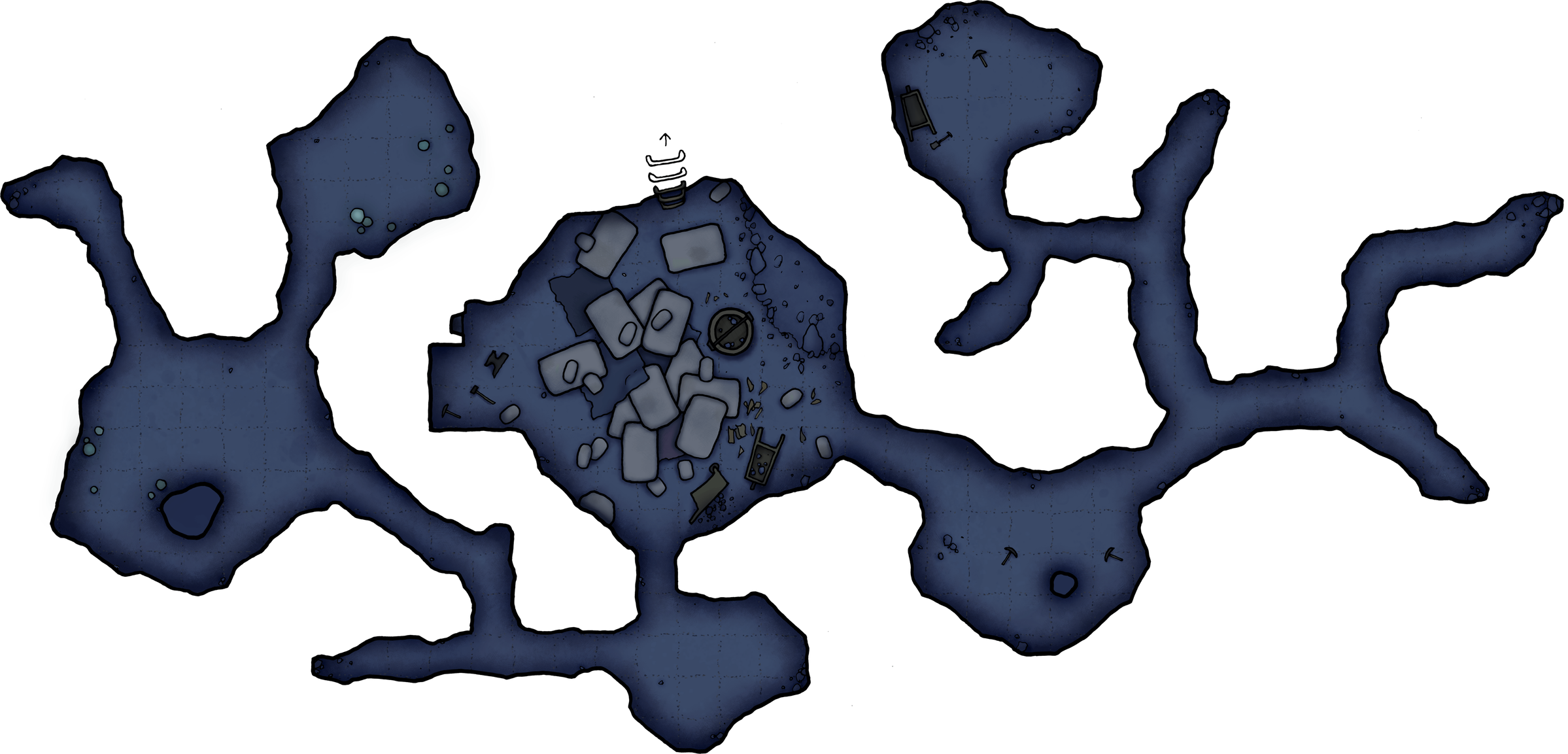
