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DUNGEON BACKDROP DELTHUR'S FOLLY



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DUNGEON BACKDROP: DELTHUR'S FOLLY

Hidden in the wild uplands beyond the Selka River, the sinkhole-mine of Delthur's Folly is a byword among the locals for a fool's errand doomed to fail. The only survivor of the fated expedition—driven mad by his ordeal and raving of “the water's sibilant whispers”—died shortly after staggering into Dunstone a year or more after Delthur and his miners disappeared into the wilderness. And yet, every year adventurers cross the Selka in search of the mine—gold and silver are said to lie within. Some return empty-handed and some do not return at all. Local legend has it that something terrible dwells in the mine.

You are a GM, but you are busy. You want to write your own modules, but you just don't have the time. And you don't want to use commercial modules. You want to make your campaign your own. That's where the Dungeon Backdrop line comes in! Each Dungeon Backdrop presents a fully fleshed out and lovingly detailed self-contained dungeon ready for you to use as you see fit. Stock the dungeon with your own monsters (and—perhaps—their treasure), decide their back story and you are good to go.

Every Dungeon Backdrop is carefully designed to be easily inserted into almost any fantasy campaign. Dungeon Backdrops: we describe the dungeon, you add the monsters (and the treasure).

CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland and Dean Spencer. Some artwork copyright William McAusland, used with permission.

Cartography: Dyson Logos

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USING A DUNGEON BACKDROP

Tweak and modify this dungeon to make it your own. The parts of this supplement describing the actual dungeon itself feature extensive space for you to make notes—adding treasure, opponents and so on.

- **Location Descriptions:** The various location descriptions provided herein only describe the basic appearance of the dungeon's rooms, chambers and corridors. They do not include descriptions of any monsters lurking therein. Remember when describing the dungeon to your players the snarling orcs (or whatever) are probably more noticeable than the room's features. Also remember, creatures in the dungeon will modify their home to better suit their needs. For example, the aforementioned orcs may have set up a rough camp—mention these changes when describing the area.
- **Treasure:** The text only presents the details of minor treasures the PCs could discover in the course of their adventure. Most is of little value, but serves to underline the flavour of the dungeon. Remember to add level-appropriate treasure when designing the dungeon.



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DUNGEON BACKGROUND

Fifty years ago or so, the dwarven miner Delthur Madann came to the borderland town of Dunstone. To the north, beyond the safety of Dunstone's wall and the Selka River, lay the jagged peaks and deep valleys of the Mottled Spire. The dwarf—a scion of now fallen Vongyth—sought precious metals he could use to hire and equip mercenaries to aid his folk in taking back their ancestral home from its new draconic overlords.

When Delthur declared he was to travel north into the Mottled Spire in search of treasure he was widely derided as mad—the Mottled Spire was an inhospitable place full of danger and hardship. Stubbornly he went anyway, and disappeared into the wilderness for over a year.

He returned with wild tales of a deep sinkhole, a dark and cold lake and a hidden mine. To prove the veracity of his tale, Delthur brought back fist-sized nuggets of gold and silver! He would tell

no one where his mine was, but recruited a small band of hardy miners before disappearing back into the wilderlands.

That was the last anyone in Dunstone saw of Delthur Madann or his band for over a year. Eventually, one of the miners staggered back into town. Badly injured, raving and half-mad the lone survivor of Delthur's expedition spoke of marauding orcs, Delthur's descent into madness and the "water's sibilant whispers".

The miner died shortly thereafter without revealing the mine's exact location or any other news of the expedition. Delthur—and the rest of the miners—were assumed dead and the expedition consigned to history. Among locals, the entire affair became known as "Delthur's Folly".

Occasionally, adventuring bands would set forth from Dunstone with the stated intent of finding Delthur's lost mine, but none who returned ever reported success. Now locally, the phrase "Delthur's Folly" has become synonymous with obviously doomed, badly-thought out plans and expeditions. In Dunstone, a "Scion of Delthur" is one marked for an early, foolish death in the lands beyond the Selka River. Many adventurers have thus been named over the long years since Delthur's disappearance.

CREIGHTON'S DESIGN SUGGESTIONS

I thought it might be fun to tell you—in broad strokes—how I would populate Delthur's Folly.

One of the key considerations—for me—of stocking the dungeon is deciding why (and/or how) Delthur went mad. Of course, he could just be a typical treasure-crazed dwarf, but another solution, I think, gives more flexibility in stocking the dungeon.

Clearly, the solution to this is an aquatic gibbering moulder lurking in the depths of the Tenebrous Lake. Slithering forth from an unknown deep place, the moulder—driven by some nameless compulsion—comes to the surface of the lake each night to gibber at the stars and the moon. Its gibbering convinced Delthur and his miners the lake was haunted and slowly drove them all mad. Some miners jumped to their deaths into the lake while others wandered off or slew their friends.

This turn of events provides some decent "GM wiggle room." Depending on your PCs' levels, the lake could be haunted by the mad ghosts of those who drowned within, insane miners could still lurk in the mine's deepest delving or orcs could have claimed the upper levels convinced now that a mad oracle or some such lurks in the lake. Being orcs, of course, they cast living sacrifices into the lake to gain the oracle's wisdom. Alternatively, the PCs could encounter the remains of an adventuring party trapped in the mines by orcs holding the upper levels against them. The adventurers—of course—have been driven partially mad by the moulder's gibbering and do not recognise the PCs as rescuers—a moral quandary ensues; should the PCs defend themselves against these adventurers with lethal force or subdue them so that they might get the care they need to recover from the insanity clouding their minds?

