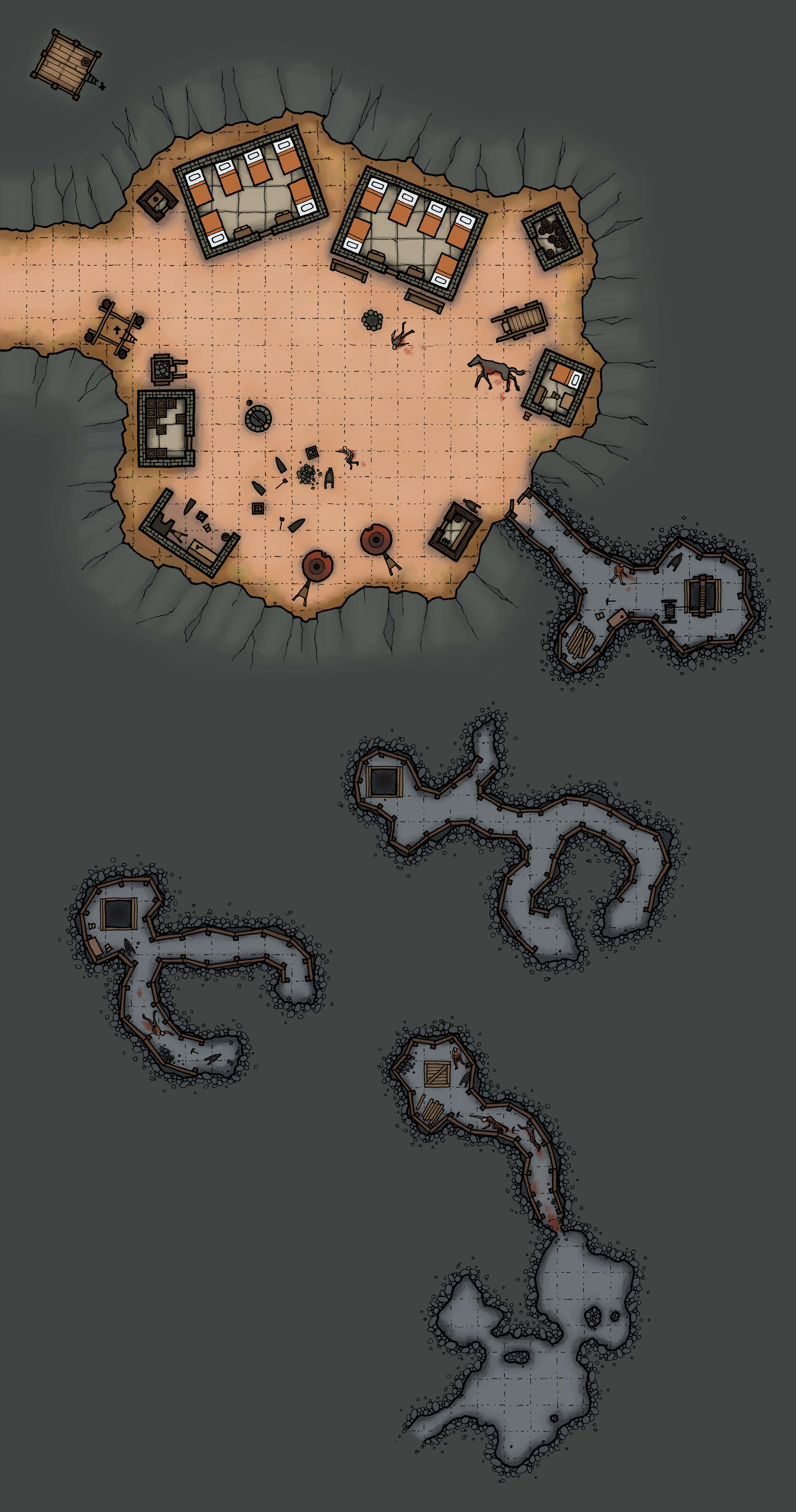

1 - Watchtower

2 - Outhouse

3 - Miners' Bunkhouses

4 - Storage (Food)

5 - Foreman's Shack

6 - Tool Shed

7 - Smelters

8 - Spalling Anvils

9 - Well

10 - Smithy

11 - Storage (Smelted Iron)