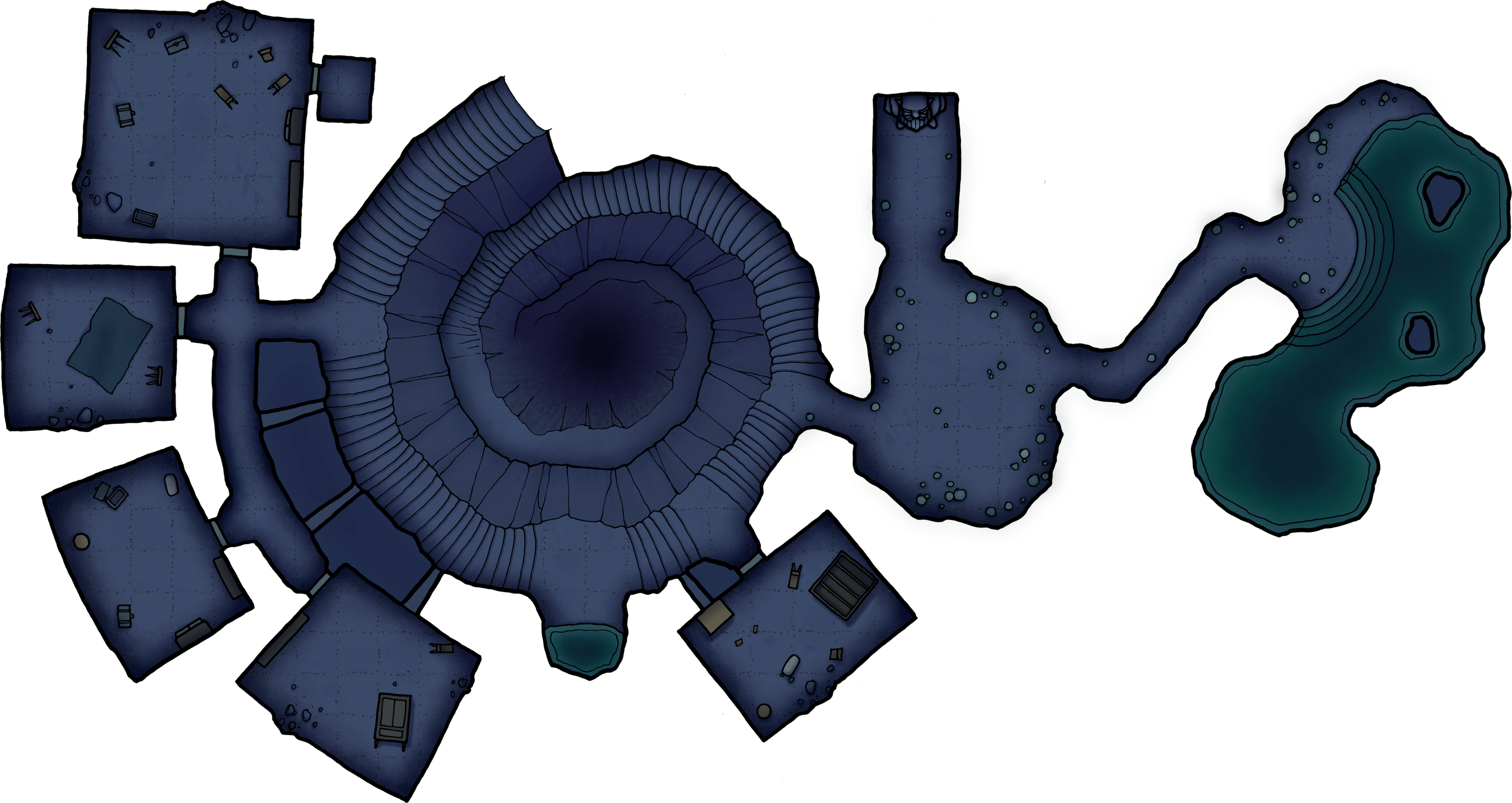
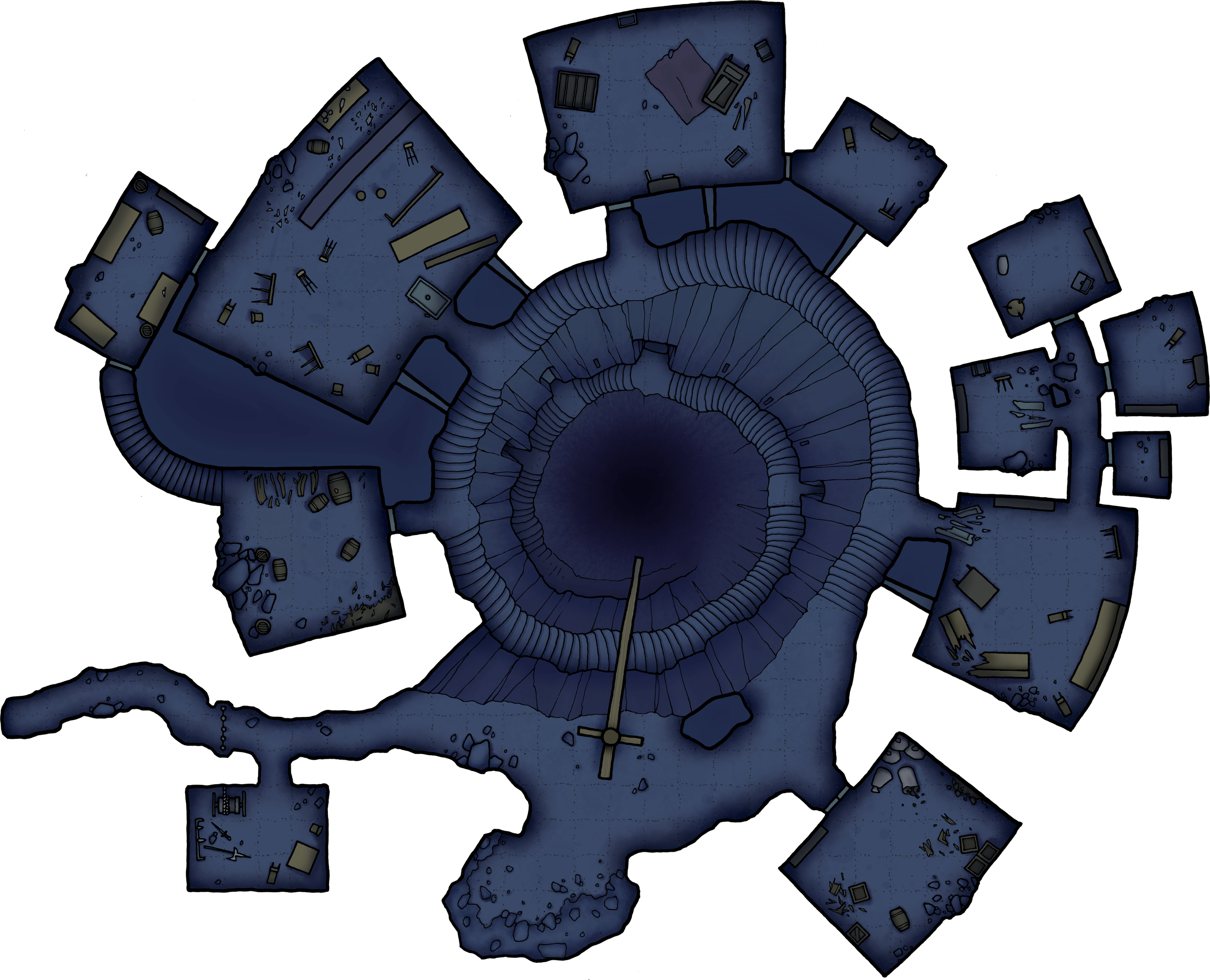
