

THE MINES OF DHAL DURAL



HOME BREW

Discover what lurks beneath the ruined village of Morin's Crossing

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MAP 1.1 THE MINES OF DHAL DURAL

1 square = 5 foot

CREDITS

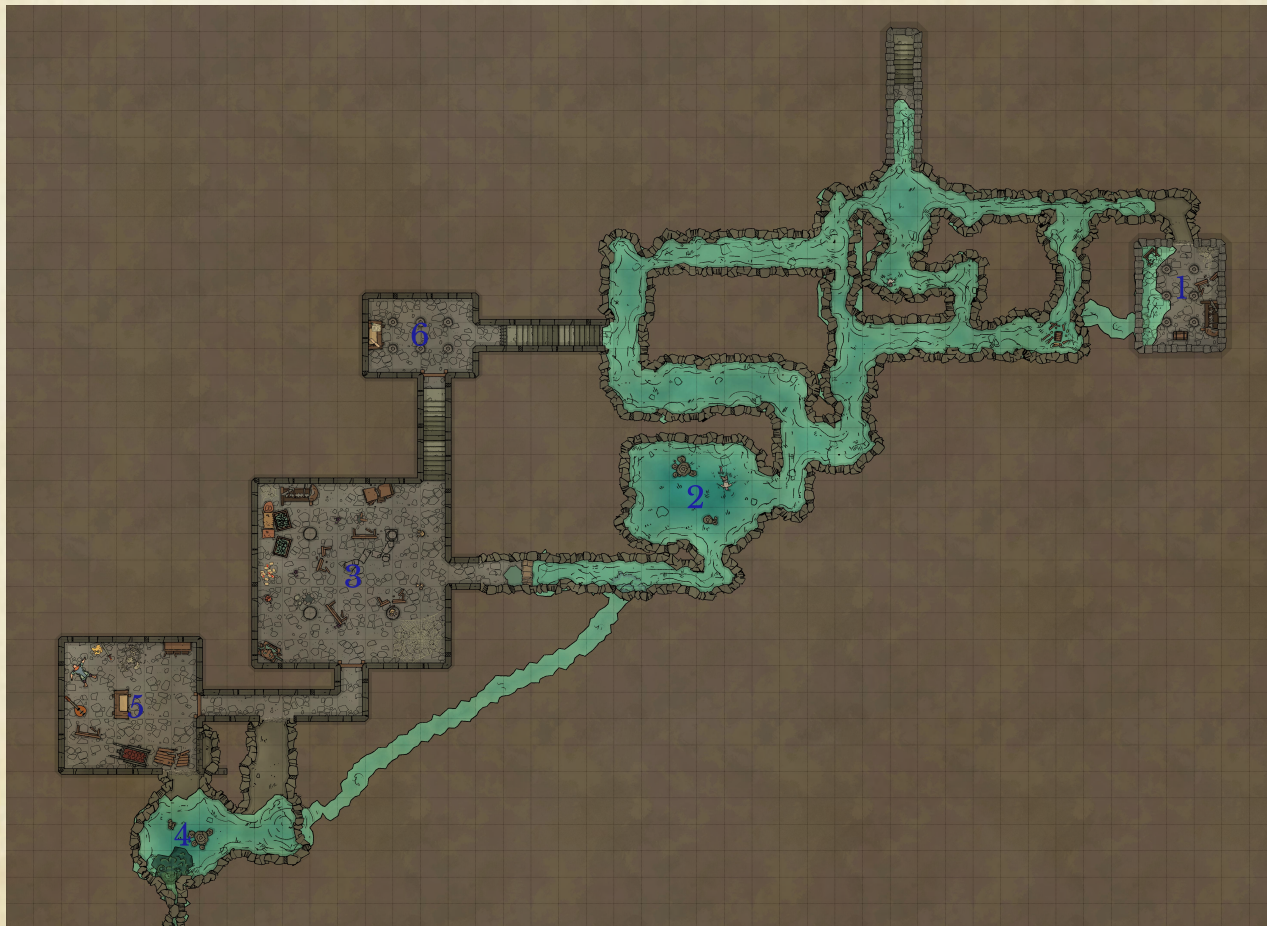
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ADVENTURE PRIMER

The Mines of Dhal Dural is a 5th Edition adventure for **4-6 characters of 3rd-level** and is **optimized for a party of four characters**. This adventure sees the party investigating what happened to the village of Morin's Crossing and then heading into the mines below it. Although this adventure is part of the larger *A Plague of Madness* adventure series, you are free to place it into adventure set within a mine.