ADVENTURE HOOKS

Adventurers are drawn to rumours of unclaimed wealth like flies to offal. Of course, there could be many reasons why the PCs decide to explore Delthur's Folly. Use one of the hooks below, or design your own:

- **Delthur's Wealth:** The PCs hear of Delthur's (apparent) great wealth and have also learnt Delthur never brought his treasures back to Dunstone. Shortly thereafter a merchant of dubious morals, Pekka Outila (CN male human rogue 2) offers to sell them a map (for only 10 gp) purporting to show the location of Delthur's lost mine. The map is a fake, but ironically actually shows the mine's true location. If the PCs succeed in finding the mine and surviving the terrors therein, Pekka approaches them again with another map—this one just as fake as the last. An opportunist, he massively increases the price of this map and then promptly disappears.
- **Missing Adventurers:** The PCs are not the first to hear of Delthur and his alleged wealth. A few weeks ago, another adventuring party, the Fearless Wanderers, went in search of his mine and disappeared. One of the party was a local and his parents, Onni and Elina Rintala, are desperate for news of their boy, Ossi. Luckily, he told his parents roughly where they were

DELTHUR'S FOLLY IN YOUR CAMPAIGN

Delthur's Folly is not like a normal commercially available adventure. While we have done the bulk of the work for you describing the dungeon in detail, setting out its history, designing plot hooks to get your PCs to the dungeon and so on, there is still (a little) work left: you must stock the dungeon with appropriate monsters and treasures and make any other changes or additions you see fit. In short, you must make Delthur's Folly your own!

This Dungeon Backdrop is designed for use with the Duchy of Ashlar (specifically the town of Dunstone) and the Gloamhold megadungeon. However, the dungeon is relatively self-contained and so with minimal effort it can be easily modified to fit almost any campaign world.

The major salient components of Delthur's Folly comprise:

- **A Borderland Town:** Dunstone is a borderland town. Adventurers often congregate here before setting off into the wilderness in search of gold and glory.
- **A Range of Wild Hills or Mountains:** The Mottled Spire is a range of monster-infested hills to the north of Dunstone. Scattered tribes of orc savages roam the hills, but they can be easily substituted for virtually any evil humanoid race.
- **A Mad Miner:** Delthur was a dwarf intent on gaining great wealth so he could lead his kin back to their fallen hold. Realistically, Delthur could be of any race and have virtually any motivation for the accumulation of wealth. His identity and motivations have virtually no impact on the adventure.

going. They offer the PCs their meagre savings to investigate. (Depending on your design, the Fearless Wanderers could—or could not—have found Delthur's Folly).

- **Stumbling Across the Folly:** Adventurers exploring the wilds to the north of Dunstone could stumble upon the sinkhole and explore it. Perhaps they are fleeing from, or hunting, orcs at the time. In this instance the campaign could feature an interesting role reversal as the PCs battle to defend the sinkhole and the mine from the orcs trying to slay them.

THE WILDERLANDS

Delthur's Folly lies in a rugged section of hills three day's hard travelling north of Dunstone. Once the party cross the Selka River and head north the going becomes difficult and slow. There are few trails, and no roads. Orcs roam the hills and there are no reliable, current maps of the interior to guide their journey.

The GM can easily design a few level-appropriate random encounters to add excitement to the PCs' search for Delthur's Folly; alternatively, the GM can simply gloss over the journey and start the adventure at the head of the Crumbling Stair (location 1) after describing in broad strokes the party's search of the surrounding wilderlands.

Alternate Setting: With a little bit of work, Delthur's Folly could be set wholly underground. Substitute the orcs for troglodytes—or another subterranean race of your choosing—and place the sinkhole around which the mine lies in a large, remote cavern. Almost any largish borderland settlement can substitute for Dunstone.

WHISPERS & RUMOURS

If the PCs think to learn more about the dungeon, use the table below to determine what information they uncover. Determine which rumours are true based on your dungeon design.

1. Delthur never escaped his folly. Some say, the orcs got him while others say his delving disturbed something that drove him mad!
2. Before his expedition ended in failure, Delthur had mined a great quantity of glimmering silver from his mine. If the orcs didn't find it, it might still be there—waiting for someone to claim it!
3. Delthur dug his mine into the sides of a huge sinkhole; a lake fills the bottom of the sinkhole; something horrible lives in the lake.
4. Delthur's mine lies around a lake; the orcs of the hills hold the lake sacred and hurl sacrifices into its depths. Much treasure might lie under its murky waters.
5. Madness and death have been the fate of any searching for Delthur's Folly. Several expeditions have disappeared without trace.
6. Delthur yet lives! He is mad, and slays any who disturb him in his subterranean home.

NOTABLE LOCATIONS AT A GLANCE

Delthur's Folly comprises three distinct small subterranean complexes along with various "outside" locations. Outside locations are numbered 1 - 5. Each of the small complexes has its own key:

- **The Watchers:** Location in this mini-complex are tagged with the letter A.
- **Mine-Home:** Location in this mini-complex are tagged with the letter B.
- **The Delvings:** Location in this mini-complex are tagged with the letter C.

OUTSIDE

A path spirals down around the edge of the sinkhole to the mine workings far below.