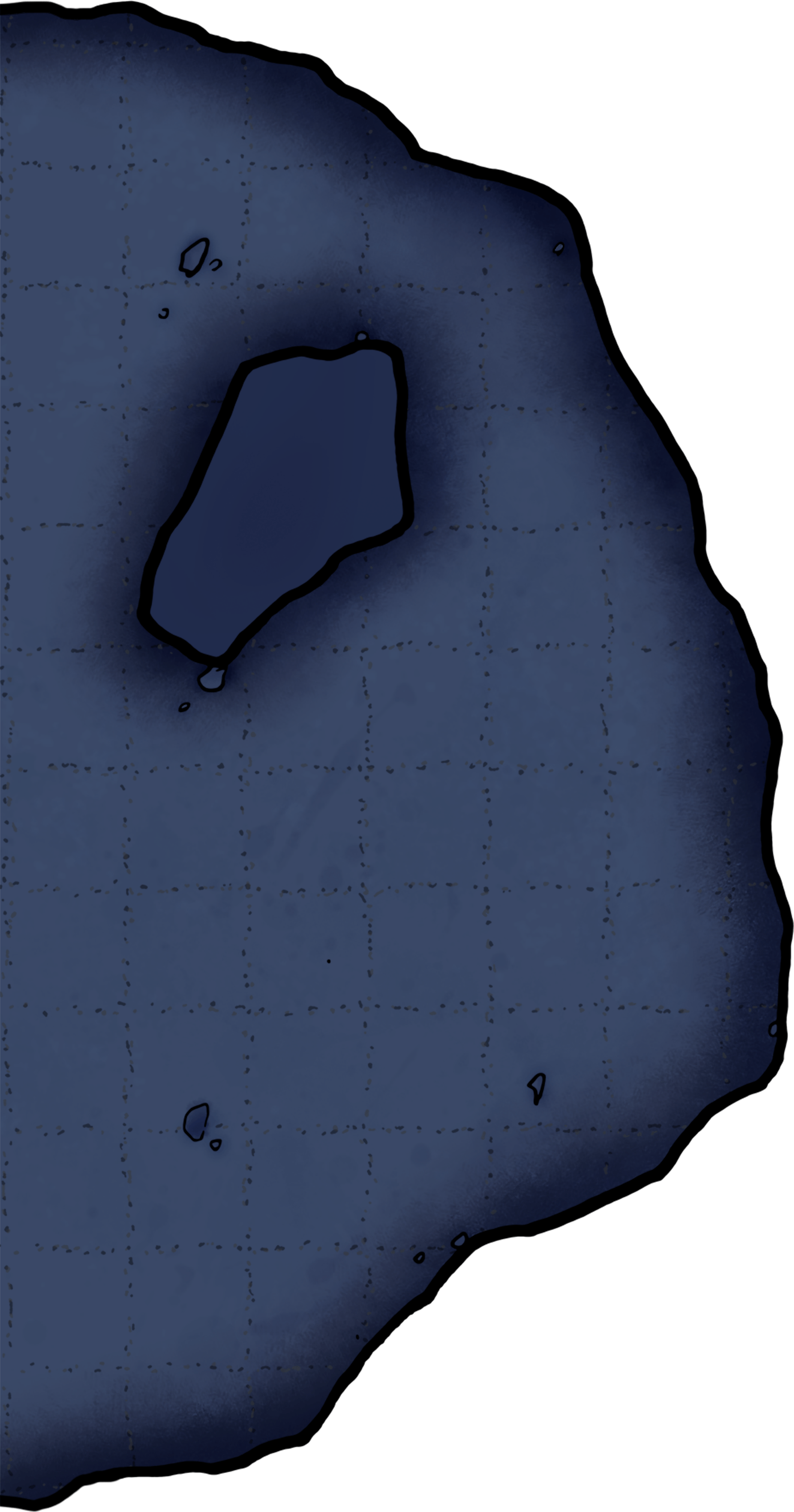