12 - Mine Shaft and Lift

13 - Shaft Bottom

14 - Freshly Breached Opening

15 - Caverns

The Discovery at the Thorn Hills Iron Mine

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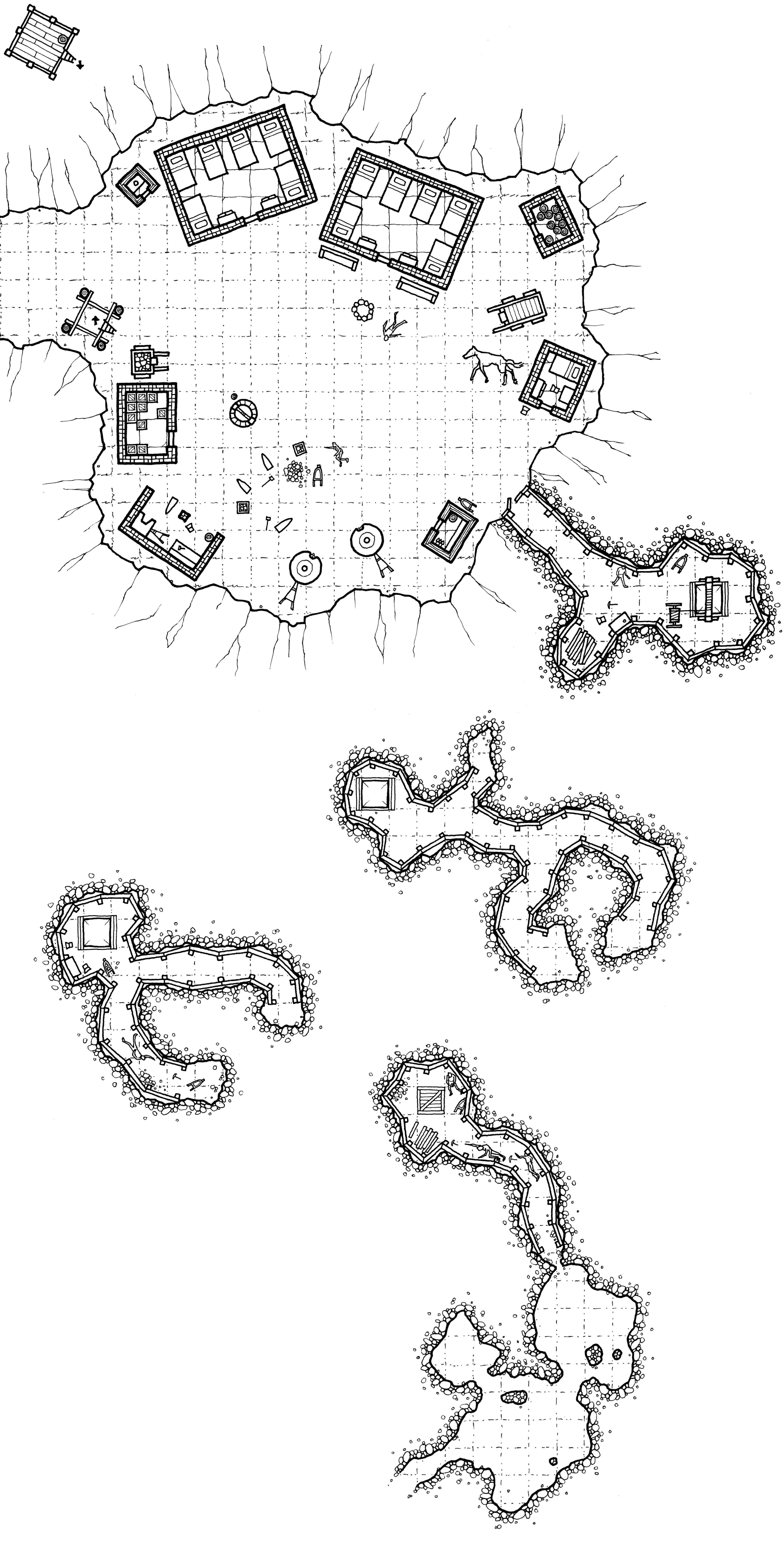
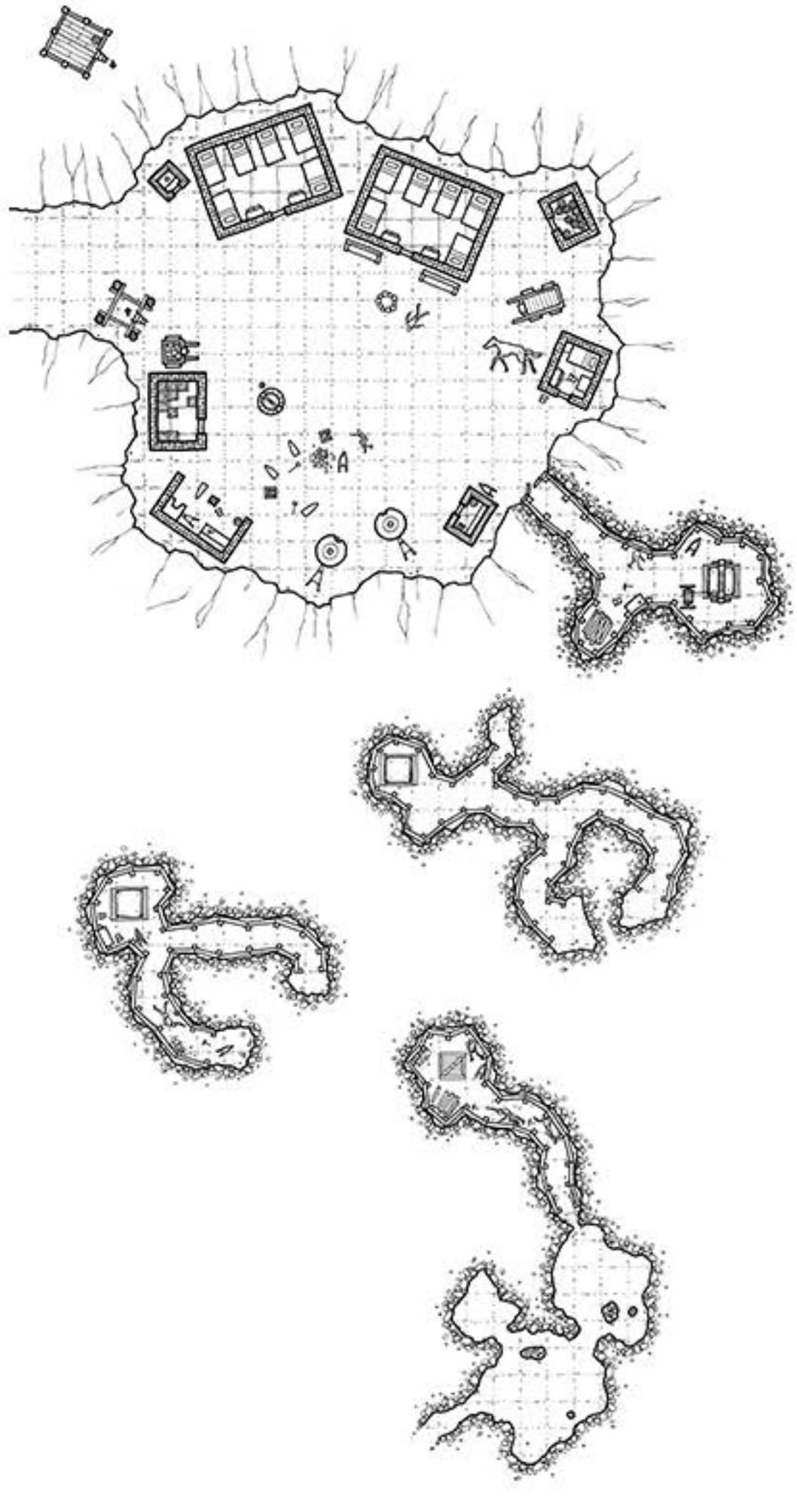
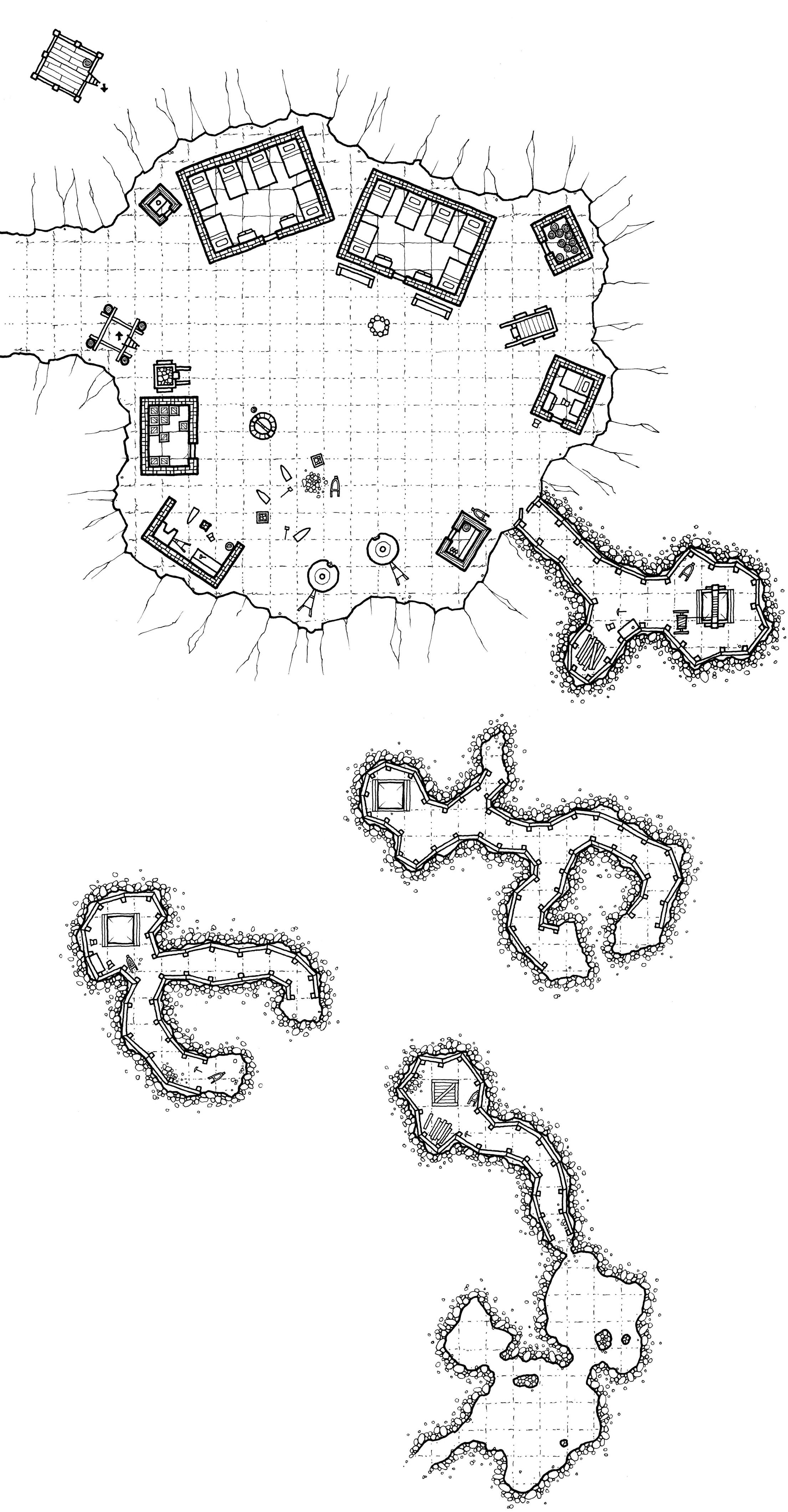
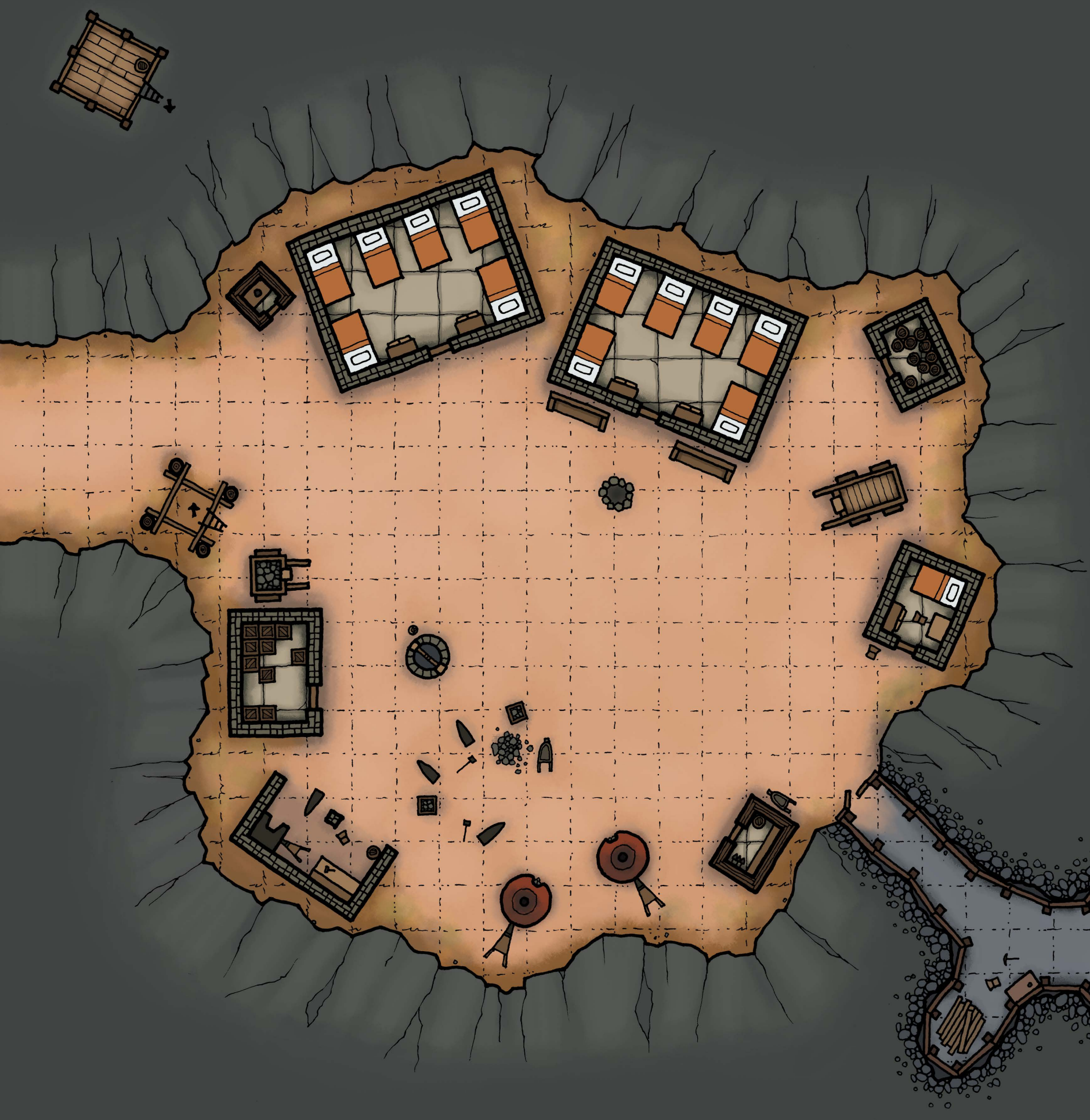