- 1 The Crumbling Stair:** The Crumbling Stair enables relatively easy access to Delthur's Folly.
- 2 Way of the Shadows:** Here, the stairs plunge into deep shadow as they pass under a series of rocky overhangs.
- 3 The Span:** A slender bridge spans the western portion of the Tenebrous Lake. It is entirely without guardrails.
- 4 Workers' Way:** A narrow ledge cut into the sinkhole's flank enables access to the far reaches of Delthur's delvings.
- 5 The Tenebrous Lake:** The Tenebrous Lake fills the lower portion of the sinkhole. The remains of the orcs' sacrifices litter the bottom, and something terrible lives among the bones.

THE WATCHERS

Delthur always set a watch here to keep his workings safe from marauding orcs...and worse.

- A1 Guard Chamber:** This natural cavern served as a guard room in Delthur's day. A secret door enables access to the Mine-Home.
- A2 The Armoury:** This chamber served as a general-purpose storage area. Mining equipment, rotting food stuffs and rusting weapons abound.

MINE-HOME

Here dwelt the miners safe behind a series of pit traps of fiendish ingenuity.

- B1 Trapped Corridor:** Warded by stout double doors, this area was heavily trapped for the miners' protection.
- B2 The Privy:** This stinking chamber served as the miners' privy.
- B3 Kitchen:** Here the miners cooked their food. A secret door provides access to a hidden room wherein they stored their supplies.

DUNGEON DRESSING

Use the entries below, to breathe life and detail into the locales described on these pages. Alternatively, use the information below to describe otherwise empty areas.

1. Cracks radiate from a gouge in the floor or wall that looks like a weapon strike. Nearby, a rusting warhammer, missing half its haft, lies on the floor.
2. A jumble of bones lies about the floor. The bones obviously once "belonged" to a humanoid, but the skull and both legs are missing.
3. Gently undulating spiderwebs festoon the ceiling.
4. A small pile of rubble and grit has been pushed to the side to clear a section of floor for no obvious purpose.
5. The bones of a small creature—probably a rat—lie splayed across the floor. Investigations reveal the rat's back is shattered.
6. The shredded remains of a backpack hang from a rocky protrusion. It holds a single torch and a rotten cloak.
7. A faint breeze, coming from the direction of the nearest entrance, plays over the party.
8. Water oozes through the ceiling and drips onto the floor into a small puddle.

THINGS TO FIND

Use this list, to determine what minor objects or features of interest the party discover if they take the time to search. Modify the value of items below to suit your campaign.

1. Graffiti etched into the wall reads, "Ware the lake and its whispering lord".
2. Scuffs in the dust and grime suggest a small group of man-sized individuals passed this way.
3. Etched into the wall 48 short vertical marks could be a makeshift calendar or nothing more than a miner's bored scratchings.
4. Lost in the dust, a small silver locket (worth 10 gp) hanging from a shred of leather cord holds a faded picture of a handsome woman cradling a baby.
5. The initials G.H are scratched in small letters into the wall. A date—48 years past—is scratched next to them.
6. Graffiti—"Delthur is mad" and "The voices in my head"—is etched into the same wall.
7. A small tower of perfectly balanced stones stands in the corner of the area. The tower seems to have no purpose.
8. A small niche in the floor—hidden under a flat stone—holds 13 gold coins and a single transparent green stone (an onyx worth 50 gp).

B4 Chamber of Slumber: A communal bunk room for the miners.

B5 The Hidden Store: Never discovered by intruders or explorers, this hidden room was both storeroom and hiding place.

THE DELVINGS

The lowest level of Dlethur's Folly comprises mine workings and the mad miner's personal chambers along with his strongroom.

