
BENEATH THE
SILKEN VEIN
A HORROR ONE-SHOT
5E COMPATIBLE

The Road To Garnet Deep



READ ALOUD

One week ago, three towns back, you found a weather-stained notice pinned to a crowded hiring board.

Miners missing. Experienced help required. Payment offered.

Beneath those few lines were directions to Garnet Deep, and a meeting place: the Copper Kettle. Now, after days on the road, you stand before the village named on that page.

Autumn has turned the wooded hills copper and gold. A clear stream winds between homes tucked beneath grassy banks, their rounded windows glowing under the roots of old trees. Brass chimneys breathe thin trails of woodsmoke. A little bridge crosses the water, fitted with a wheel and lifting gears polished by years of use.

Everything bears the care of its makers: carved shutters, shallow stone steps, low doorways built to gnomish proportions.

Above the rooftops, the mine entrance cuts a dark mouth into the hillside. An ore cart stands motionless on the rails. No hammer strikes. No wheels turn. No miners emerge.

Across the bridge, a copper kettle hangs above the tavern door. Through its windows, firelight catches small tables and the occasional taller chair. The smell of fresh bread drifts into the road, followed by the soft clink of crockery.

Then someone inside notices you. A face turns toward the window. Another follows. For a moment, even the crockery falls quiet.

You have reached Garnet Deep. Someone has been waiting for you.

GARNET DEEP

A GNOME MINING VILLAGE IN THE AUTUMN HILLS



Illustrative town plan; not to scale.

Your journey begins at the Copper Kettle.

A weather-stained notice has brought you to Garnet Deep. Miners are missing.
The village waits for experienced help. Beyond the rooftops, the mine is silent.

This player-facing town map is an illustrative orientation, not a combat grid.
The full adventure includes separate player and numbered DM map collections.

Mine Entrance



Area 1: Mine Entrance

> A line of helmets hangs beside the mine door. Several hooks are empty. Beyond them, the rails descend into darkness, carrying a thin white thread between their iron edges. Somewhere below, a cart wheel turns once, then stops.

Della Brasswick waits at the check-in shelter with the roster of seven still missing. She gives the party a copy, explains the known routes and names Aldren and Nella as the last relief team. Names repeated on work tags make later discoveries recognizable. Natural cave moths gather around warm lanterns; they are unsettling atmosphere, not magically altered enemies.

The Hiring Notice

Miners missing.

Experienced help required.

Payment offered.

Garnet Deep

The Copper Kettle