BACKSTORY

The bustling city of Wheldrake sits a few miles inland from the northern coast of the island of Osonora. A century ago, Vanaxx the Twilight Savant, attempted to destroy the city of Wheldrake in the name of Vauna (goddess of darkness). In anger, the people abandoned the gods and sealed the temples. Since then the city has been relatively peaceful.

Now, the city is fraught with monster attacks and the city guard is stretched to breaking point. So it is that the Lord Commander Embuirhan has called for the aid of adventurers to find the source of the troubles.

The Church of Vauna has torn a portal into the realm of demons and a magical plague spills along the waters of the Morinhead River. These waters pass through the village of Morin's Crossing and the coalmine that employs most of the villagers. The infected waters recently began infecting the wildlife and people, creating all sorts of twisted creatures that have spilled out and destroyed the village.

As such the recent absence of a delivery of coal has been noted and Lord Embuirhan needs to send someone to investigate.

ADVENTURE SUMMARY

One of Lord Embuirhan's factors approaches the characters and offers them 250 gp to investigate Morin's Crossing. When they arrive the characters find the village destroyed and a few monsters inhabiting the ruins. Tracing the destruction back to the mine, the characters must navigate the mine to find and disrupt the source of the infection.

ADVENTURE HOOK

The characters have been invited to the Drunken Goat Inn to speak with Jarik Dotsk (LG half-elf **scout**), Lord Embuirhan's huntsman and 'fixer'. Read or paraphrase the following:

Jarik Dotsk is sitting alone at a booth in the corner. The man is of elven descent, the point of his ears denotes his lineage. While slight in stature, the man's forearms show the knotted, wiry strength of someone capable in combat.

"Hail adventurers, I have heard good things of your deeds and have called you here seeking your services." He leans back and takes a swig of his ale. "The village of Morin's Crossing, a half-day's walk from here, has gone quiet and recent shipments from the coalmine there have not arrived. My Lord Embuirhan offers you two hundred and fifty gold to investigate and, if possible, ensure the delivery gets through. What do you say?"

As they are being sent to investigate Jarik has little information to give them but will answer their questions if he can. Once the characters are ready, they set off for the village.

MORIN'S CROSSING

Morin's Crossing is named for the bridge that spans the Morinhead River. Apart from the ford at Charmed Run, the bridge is the only crossing. The bridge was destroyed by agents of the Church of Vauna, but that is a matter for *The Battle of Charmed Crossing* another adventure in *The Plague of Madness* adventure series.

The characters do not need to cross the river for this adventure but it's worth noting this to them as it will display how dangerous the situation is. When they first arrive in town, read or paraphrase the following:

AN AWFUL SIGHT

Looking down at the village of Morin's Crossing it's clear the place has suffered an attack. Bodies lay scattered on the road.

If what you were told is accurate, these bodies have been here for days. Worse still, the Autumn rains seem to have swelled the river and it has burst its banks and flooded parts of the village. Many of the bodies are swollen and bloated.

Most of the buildings are burned to the ground. Only one remaining intact.

Beyond the village lies the only crossing over the Morinhead River, or at least what's left of it. Once a large wooden structure spanning the massive river, all that remains is the stone pilings.

RUINED BUILDINGS AND CORPSES

As noted above, much of the village is destroyed, the buildings little more than burned out husks, each of them filled with the bodies of the villagers. If the party seek to investigate or to dispose of the bodies they may learn some important information.

HAZARD: GREEN SLIME.