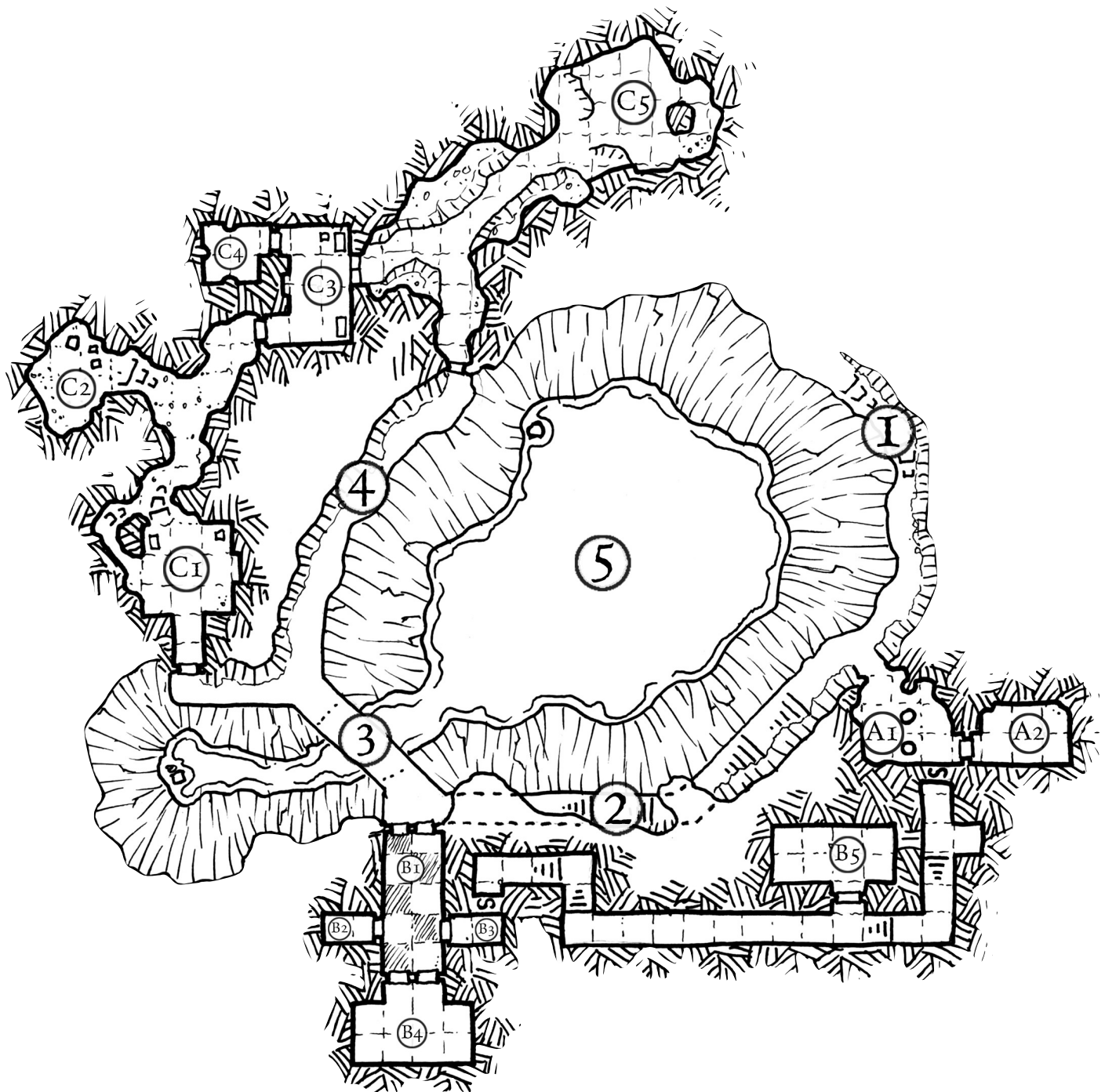
C1 Workroom: The miners stored their tools and other accoutrements necessary for mine work, here.

C2 Abandoned Mine Workings: This small chamber is played out.

C3 Lair of the Mad One: Here dwelt Delthur in the heart of his workings.

C4 The Treasury: Delthur kept his treasures in this strongroom, warded by a cunningly trapped portal.

C5 The Deepest Workings: This is the deepest section of Delthur's Folly.



OUTSIDE

Five areas comprise the outside portion of Delthur's Folly. These areas share some generic features:

Narrow Pathway: A five-foot wide pathway spirals around and down the sinkhole's flanks. One side of the path comprises the sinkhole's stony flank; the other is nothing more than a steep slope running down to the Tenebrous Lake's dark waters.

Crumbling, Worn Steps: Eroded by the weather and tramp of many heavily laden miners, and the occasional explorer or raider, these steps are dangerous to traverse at speed.

Sinkhole's Flanks: The sinkhole's steep slopes are climbable with care. The sinkhole is roughly 100-foot deep. Individual entries below note how far a character falling from that location would tumble before landing in the Tenebrous Lake. Also refer to the "Falling into the Lake" sinkhole for details of how to handle falling characters.

1: THE CRUMBLING STAIR

Eroded by rain, and the tramp of many feet, the Crumbling Stair is still the safest way to access Delthur's Folly.

A narrow flight of crumbling, worn stairs spirals down the side of this large and gloomy steep-sided sinkhole. In the gloom, perhaps 100 feet below, lie the dark, still waters of a lake of fell aspect.

The Crumbling Stair: The stairs are part worked and part natural.

The Lake Below: At the mouth of the stairs, the waters of the Tenebrous Lake are about 100 feet below.

2: WAY OF THE SHADOWS

Two flights of carven steps pass under a series of overhangs protruding from the sinkhole's wall.

Another set of stairs, cut into the side of the sinkhole, lead under two rocky overhangs. Deep shadows cluster under these outthrust slabs of rock. Beyond the overhang lies a span of stone bridging a small channel flowing away from the lake to the south west.

The Overhangs: Chisel marks and suchlike mar the underside of the overhangs. Each stands about seven feet above the ledge passing beneath.

The Lake Below: The waters of the Tenebrous Lake are roughly 70 feet below the Way of the Shadows.

3: THE SPAN

Here a slender bridge of carven stone crosses the western part of the Tenebrous Lake (location 5). This was a defensive point designed by Delthur to protect his workings.

This slender span of carven stone arches over the waters of a channel feeding into the main lake. The span is entirely without railings of any sort.

The Lake Below: The waters of the Tenebrous Lake are roughly 70 feet below the Span.

The Span: The span is about five-foot wide, but essentially flat. It is of natural, but skilfully worked, stone. A perceptive PC spots the marks of tools upon its surface.

4: WORKERS' WAY

This narrow ledge links the various entrances of the lowest level.

Running along the north-western side of the sinkhole this narrow ledge ends in two doors—one to the north and one to the west. Both doors appear firmly shut.

The Lake Below: The waters of the Tenebrous Lake are roughly 70 feet below the Workers' Way.

Mine Doors: These stout oak doors are shut and have resisted the elements well. Deep scratches and dents mar the outer surfaces of both doors. The doors open into the workings beyond.