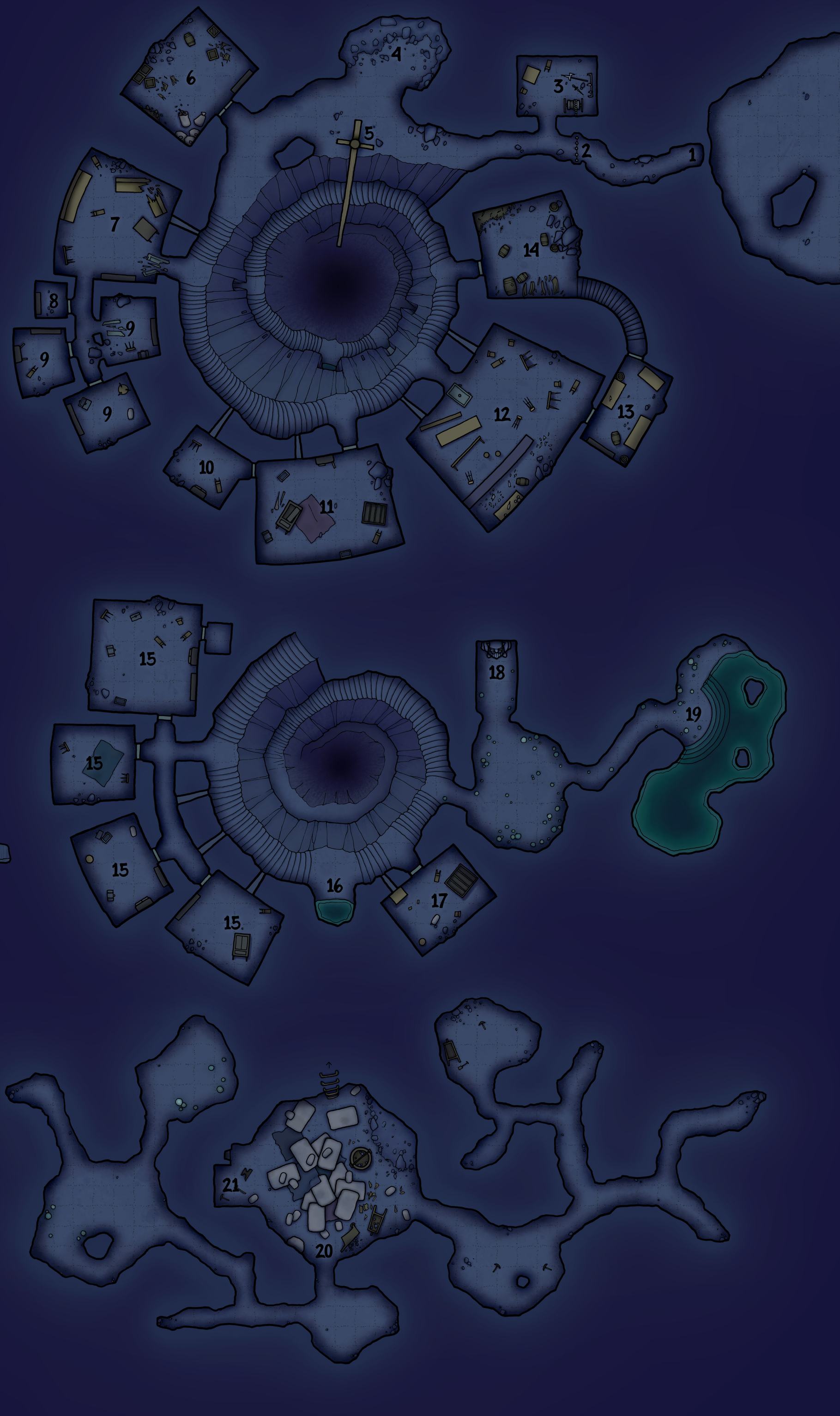