THE DISCOVERY AT THE THORN HILLS IRON MINE



- This map has the general framework of an adventure designed into it, leaving the details to the DM. Keep in mind that versions with and without the bodies are available.
- The basic idea is this: Miners were mining (as they've been known to do) and broke open a hole into a cavern. Inside, they found... well, this is the part where you come in. Here are a few possibilities:
  - A monster (who killed the miners)
  - Drow or duergar (who also killed the miners)
  - Someone or something that had been imprisoned (and may have killed the miners)
  - An entrance into the underdark
  - A crypt
  - An ancient artifact
  - A lost temple to a forgotten god
  - Something powerful or valuable
- The players could be hooked into an adventure here by someone asking them to check on the miners, either because they know of the deaths or because they missed a shipment of ore.
- Alternatively, maybe the miners themselves (if alive) hire the PCs to check out the caves they broke into.
- The tunnel at the bottom of the caverns can be used to extend this map into another location, if desired.
- A few notes about the map:
  - The wooden walls along the sides of the mine are mining timbers, which help keep the roof up.
  - The spalling anvils (at 8) are for breaking waste rock away from the mined ore.
  - The smithy produces and repairs tools for the miners. The smith may also operate the smelters.





The Discovery at the Thorn Hills Iron Mine

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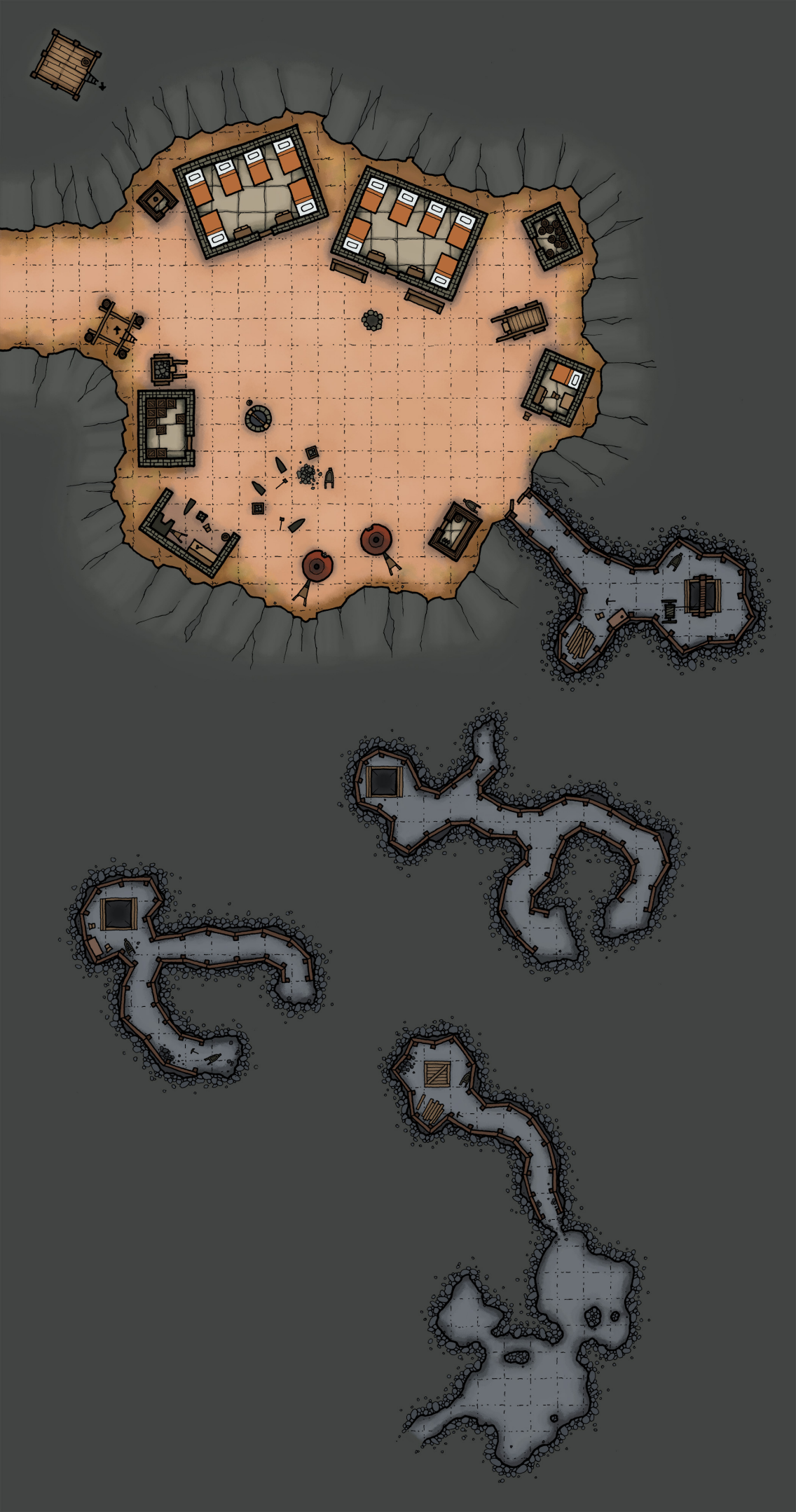