5: THE TENEBROUS LAKE

Comprising the entirety of the bottom of the sinkhole, the Tenebrous Lake is deep and cold. The sun's rays only caress these cold, dark waters during the hour either side of midday. Similarly, dusk falls several hours earlier and dawn breaks several hours later than normal over the lake's black waters.

Far below, in the gloom, lie still, black waters of unknown depth. To the south west, a narrow, steep-sided channel passes under a slender bridge of carved stone.

The Tenebrous Lake: The Waters of the Tenebrous Lake are calm, but chill. Fed by some underground source of unknown location, they rarely feel the sun's warming rays. The lake is 40-foot deep. Swimmers discover visibility is essentially zero at depths below 10 feet.

Occasionally something disturbs the lake's normally calm waters. Perceptive PCs spot odd ripples on the lake's surface suggestive of something large moving beneath.

FALLING INTO THE LAKE

As a result of inattention or enemy action, a PC might fall into the Tenebrous Lake. Such a fall may prove fatal, but lucky explorers can arrest their fall before they hit the water by grabbing onto a rocky protuberance, landing on a narrow ledge and so on.

Falling Characters: A falling character making a saving throw vs. breath weapons manages to catch itself after falling 1d6x10 feet. Alternatively, could manage to land on a narrow ledge.

Climbing Up or Down: Characters scaling the sinkhole's sides can move up to one-quarter their speed on the steeply-sloped flanks.

THE WATCHERS

Delthur always set a watch here to keep his workings safe from marauding orcs...and worse. The locations here share several features:

Ceiling: The ceiling is about ten-foot high.

Walls & Floor: The walls and floors are of worked, smoothed stone, unless otherwise indicated by the map.

A1: GUARD CHAMBER

This natural cavern served as a guard room in Delthur's day. A secret door enables access to the Mine-Home.

Two roughly hewn circular pillars hold aloft the roof of this low, irregularly-shaped chamber. Beyond the pillars, a stout wooden door pierces the end wall.

PCs searching the room may find some items or features of interest:

- Dents and scratches mar the pillars; they could be marks left by weapon strikes.
- A broken, rusty padlock lies in the dust near the far door.
- A secret door pierces the south wall. It is opened by pushing in a small rocky protrusion at the base of the wall. The door opens into the corridor beyond and can be barred with a heavy stone bar which lies in the corridor.

A2: THE ARMOURY

This chamber served as a general-purpose storage area. Mining equipment, sacks of ore and rusting weapons lie within.

Stout Wooden Door: Of stout oaken boards this door has a large ring handle.

A dusty weapon racks lines this small chamber's end wall. Dusty sacks seemingly full of rock and the like are stacked along the chamber's other walls.

PCs searching the room may find some items or features of interest:

- A dusty leather pouch is wedged between the weapon rack and the wall, low down by the floor. It holds 12 gp and a scrap of dirty parchment. Most of the writing (which is in Dwarven) upon it is illegible. Two words: "Delthur" and "mad" stand out amid the grime.
- Graffiti, in Dwarven, carved into the back of the door reads, "Why must the black waters whisper so?"

Sacks: Here the miners stored some of the minerals they hacked from the workings below. The sacks count as difficult terrain.

Weapon Rack: One broken and two rusty spears stand in the rack. A dusty leather jerkin and a small steel shield hang from the end of the rack.

GM NOTES

Consider the miners' ultimate fate. Were they slain by orcs or driven mad by what lurks in the Tenebrous Lake? Has their fate left its mark on the mine? Do their skeletons lie about the workings or—mysteriously—is there no sign of their doom?

MINE HOME

GM NOTES

What lies in the pits? They could be empty or they could hold the remains of intruders who died fighting the miners. Alternatively, one of the pits could link to deeper tunnels through a narrow crawlway.

Here dwelt the miners safe behind a set of pit traps of fiendish ingenuity. The locations in Mine Home share several features:

Ceiling: The ceiling is about ten-foot high.

Walls & Floor: The walls and floors are of worked stone.

B1: TRAPPED CORRIDOR

Stout double doors ward this extensively trapped corridor. The pit traps herein remains active, and yet lurk to catch the wary.

Double Doors: Stout iron banded oak double doors protect Mine Home. About three-foot above the floor four shuttered peep holes—big enough for a spear to be thrust through—pierce the doors. The doors open inwards.

Beyond the double doors lies a wide hall roughly 25-foot long. Another set of double doors pierce the end wall while smaller doors pierce the other two walls. The door to the east is slightly ajar while the other is shut.

Door Bar and Hidden Switch: A long wooden bar stands against the wall behind the east door.

PCs searching the corridor discover a small switch low down on the floor in the north-eastern corner. Pushing this switch activates, or deactivates the pit traps in the corridor. The trap is currently armed.

B2: THE PRIVY

This stinking chamber served as the miners' privy.

Stuck Wooden Door: Warped and swollen into its frame, this wood door is difficult to open.

A horrible stench lingers in this small chamber. Several cast iron chamberpots stand under a crude wooden bench set against the far wall.

There is nothing here of interest to the PCs, except graffiti. However, if the PCs search the area consider rolling on the Dungeon Dressing or Things to Find tables presented under "Notable Location at a Glance".

Graffiti: Several miners carved their names—Aaro, Riku, Teijo and Veli among others—or initials and short messages into the wooden bench and nearby wall. PCs adjacent to the bench can read the graffiti.

B3: KITCHEN

Here the miners cooked their food. A secret door provides access to a hidden room wherein they stored their supplies.