If the characters investigate or disturb a body roll 1d4. On a roll of a 1 the rotting body splits and a thick, viscous ooze splashes onto the character. Use **green slime** for this residue. The slime occupies a roughly five-foot square of space. Any creature that comes into contact with it takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a patch of slime.

A successful DC 14 Intelligence (Nature or Arcana) check will reveal that the ooze is not naturally occurring and that it must have come from whatever attacked the village.



MINER'S GUILD HEADQUARTERS

The only building still standing is the local headquarters of the mining guild. The mine was the centre of the village's economy and most of the villagers worked for the Guild as either miners or teamsters. It was also where the town's wealth was kept and where the coal was stored until it was shipped.

The main building is a large taproom that acted as a tavern for the village. Wrapping around behind this is a compound, surrounded by a ten-foot wooden wall. The yard holds roofed storage for coal piles and stabling for four horses. Two of these horses were slaughtered by the twisted monsters and only a pool of blood remains, while two were taken by Inbras Jost. Two wagons of coal sit ready to leave.

From the taproom are two more rooms, the mine manager's office to the north and a kitchen to the south. The kitchen's rear door leads out into the yard. The taproom itself is now a charnel house of corpses and the remains of the miners.

ENCOUNTER: ENLARGED WOODLOUSE

The chaotic magic of the infected water had different effects on each creature it touched. Two common-garden woodlouse were turned into ginormous monsters with a taste for flesh (use the **ankek** stat block). Two such creatures are still in the taproom, attacking a young dwarven teenager, Inbras Jost. Inbras screams for the help as soon as the characters are within range.

INBRAS JOST

Use the **commoner** stat block for Inbras with the following changes:

- He has +2 Strength and +2 Constitution.
- He has 5 hit points.
- His speed is reduced to 25 ft.
- He had dwarven resilience, stonecunning and darkvision 60 ft.
- Inbras has proficiency with Land Vehicles.
- He speaks Common and Dwarvish.

TREASURE

The mining guild's wealth is kept in two dwarven-made lockboxes in the mine manager's office. Unlocking each chest requires a successful DC 15 Dexterity check with thief's tools. The chests contain 1300 cp, 50 sp.

WHAT INBRAS KNOWS

If Inbras survives the encounter, he'll thank the characters and answer any questions he can. Then he'll ask if they will help him get to safety in Wheldrake.

- The attack happened a week before.
- Before anyone realised they were under attack the battle was almost over, with most of the villagers already dead.
- When the villagers attempted to escape over the bridge, they found it ablaze.
- Inbras saw a cloaked figure on the other side.
- The monsters came from the mines and some of them resembled the miners.
- There are two horses in a nearby glade.
- Inbras was apprenticed to a teamster and will offer to drive a wagon to Wheldrake if the party agrees to escort him.

THE MINES OF DHAL DURAL

GENERAL FEATURES

Until very recently the mine has been a well-managed and efficient coal mine. Tunnels were hewn into the rock and spanned for a few miles. The chaotic magic of the infection has swelled the waters of the river and burst its banks. These same waters have collapsed and flooded parts of the mine, trapping and killing some of the miners. The infected waters have turned the surviving miners, harmless creatures and in some cases objects into dangerous and crazed monsters. The descriptions relate to map 1.1.

Ceilings. Tunnelled by dwarves, ceilings are 5 feet-high unless otherwise noted. Rooms are 10-feet high.

Doors. Interior doors are made of wood reinforced with iron bands. They all have rusted metal locks. It takes a successful DC 15 Dexterity check with proficiency in thief's tools. It takes a successful DC 15 Strength (Athletics) check to break down a door.

Floors. The tunnels are hewn from limestone, but in rooms cracks and uneven flagstones conceal a dirt floor underneath.

Light. The complex is dark unless stated otherwise. Any read aloud text assumes that the characters have their own sources of light or darkvision.

Water. The tunnels of the mine and passageways of the mines are filled with 3-feet of water. Stealth checks are made with disadvantage while in the water. Rooms are free of water unless otherwise noted.

Walls. Walls are carved from the limestone.

