

Mines of Bharzul Entrance by Tom Cartos

Background

The Mines of Bharzul stretch for miles and miles in every direction, including straight down. They have numerous smaller exits, but this is the primary entrance that connects back to the city itself. Many tunnels are still in use, while some have been entirely mined out, a few have collapsed or been abandoned, and others simply forgotten in the maze of interconnecting pathways. It is believed by many that one or two even connect to the lost ancient city within the mountain, but this has never been confirmed by the officials.

Upon entry into this enormous cavern, visitors are greeted by the central pillar that runs from the top to the bottom of the mines and stretches all the way up to the ceiling of the cave. Carved from stone and inlaid with precious metals, it connects every level of the mines and is used to transport both people and goods.

Grid Information

GRID SIZE – 44x34 (300DPI)

VTT SIZE – 6160x4760(140DPI)

RECOMMENDED PRINT SIZE – A0/ANSI E

Design Notes

Mines of Bharzul – Entrance

- **01 – Bridge** – The stone bridge crosses a deep chasm, mined out over time. The pathway extends outside the cave, leading to the fort that guards the entrance.
- **02 – Staging Area** – Teams will assemble here before getting new orders and heading deeper into the mines. Maps of the various areas can be found here, as well as ledgers and notes on what kind of ore or deposits can be found in each location.
- **03 – Generator** – The powered rails, lifts and other mechanisms in the mine are fuelled by these large generators. They work similarly to the water wheels found throughout the city but rely on flowing magma rather than water.
- **04 – Smelter** – Mined ore from the nearby tunnels is transported here. It is crushed down into smaller particles so the base rock can be sifted away. It is then smelted down and transferred to the forge.
- **05 – Central Pillar** – The pillar is hundreds of feet tall and ornately carved on all sides. An elevator connects all levels of this section of the mine. The central platform rotates, and the rails extend to allow the mine carts to be seamlessly moved between levels and areas.
- **06 – Forge** – The smelted ores are liquified and piped to the casting mould.
- **07 – Casting Mould** – Ingots are cast from the smelted ores for easier transportation and storage before they are used in a variety of industries within Bharzul.
- **08 – Platform** – Temporary storage area

- **09 – Rock Crane** – Large cranes like this one are used to move big pieces of rock that won't fit on the regular mine carts. Some of the miners also like to use them to quickly move between levels if there is a long wait for the central pillar elevator.
- **10 – Mining Tunnels** – The entrance cavern connects to the major tunnels that lead further into the mines. These then branch and split hundreds of times throughout the mountain. It's very easy to get lost without a map or a guide.