Wooden Door: Standing slightly ajar, this door is easy to open.

Blackened with soot and riven with a large natural chimney this chamber's ceiling betrays the room's once-purpose—that of a kitchen. A scattering of broken cooking equipment—skillets, a cauldron and so on—lie about the floor.

PCs making a careful search of the room may find a carefully concealed secret door:

- A secret door pierces the north wall. It is opened by pushing a small rocky protrusion at the wall's base. The door opens into the corridor beyond and can be barred with a heavy stone bar which lies in the corridor.

B4: CHAMBER OF SLUMBER

A communal bunk room for the miners.

Double Doors: Stout double doors of oak banded with iron protect the miners' dormitory. About three-foot above the floor four shuttered peep holes—big enough for a spear to be thrust through—pierce the doors. The doors open inwards.

Five sets of bunkbeds stand about the walls of this dusty chamber. Two small chests nestle under the bottom bunk of each set.

Lever: A lever juts from the wall behind the western door. Like the switch in B1, the lever controls the pits in the trapped corridor. When the traps are activated, the lever is in the up position.

Bunks: Mouldering sheets and blankets cover the bunkbeds. The chests under the bottom bunks contain personal items—rotting clothes, spare pairs of boots and other knick knacks. PCs searching the chests may find some items of interest, though. A PC carefully searching a chest finds something of interest:

1. A fine, stout leather belt worth 2 gp.
2. A silver tinderbox decorated with etchings of a fire breathing dragon worth 5 gp.
3. A small golden ring with the name Helmi Markku inscribed inside the band. The ring is hidden in a sock and worth 5 gp.
4. Nineteen silver coins wrapped up in a long twist of paper. The paper bears a crude, but accurate, map of the surrounds.
5. A lump of stone shot through with veins of silver and gold. The stone weighs 15 lbs., but the ore inside is only worth 3 gp.
6. An empty magically hardened crystal potion vial worth 10 gp.

Each item can be found only once.

B5: THE HIDDEN STORE

Never discovered by intruders or explorers alike, this hidden room was both storeroom and hiding place. Thick dust covers the floor of the passageway behind the secret door.

Wooden Door: Unlocked, but shut, this wooden door wards the miners' storeroom.

Boxes, barrels and chests fill this small chamber. A small area in front of the door is the only clear bit of floor in the whole room.

Boxes & Barrels: The boxes hold rotting provisions and the barrels are empty—whatever was inside now long gone.

Chests: One small chest holds a large bag of salt (worth 5 gp) while the others hold cooking equipment and suchlike.

GM NOTES

Remember, if you place monsters in location B4, the creatures probably know of the pit trap in B1. They'll likely use it to defend their lair.

GM NOTES

If the Delvings are occupied, remember the inhabitants likely have to pass Mine Home and the Watchers (and their inhabitants) to access their home.

If you decide the mine is linked to deeper caverns this is one of the places it makes sense to have such a connection.

The lowest level of Delthur's Folly comprises mine workings and the mad dwarf's personal chambers. The areas in the Delvings share several features:

Ceiling: The ceiling varies in height between six and 16-foot high. In places it is worked, while in others stalactites hang from the ceiling.

Walls: As indicated on the map, the stonework here is rougher. Only areas C1, C3 and C4 have worked stone walls. The others are rough and unworked—the result of hasty mining.

Floor: In most places, the floor is generally flat—the miners having cleared away most obvious impediments to their work.

C1: WORKROOM

The miners stored their tools and other gear necessary for mine work, here.

Picks and shovels as well as empty boxes, barrels and sacks stand against the walls of this rough hewn chamber. Dust and grit cover the floor. A large wooden bin—filled with torches—fills an alcove in the east wall.

Rough Hewn Steps: Steps roughly cut into the floor link this chamber to the mine workings below.

Storage Bin: This bin holds well over 100 dusty torches.

Mining Equipment: Most of the picks, shovels and crowbars are rusting and break if subjected to sustained use.

C2: ABANDONED MINE WORKINGS

This small chamber is all but played out.

Rough hewn steps lead up to this small chamber. Marks on the walls, floor and ceiling show the miners' work. Here and there, glimmers of gold and silver emerge from the rock. Three barrels stand about the room.

There is nothing here of obvious interest to the PCs. However, if the PCs search the area consider rolling on the Dungeon Dressing or Things to Find tables presented under "Notable Location at a Glance".

Rough Hewn Steps: Steps roughly cut into the floor link this chamber to the rest of the workings.

Barrels: The miners used stout barrels to carry away their rubble before casting it into the lake below. Several barrels, two half-full with rubble, remain in this chamber.

Tools: A handful of rusting picks and shovels lie discarded about the chamber.

Ore: A smattering of gold and silver remain to be mined from this chamber.

C3: LAIR OF THE MAD ONE

Here dwelt Delthur in the heart of his workings.

Outfitted with a stout desk and wide bed, this living chamber was obviously once home to someone important. An iron door fills a niche in the northwestern corner.

Desk: Several stout ledgers lie on the desk. Here Delthur kept extensive records regarding the mine's output, wages paid to individual miners, made diary entries and so on. PCs perusing the books notice a general decline in penmanship and vocabulary in later entries. This is an excellent place to plant clues as to Delthur's fate and so on.

Bed: Now mouldering, Delthur's bed was once a comfy affair. A PC searching the bed discovers a plain, wickedly sharp dagger under one pillow.

