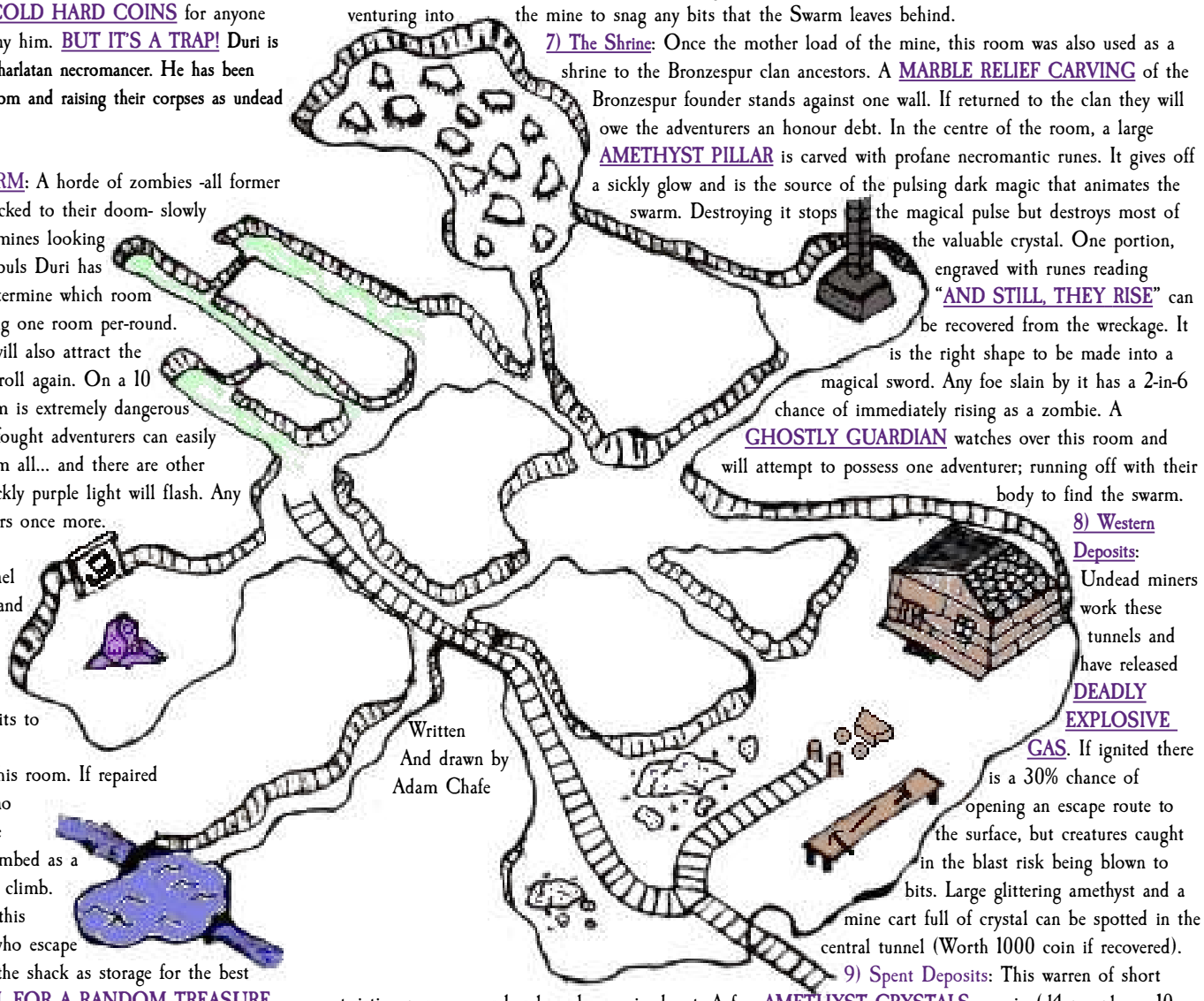
TRICKED BY A DASTARDLY NECROMANCER!
ALONE IN THE DARK!
A HUNGERING SWARM STALKS THEIR EVERY MOVE!
CAN OUR ADVENTURERS SURVIVE WHILE...

TRAPPED IN THE AMETHYST DEATH MINE!

Famed dwarven adventurer DURI BRONZESPUR came to town with a job; help him reclaim his ancestors lost AMETHYST MINE a few days south of here. He is offering a handsome sum of 500 COLD HARD COINS for anyone brave enough to accompany him. BUT IT'S A TRAP! Duri is no proud adventurer but a charlatan necromancer. He has been leading adventurers to their doom and raising their corpses as undead minions for his foul host.