1 - BLACKSMITH'S

This small room once housed the mine's blacksmith. Here tools and equipment were stored and repaired. The racks hold a number of picks and mining equipment. Water pools on the western side of the room. There is also a sturdy-looking chest.

ENCOUNTER: MIMIC.

The chest was once just a normal chest but the infected water has warped it into a **mimic**. Because of its *false appearance* trait it gains a surprise round on the characters.

TREASURE

Once dead, the mimic turns back into an open chest. Within the chest is a magic item (roll once on Magic Item Table F to determine this item).

2 - NATURAL CAVE

This area was once the limit of the natural caves that later became the mines. The miners used this area as storage for the coal. The area is submerged under 4-feet of water.

ENCOUNTER: BLACK PUDDING

Some of the coal has transformed into a **black pudding**. This creature is extremely dangerous and will attack from beneath the water try to surprise creatures.

3 - MINER'S HALL

The miner's used this area as a space to relax during their breaks and was where they ate their midday meal. It used to be filled with tables and benches but these have been destroyed. This is also where the twisted miners returned to after attacking the village.

ENCOUNTER: CRAZED MINER'S.

The miners that survived the cave ins were driven mad by the infection and driven mad with waking nightmares of the demonic realm. Eight of these crazed miners are here. Use the **orc** stat block for six of the twisted miners but instead of greataxes they carry pickaxes that deal piercing damage. Two of the miners were engorged by the infection, use the **duergar** stat block (already *enlarged*) for these two.

TREASURE

Between them, the miners still have 50 sp on them.



4 - COLLAPSED TUNNEL

Most of this room is covered in water. Read or paraphrase the following:

SOURCE OF THE OOZE

This natural cavern must once have led deeper into the mine but the tunnel onwards is completely collapsed and fetid, stinking water flows out into the room submerging it in three feet of water. Atop the water a disgusting green sludge bubbles between the rocks.

HAZARD: GREEN SLIME

More of the same slime noted above is here. This is the main source of the infection within the mine. Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys the patch of slime stop it infecting the water of the Morinhead River.

5 - FOREMAN'S OFFICE

This office used to belong to the mine's foreman, Nebud Icebuster. Once an adventurer himself, the aging dwarf kept a befriended pseudo-dragon as a pet. The room is now a total mess and is the lair of a powerful monster.

ENCOUNTER: ICEBUSTER'S DRAGON

The chaotic magic, enlarged Nebud and drove him mad with rage, use the **duergar** stat block (already *enlarged*) for him.

The magic also engorged the pseudo-dragon, increasing its size and power and twisting its mind. It will fight to the death to protect its lair. Use the **red dragon wyrmling** stat block for this creature.

TREASURE

Nebud Icebuster's *+1 longsword*, Icebreaker is now part of the dragon's hoard, along with 500 sp, 50 gp, two silver statues worth 25 gp each and one more magic item (roll once on Magic Item Table F to determine this item).

6 - CRAFTSMAN'S HALL

This small room was once the office of the mine's draftsman and artificer, Hilda Hardtank. A paranoid individual, she paid a mage to install a trap to avoid anyone stealing her plans for a new mining machine, which she keeps in a chest beneath her desk.

TRAPPED CHEST

As soon as a character touches the chest, *magic missiles* will launch from the columns. Every creature in area 6 is hit with a missile dealing 1d4+1 force damage.