C4: THE TREASURY

Delthur kept his treasures in this strongroom, warded by a cunningly trapped portal. When madness finally consumed Delthur, he locked himself into his strongroom so that none might steal his treasures.

Iron Door: This plain iron door is locked and its hinges are nested into the walls to prevent easy tampering. The door opens into the strongroom.

A small chamber lies beyond the locked iron door. Stacked chests and sacks stand haphazardly around the room. A skeleton leans against one particularly large chest, a pickaxe across its legs.

Pay Chest: Herein Delthur kept his miner's pay.

Skeleton: This is Delthur—finally consumed by madness he starved to death among his treasures.

Chests and Sacks: The chests and sacks here hold the mined ore Delthur coveted so much. All are heavy; to take more than a sack or two from the mine will be a major undertaking for the PCs (probably involving several wagons or a magical method of carrying a great weight of ore and rock).

C5: THE DEEPEST WORKINGS

This long, slender cavern is the deepest section of Delthur's Folly.

Doors: Double doors ward Delthur's personal chambers while a tightly fitting door leads to the outside.

Deep pits flank the slender walkway snaking through this section of the mine.

Pits: Each about ten-foot deep, these pits have clearly been excavated by the miners. The glimmer of gold and silver is obvious in their sides and floor.

Raised Section: A stone slope leads upwards to the east. Here the ceiling is barely six-foot high.

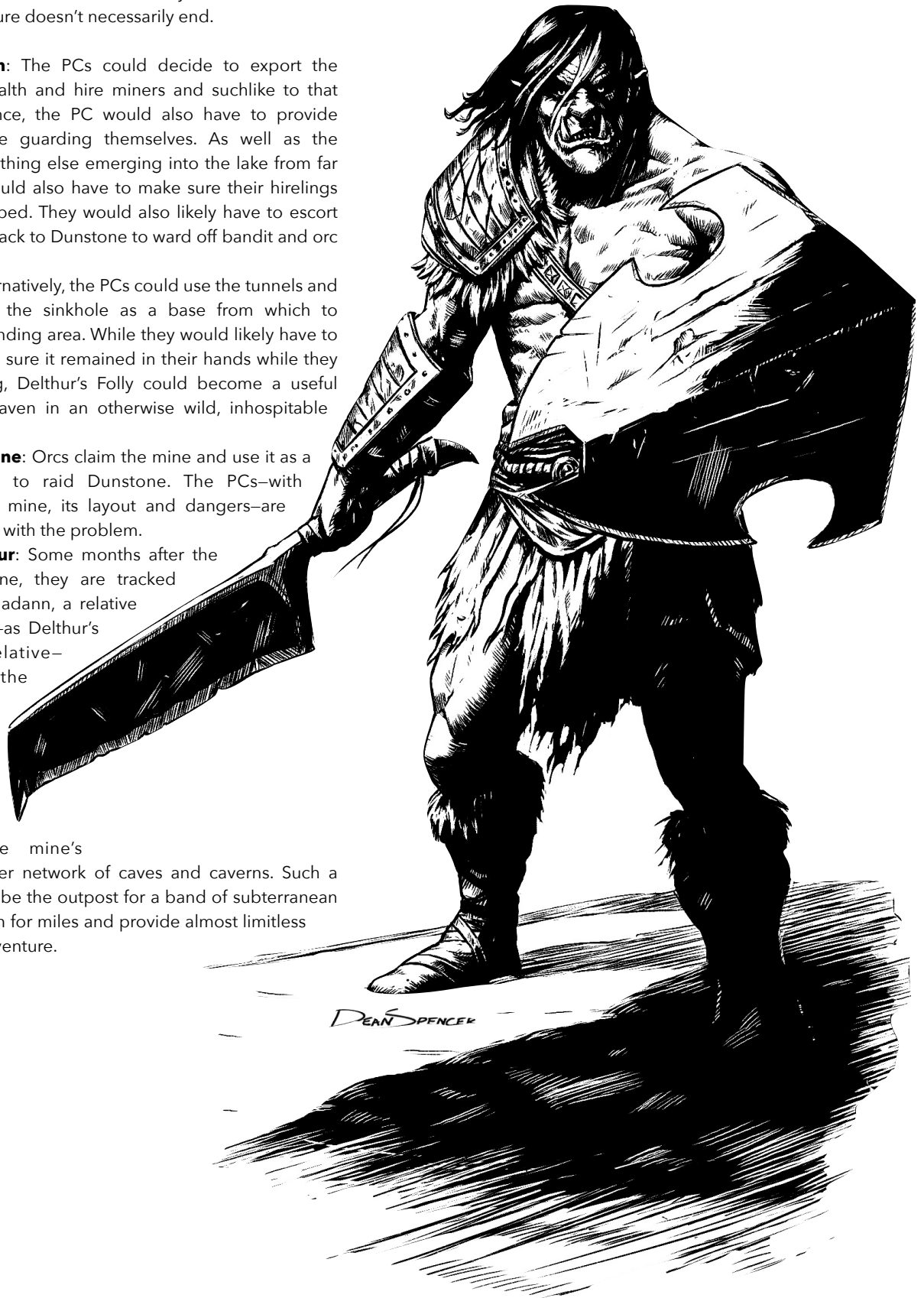
GM NOTES

Delthur could be nothing more than a skeleton, or he could be an intelligent undead of sorts. He is also a handy means of giving the PCs a glimpse at the mine's backstory—particularly if his ghost must be laid to rest in some specific fashion.