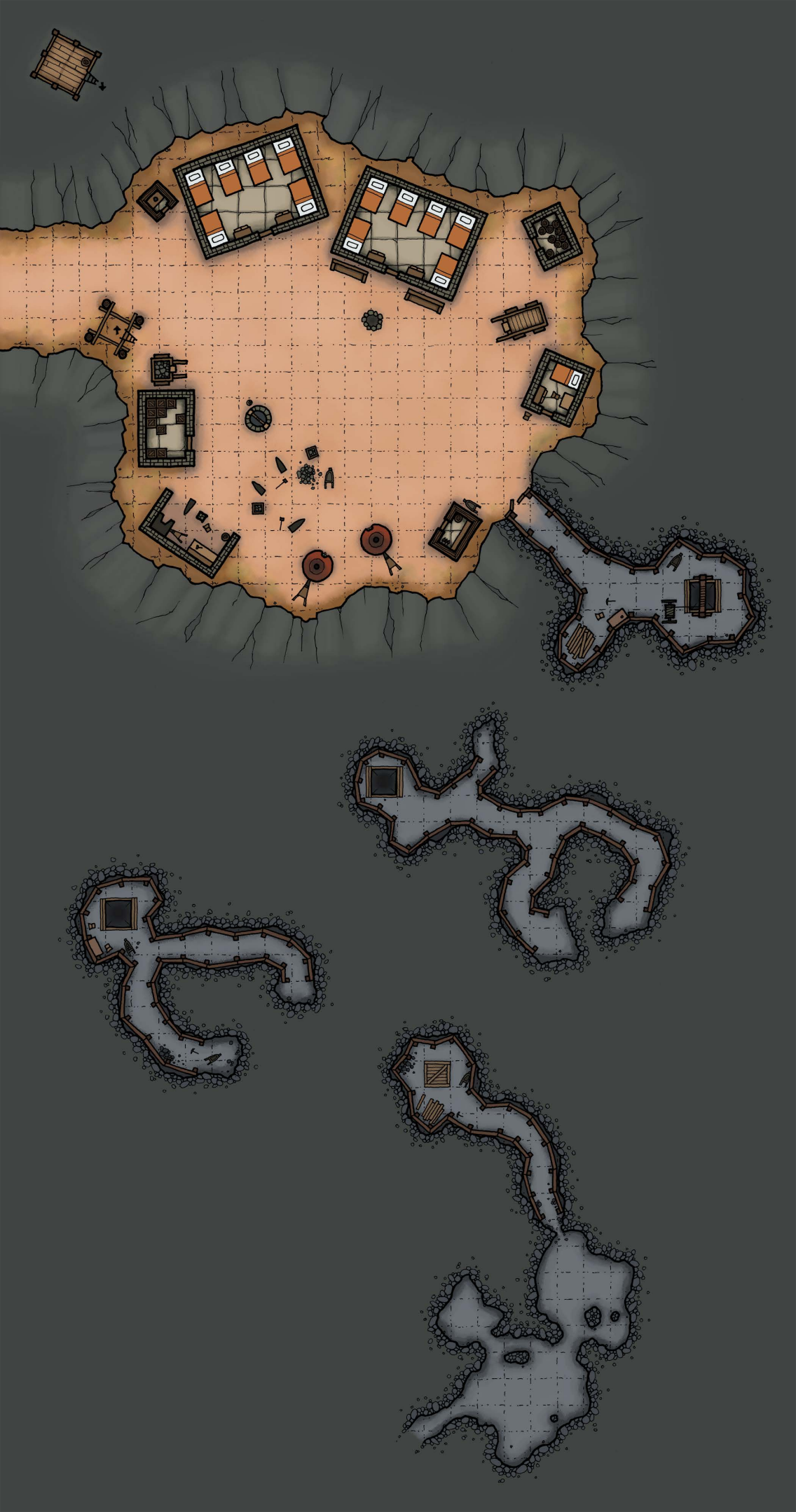

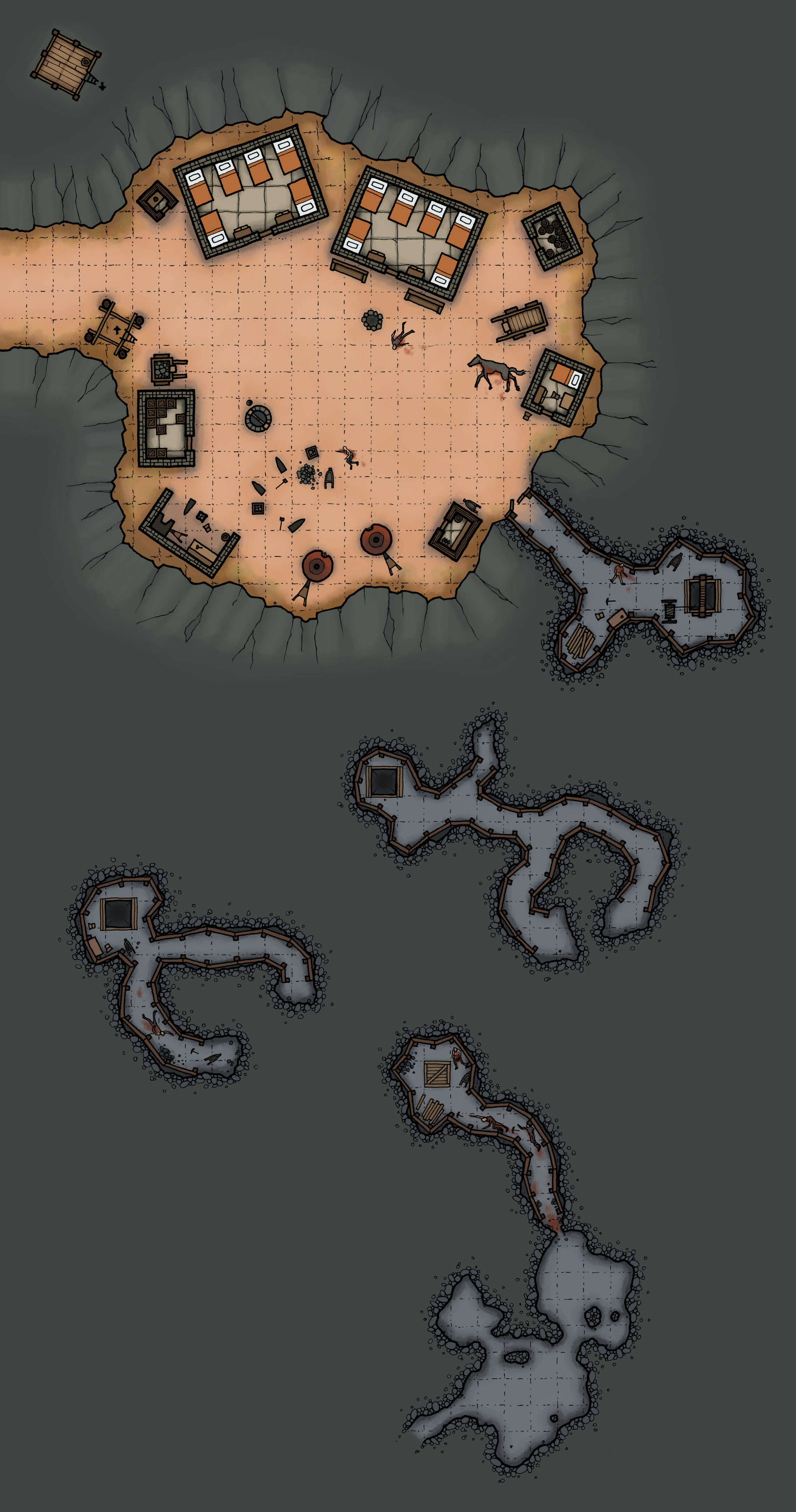
