



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

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)

- 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)

GM 1 Mile
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.

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

- ⬇ Unfinished Mine - leads into darkness and a dead end.
- ⬇ 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.]**

- ⬇ 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.

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

- ⬇ 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.

- ⬇ 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?

- ⬇ 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]**

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

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

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)