CONCLUSION

Once the PCs have cleared Delthur's Folly of its monstrous inhabitants, the adventure doesn't necessarily end.

- **Mining Operation:** The PCs could decide to export the mine's mineral wealth and hire miners and suchlike to that end. In this instance, the PC would also have to provide guards, or do the guarding themselves. As well as the possibility of something else emerging into the lake from far below, the PCs would also have to make sure their hirelings are fed and equipped. They would also likely have to escort shipments of ore back to Dunstone to ward off bandit and orc attacks.
- **A Secret Lair:** Alternatively, the PCs could use the tunnels and chambers around the sinkhole as a base from which to explore the surrounding area. While they would likely have to garrison it to make sure it remained in their hands while they were off exploring, Delthur's Folly could become a useful resource—a safe haven in an otherwise wild, inhospitable place.
- **Orcs Claim the Mine:** Orcs claim the mine and use it as a base from which to raid Dunstone. The PCs—with experience of the mine, its layout and dangers—are summoned to deal with the problem.
- **Relative of Delthur:** Some months after the PCs clear the mine, they are tracked down by Falgar Madann, a relative of Delthur. Falgar—as Delthur's closest living relative—wants to claim the mine as his own and asks for the PCs' help.
- **Deeper Tunnels:** If the GM desires, it is easy to include a link in the mine's bowels to a deeper network of caves and caverns. Such a cave system could be the outpost for a band of subterranean miners or could run for miles and provide almost limitless possibilities for adventure.



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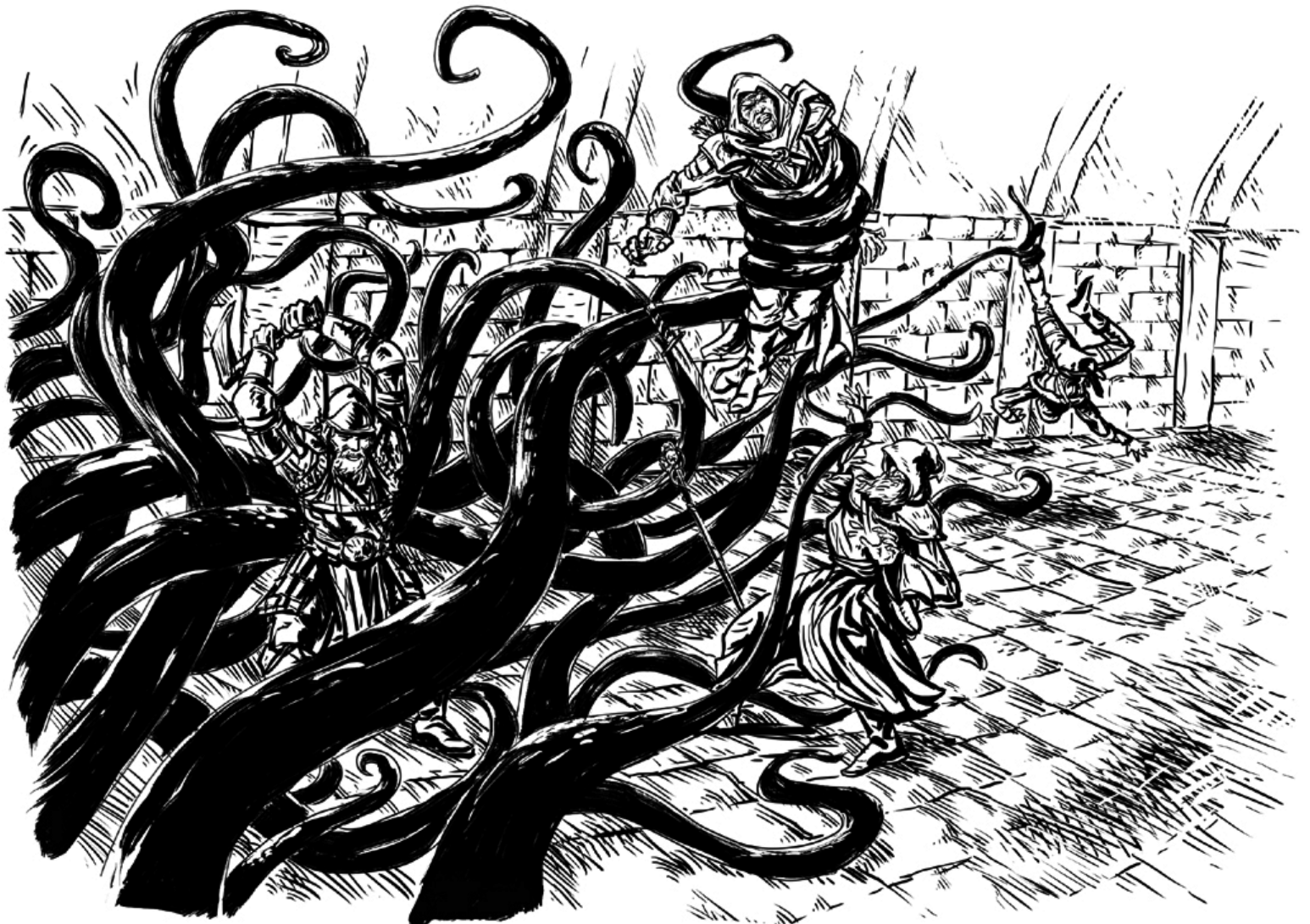
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