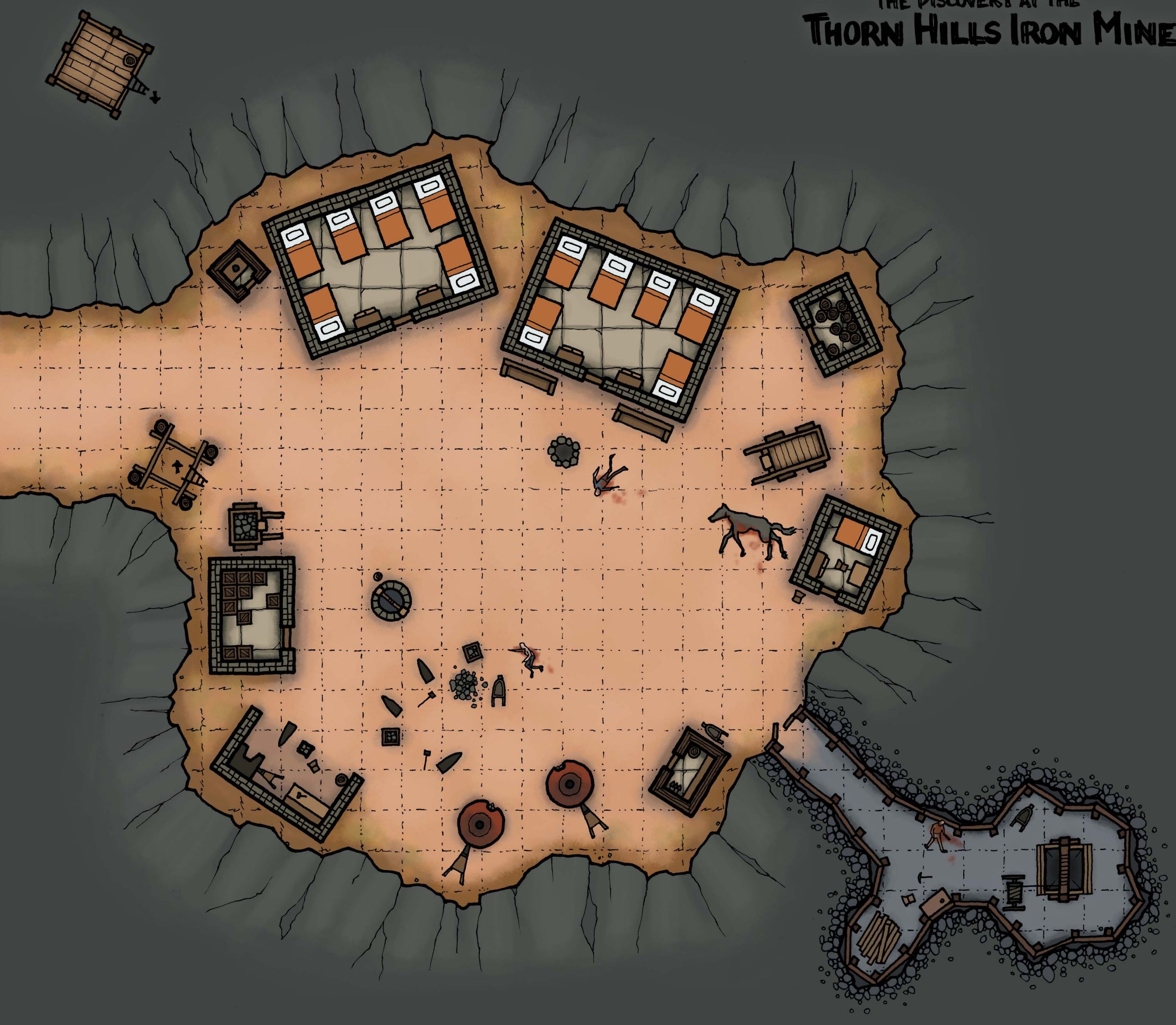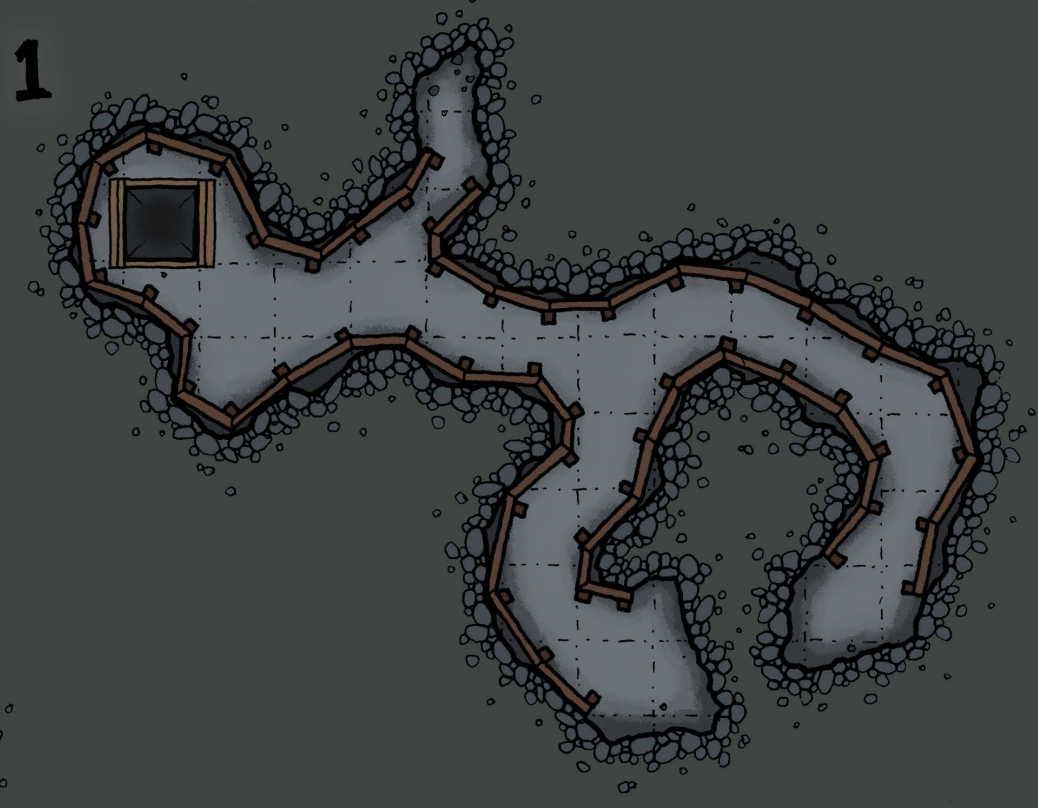