1 - Entrance (Secret)
2 - Portcullis
3 - Guard Room
4 - Waste Rock Pile
5 - Crane
6 - Storehouse
7 - Gemcutters' Workshop
8 - Tool Closet
9 - Gemcutters' Quarters
10 - Captain's Quarters
11 - Guards' Quarters
12 - Dining Hall and Tavern
13 - Kitchen
14 - Food Store
15 - Miners' Quarters
16 - Well
17 - Foreman's Quarters
18 - Shrine
19 - Baths
20 - Mines
21 - Forge



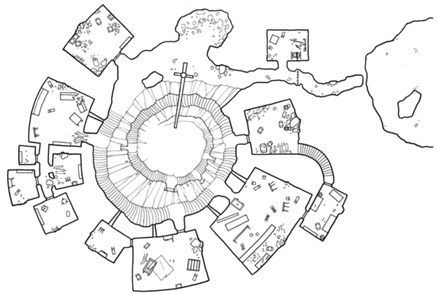
Ollin's Borehole

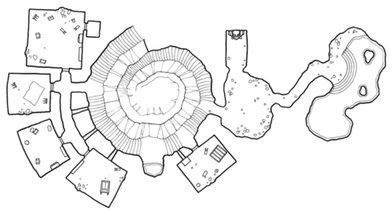
ABOUT

- Ollin's Borehole is an abandoned sapphire mine near the Black Loch. As with most deep gnomish settlements, its existence was a secret and the entrance was hidden from outsiders. The Borehole's downfall came after its location was discovered by a group of duergar bandits. They forced their way in, sacked the mines and killed the inhabitants.
- A short adventure for Ollin's Borehole is included at the end of these DM notes. The background section explains a few things about the current state of the outpost, so it may be worth reading, even if you don't plan to run it.
- An unfurnished version of this map is also available.

NOTES

- Since Ollin's Borehole was built for deep gnomes, the ceilings of the rooms are a little low, but not so low that taller races, such as humans and elves, would have to hunch down. Like humans and other races, deep gnomes build their ceilings with a few feet of extra clearance.
- The bottom of the pit is about 150' (50m) down from the uppermost tier. Each ring of stairs is about 20' (7m) below the one above it.
- In the mine's various living quarters, there are a few pillows and blankets, but no beds. The bandits who sacked the place got drunk and decided to throw all the beds down into the pit. It should give your party something to talk about.
- The shrine here is dedicated to Callarduran Smoothhands, the gnomish god of mining and stonecutting.
- While they are not depicted on the map, there are probably a number of corpses or skeletons lying around. These would be the bodies of those killed when the mine was sacked.





The Lost Sapphires

An Adventure for Ollin's Borehole

- The Lost Sapphires is meant to be flexible with regard to party size and level. As such, the details of the enemies your players will face here are not included. Instead, there is a list of suggested enemies, from which you can choose something appropriately challenging for your party.

