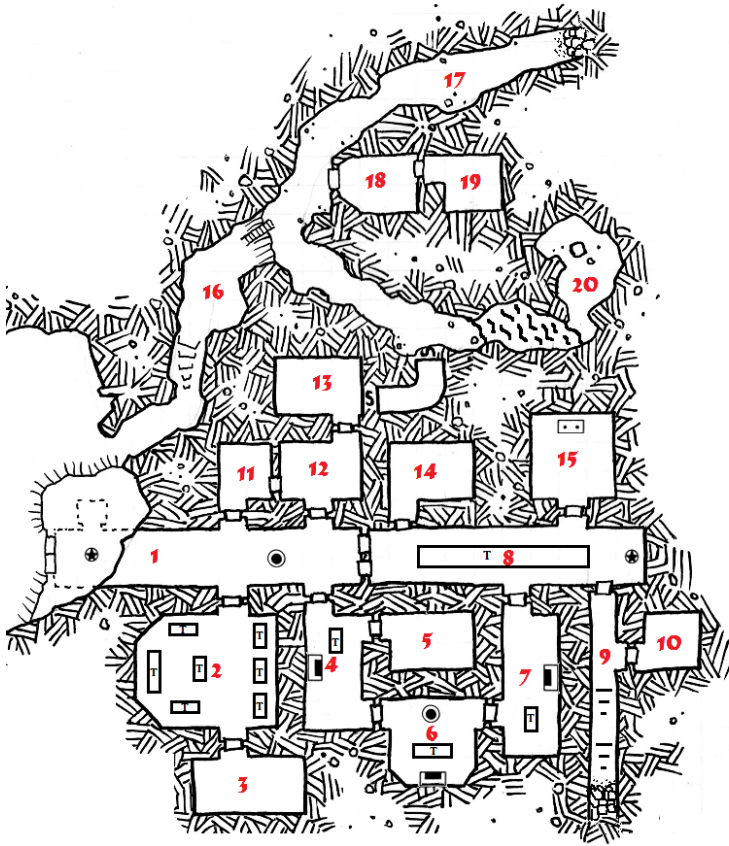


# The Mines of Kazak Kuln

One Page Dungeon by Tim King, map by Dyson Logos rpgcharacters.wordpress.com



The Mines of Kazak Kuln were once a rich source of silver and iron which helped the Kingdom of Doral attain great wealth and power within the five kingdoms. When the great apocalypse fell upon the land, the entrance to the mine was destroyed and the great hall that housed its workers closed. Legends say that the dwarves hid a relic of the Magi deep within its caverns.

- 1. Main Entrance** – A large smashed statue of a dwarven miner stands here. The doors are broken.
- 2. Orc Sentries** and a **wolf** stand guard.
- 2. Market** – Empty stalls and cob webs line the 30' high ceilings. – **2 Giant Spiders**
- 3. Store Room** – Empty smashed crates and barrels fill the room. 10 Iron ingots lay in a pile.
- 4. Barracks** – broken mugs, plates, and cloth.
- 5. Sleeping Quarters** – **4 Orcs** are sitting around a table playing a dice game. They have 35gp total.
- 6. Bakery** – A **drunken orc** lies unconscious on the table.
- 7. Kitchen** – A deer roasts slowly over the fire.
- 8. Great Hall** – **Two Orcs** and an **Orc Boss** sit around the table eating meat and drinking mead. The Orc Boss has a Cure Fear Potion and 50gp.
- 9. Descending passage** – The passage descends into a collapsed passage.

- 10. Mead Storage** – Only one barrel of mead remains (worth 20gp). All the rest are empty.
- 11. Guard Room** – Behind a heavy locked doors are a Chainmail shirt, 2 light crossbows, and 100 bolts
- 12. Captain of the Guard's Office** – Heavy locked door. – **Skeletal Champion** of a Dwarf with a **+1 shield** sits behind his desk. He speaks in dwarvish and asks for the password, then attacks.
- 13. Armory** – Heavy locked door. A suit of scale mail, 2 light shields, 3 war hammers and a **Masterwork Crossbow**. This room also has a secret door behind a weapons rack that leads through a stone door that opens into the mine.
- 14. Chief Miners Quarters** – This room contains the **Minotaur** and a locked in a chest with a **poison arrow trap**. Inside is a **Cure Serious Wounds Potion**, a **25gp ring** and **100gp and 250sp**.
- 15. Temple** – The heavy door has a **magical lock** on it. Inside is a piece of an amulet floating over a glowing rune on the floor. On the altar is a **cure light wounds potion** on it.
- 16. Lower Level** – Steaming piles of what looks like cow dung litter the floor (Troll dung). Smashed mine cars, rope and timber lay in piles. A broken ladder leads up to room 17.
- 17. Collapsed Mine Shaft** – a **rust monster** dwells here chewing on old iron pick axes.
- 18. Lunch Room** - A grumpy **Troll** now lives here eating the carcass of a wild dog.
- 19. Store Room** – The Troll keeps his treasure here in a pit covered with orc skins totaling **750sp**, a **50gp emerald** and a **+1 Undead Bane Weapon**.
- 20. Flooded Chamber** – The room has numerous fissures leading into dark passages. Curled up around the rocks is a **Grick**. A dwarven skeleton sits up against the wall with a book in his hands.