



Lost Blacklock Mine

by Jaxilon@gmail.com

Legend says the Blacklock Order built a mine making them rich in gold and gems before they mysteriously vanished. A hunter delusional with fever, stumbled from the badlands babbling about purple flames, earthquakes and shadows devouring men whole. He died an hour later.



The Blacklocks dug too deeply, tapping into a chamber of odorless hallucinogenic gas. Its interaction with the burning lamp fuel creates an eerie purple glow. It also causes those who fail a poison check to hear noises and view anyone not currently in their field of vision as an enemy (GM choice). Roll a mental check after any damage given or received to see if they recover. Check for poison exposure every 5 minutes.

c Unloading area - At the bottom of the stairs to this chamber a skeleton lies propped against the wall. Three wooden reinforced exits lead into the mine. One of them has cart tracks and a cart partially filled with ore. A furnace along one wall rests cold and dark.

d Meeting Room - Stone reinforced walls climb to a vaulted ceiling. An immense statue reflects darkly from 3 burning braziers at one end with chests of gold and gems arrayed before it. Was this some kind of god to them?

e Hall of Fathers - Reinforced stone walls with vertical sarcophagi on either side line this hall. Evidently the Blacklocks revered the founders? A few are broken and bones spill out on the floor. [GM: Poison dart trap "t" = 1d6-2 + Poisoned]

f Inner Entrance - Gas lamps burn with an eerie purple glow. Amidst the stalagmites lies a skeleton.

g Outer Entrance - Caved in rubble will take a day to clear. What caused this?

The wilds are filled with bones of those who have sought this mine.

- (A) - Giant Scorpions (1d6)
- (B) - Giant Spiders (2d6)
- (C) - Giant Boars (1d6)
- (D) - Bandit ambush (1d6+#PCs)
- (E) - Skeletal remains (1d6) w/ picks & shovels
- (F) - Dire Wolves (3d6+3)

Daily Weather Table [1d6]

- | | |
|-----|------------------------------------|
| 1 | - Hot & Sunny |
| 2,3 | - Sun w/Scattered clouds |
| 4 | - Light Rain |
| 5 | - Rain (50% chance of flash flood) |
| 6 | - Thunderstorm(flash flood) |

i Loading area - Cart tracks run below the chute from above. The remains of a cart lie smashed beneath ore and a splayed skeleton.

j The Chute - An unfinished area with veins of gold and gems. A hole in the floor leads to the room below where miners once dumped ore for loading.

k Upper Level - These unfinished rooms have a good vein along one wall. [GM: This area is free of gas, and all effects including the purple glow.]

l Unfinished Mine - leads into darkness and a dead end.

m Control Room - Machinery, a table and an old wooden ladder up one corner.

An exit leads to another mine shaft. (GM: Fiddling with machinery activates statue in Meeting room (d). It is a steam Golem and mine guardian. It will then hunt and attack any intruders.)

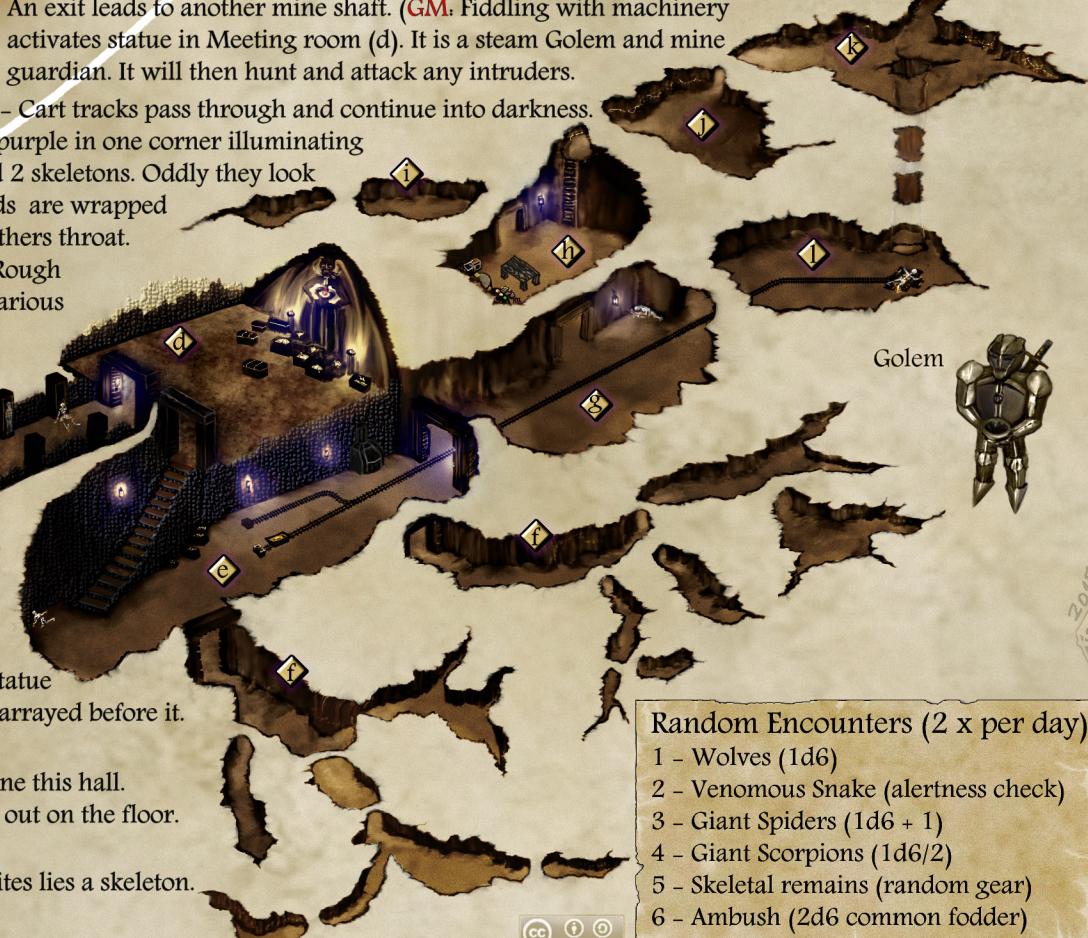
n Mid Chamber - Cart tracks pass through and continue into darkness.

A lamp burns purple in one corner illuminating a doorway and 2 skeletons. Oddly they look as if their hands are wrapped around each others throat.

o Unfinished Mine - Rough tunnels lead off in various directions.

trap

5 feet



Random Encounters (2 x per day)

- | | |
|---|------------------------------------|
| 1 | - Wolves (1d6) |
| 2 | - Venomous Snake (alertness check) |
| 3 | - Giant Spiders (1d6 + 1) |
| 4 | - Giant Scorpions (1d6/2) |
| 5 | - Skeletal remains (random gear) |
| 6 | - Ambush (2d6 common fodder) |