THE SWARM: A horde of zombies -all former adventurers tricked to their doom- slowly wander these old mines looking to devour the unlucky souls Duri has trapped here. Roll a d10 to determine which room the swarm is heading towards, moving one room per-round. Loud noises or spotting a living creature will also attract the swarm. When they reach their destination roll again. On a 10 they stay where they are for now. The swarm is extremely dangerous and will quickly kill anyone they can grab. If fought adventurers can easily chip away at the individual zombies but it will take time to destroy them all... and there are other complications. DARK MAGIC infuses the mine. Every 1d4 rounds a sickly purple light will flash. Any undead who have been slain will return to unlife to plague the adventurers once more.

1) The Junction: Duri activates a secret trap door in the upper mine tunnel dropping the adventurers here where they land in a pile of bones, rags, and dust. With a loud crash and a heavy thunk Duri seals the trap door to prevent escape. Meanwhile, the adventurers are in complete darkness and hear the shuffling of dozens of footsteps. The Swarm will arrive in one round to attack (Roll to see from which direction). There are several exits to other areas.

2) Ventilation Works: Some sort of old machinery and duct work fills this room. If repaired a loud thrumming noise and fresh air fills the mines. The Swarm will no longer be able to hear loud noises made by the adventurers, nor can the adventurers hear the shuffling undead. The ventilation shaft could be climbed as a possible escape route but only one adventurer at a time can attempt the climb.

3) Foreman's Shack: A dilapidated shack stands in the northern part of this large cavern. Three GHOULS lurk inside, watching for any stragglers who escape the swarm. If cleared out it will make a good place to hide. Duri uses the shack as storage for the best treasure that he has taken from dead adventurers. Each player can ROLL FOR A RANDOM TREASURE, and a search will reveal a sack of 500 GOLD and the DEED TO THE MINE.

4) Workshop: A large work table dominates this area. Covered with old mining tools that could also be used as makeshift weapons. A bird cage on the table holds a SKELETAL CANARY. If carried, it will pantomime dying when dangerous gas is detected. Otherwise is will happily sing, but it's voice is ghostly and distant.

Written
And drawn by
Adam Chafe

A broken mine cart lies on its side here but could be easily repaired given some time.

5) Recovery Room: This room was where the raw rock was sifted and sorted to separate the valuable amethyst for transport back to the surface. Each player may spend a turn sifting through the piles to retrieve a valuable piece of AMETHYST worth d4x100 coin. There is an exit to the surface here but the door is heavily barred from the other side. It could be battered down, but the noise will attract the Swarm.

6) The Stream: An old tunnel leads into the darkness towards the sound of running water. This underground pool could be a potential route for escape but only lightly equipped adventurers can safely traverse its waters. Where does the river lead? Who knows... A large CARRION EATING CREATURE has made a nest here, venturing into the mine to snag any bits that the Swarm leaves behind.

7) The Shrine: Once the mother load of the mine, this room was also used as a shrine to the Bronzespur clan ancestors. A MARBLE RELIEF CARVING of the Bronzespur founder stands against one wall. If returned to the clan they will owe the adventurers an honour debt. In the centre of the room, a large AMETHYST PILLAR is carved with profane necromantic runes. It gives off a sickly glow and is the source of the pulsing dark magic that animates the swarm. Destroying it stops the magical pulse but destroys most of the valuable crystal. One portion, engraved with runes reading "AND STILL, THEY RISE" can be recovered from the wreckage. It is the right shape to be made into a magical sword. Any foe slain by it has a 2-in-6 chance of immediately rising as a zombie. A GHOSTLY GUARDIAN watches over this room and will attempt to possess one adventurer; running off with their body to find the swarm.

8) Western Deposits: Undead miners work these tunnels and have released DEADLY EXPLOSIVE GAS. If ignited there is a 30% chance of opening an escape route to the surface, but creatures caught in the blast risk being blown to bits. Large glittering amethyst and a mine cart full of crystal can be spotted in the central tunnel (Worth 1000 coin if recovered).

9) Spent Deposits: This warren of short twisting passageways has long been mined out. A few AMETHYST CRYSTALS remain (d4 per player, 10 coin each). If the swarm is encountered here the zombies split into small groups that are safer to engage.

If the adventurers escape there is a 50% CHANCE that Duri is camping with some undead minions above. Otherwise, he has left to find more victims... perhaps the adventurers will meet another day to seek revenge?

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