BACKGROUND

Ollin's Borehole was a productive sapphire mining operation until a group of duergar bandits discovered its location. After a few days of preparation, they raided it. The bandits smashed their way in, killed the guards, and slaughtered everyone else.

Once the bandits had the place to themselves, they decided to celebrate. They found a few kegs of ale and got sloppy drunk. The drunken bandits wrote on the walls, smashed the furniture, and dragged all the beds out of the rooms, throwing them down the pit. It was good, drunken fun and there was no one to tell them no.

The next morning, they set about looting the place. By the end of the day, they'd found a bit of money and a few things they could sell, but there was still one thing missing: the gems. It was a gemstone mine, there *had* to be gems. They kept searching for the next week, cracking open walls to find secret rooms, smashing everything, stripping every corpse. Still nothing. Eventually, they decided it was a waste of time to keep looking and they left.

The sapphires of Ollin's Borehole, having never been found, are still in the mine. They're exactly where the gnomish foreman left them: in a little bag, stuffed inside his mattress, currently lying in the pile of beds at the bottom of the pit.

OPTION ONE: THIS HAPPENED A LONG TIME AGO

There are two ways to run this adventure: either the duergar raided the Borehole a long time ago, or they raided it recently.

If they raided it long ago, your players hear a rumor about the location and the fact that the bandits left without ever finding the gems. This could come from a chat with an innkeeper or someone the party helps out on the road. They might say something like, "Thanks for that. I can't offer you much in return, but, since you look like the type that might be interested, there's a place I can tell you about that's supposed to have a hidden stash of gems." They then tell the players most of the story in the background section of this adventure, as well as the location of the secret entrance.

Since the raid, some sort of monsters have taken up residence in the empty mining settlement and the party will have to deal with them as they search. Here's a list of possible creatures that might be inhabiting the mines. Pick something appropriately challenging and place them in a few groups throughout the area:

- Troglodytes
- Cloakers
- Kobolds
- Umber Hulks
- Undead of some kind (probably the dead miners). There may also be a necromancer who reanimated them.
- A beholder and its minions
- Driders
- Derro
- Hook Horrors
- Xorn
- Gargoyles

OPTION TWO: THIS HAPPENED A FEW DAYS AGO

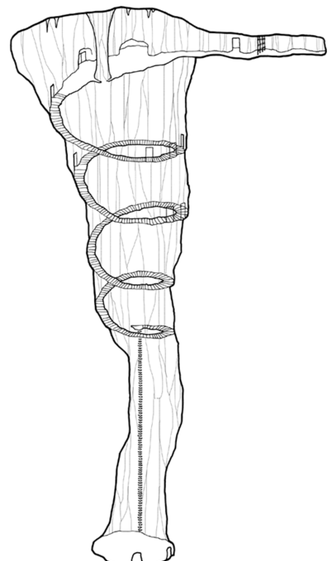
If the duergar raided the Borehole recently, they will still be in the mines and your party will encounter them when they get to the settlement. The setup for this is somewhat different.

Your players are approached by Naeval Dierengask, a deep gnomish courier who transports sapphires from the Borehole to a gem trader for sale. She is visibly injured after having been robbed on her way back to the mines. The gold she was returning with-- the proceeds from the sale of the last batch of gems-- was stolen and she was almost killed.

Naeval is a competent fighter, but her weapons and armor were stolen and she's in bad shape, so she wants to hire the party to escort her back to the mines. She's not supposed to bring outsiders there, but she figures the others will understand, since it's a matter of life and death. As compensation, she offers the party payment in sapphires when they arrive.

The trip to the mines could be uneventful, or you could throw in an encounter or two along the way. In any case, when the party arrives, Naeval senses something is wrong. As the party looks around, they find that the bandits are still there.

One group is in the upper tier of the mines, searching through the storehouse (6). Another group is below, searching the miners' quarters (15). A third group is wading around in the baths (19), looking for anything under the water (they're running out of places to search). Also, a single bandit is passed out drunk in the tavern (12). His name is Gorin and the party could interrogate him to find out what happened.

Once the party has dealt with the bandits, Naeval tells them there should be another shipment of stones waiting for her, but she doesn't know where the mine's foreman hides them. Once they find them, she'll pay them extra for their trouble. As previously mentioned, the gems are in a bag, stuffed into a mattress at the bottom of the pit.

NOTE: To increase the challenge of this encounter, you could give the bandits a few steeders. These are large spiders used as mounts by the duergar.