TREASURE

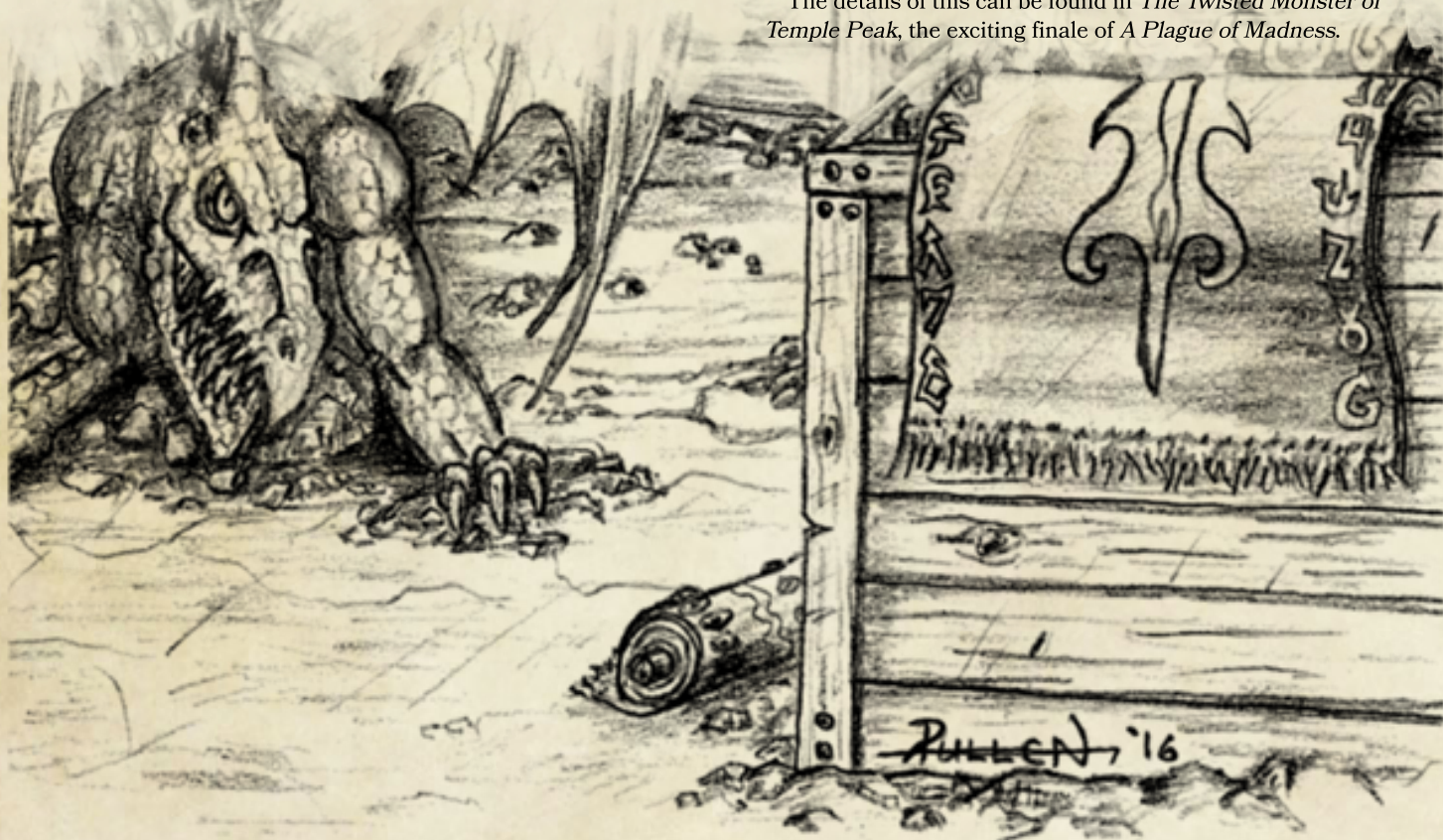
Hilda's plans will fetch 50 gp to the right buyer in Wheldrake.

ADVENTURE CONCLUSION

With heart, soul and steel the adventurers will have discovered the source of the infection and destroyed it. If the party escort Inbras and the coal back to Wheldrake or if they bring it back themselves, Embuirhan will pay them the gold requested. If they do not bring back the gold he will only pay them half. He will also explain that the source of the Morinshead River is at Temple Peak, a tall, lonely mountain that casts a long shadow over Wheldrake.

Despite their success the infection still threatens the city of Wheldrake and the Church of Vauna continues to make trouble for Osonora island.

The details of this can be found in *The Twisted Monster of Temple Peak*, the exciting finale of *A Plague of Madness*.



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