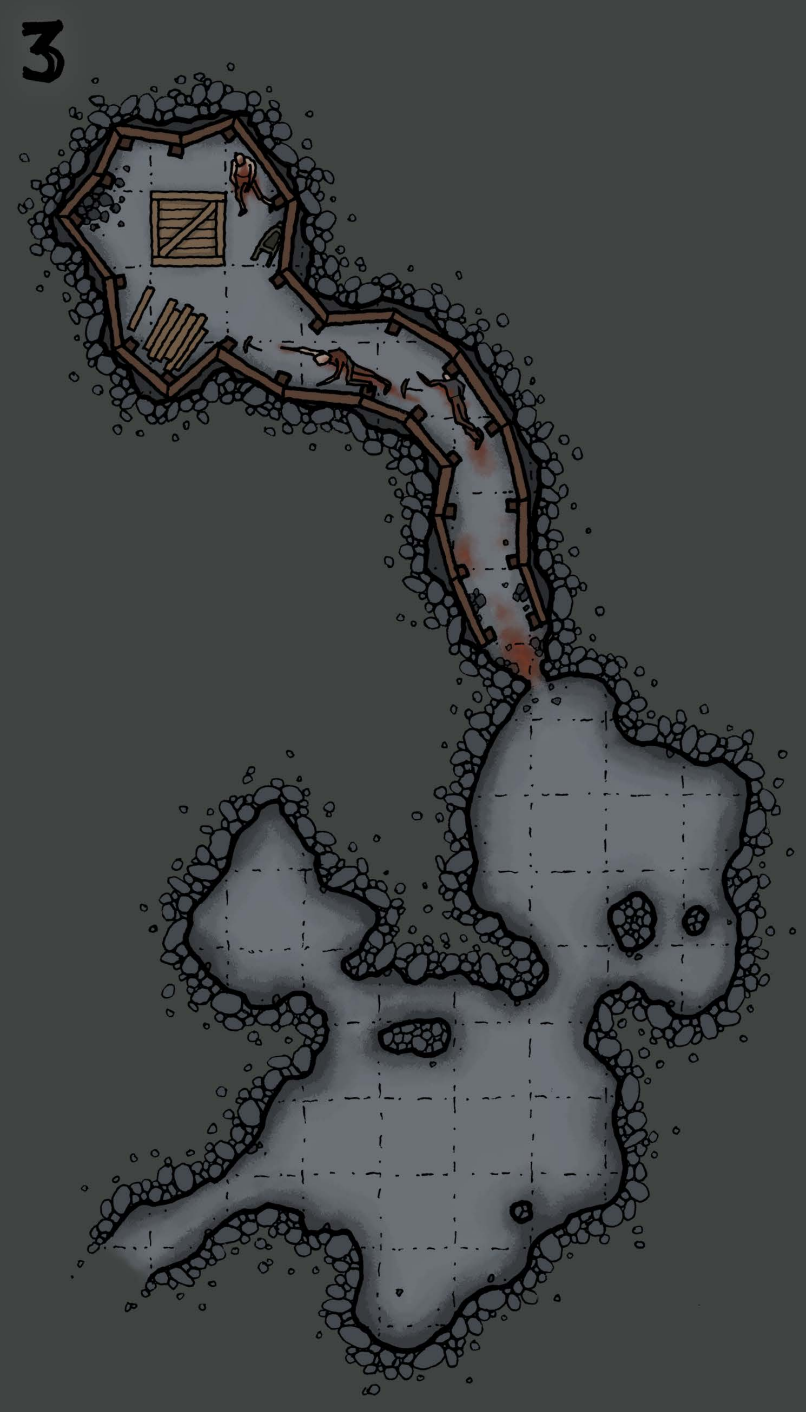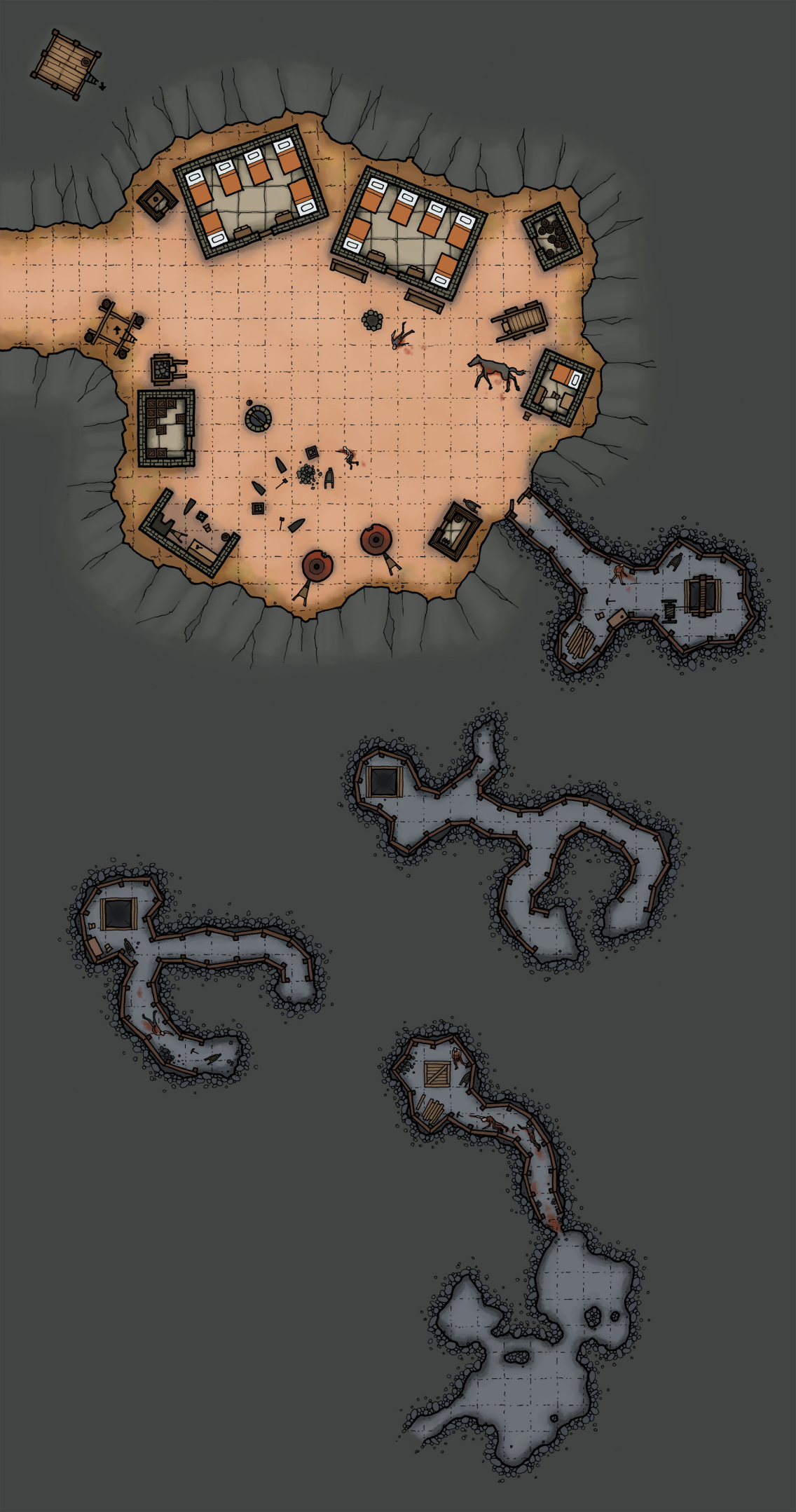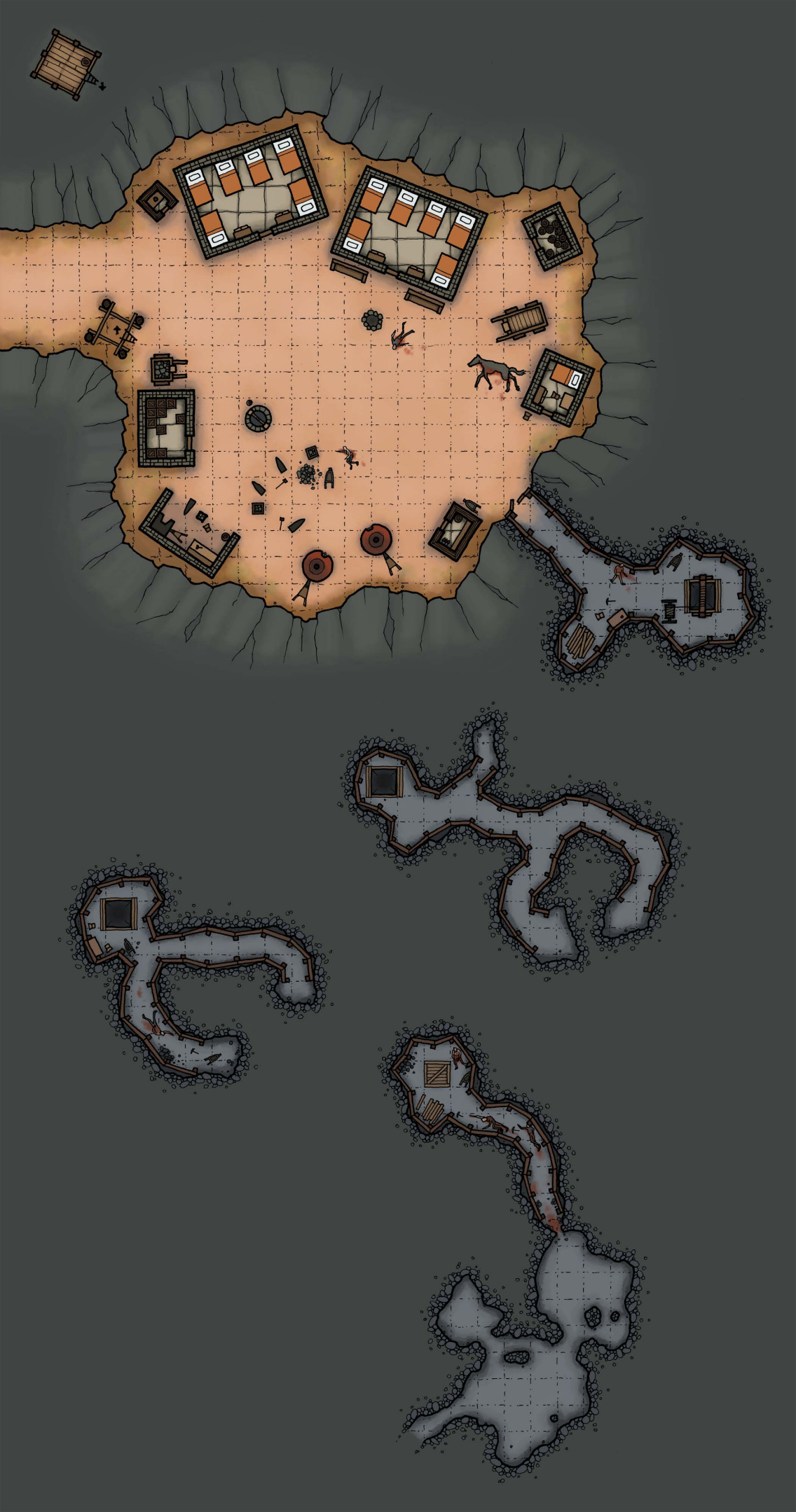
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