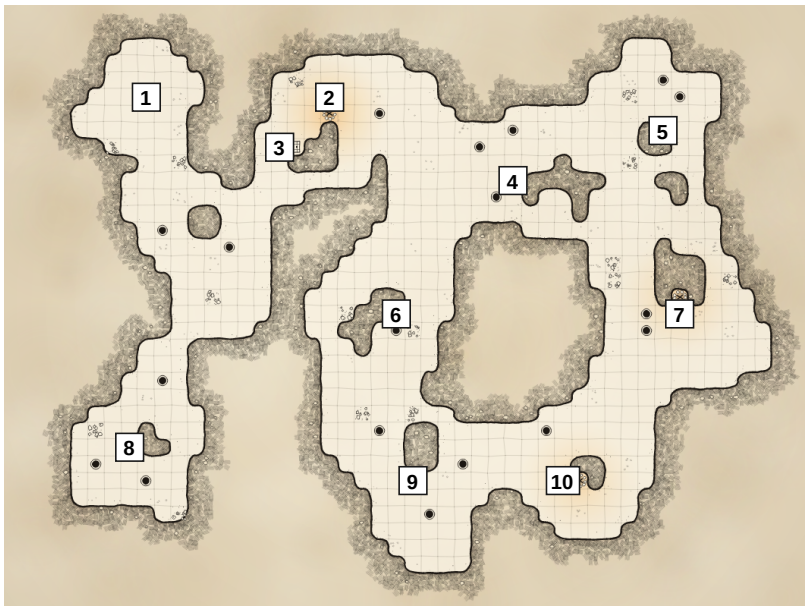
The Silver Below

Cheat sheet

Goblins hold the silver mine above Hollin, six miners are missing, and the goblin chief is digging toward a voice in the rock.

Shadowdark / 4 characters, level 2 / 2 hours / Cave



Party enters at area 1. Climax in area 10.

PEOPLE

Snig goblin cook who hates the chief
Wants: To run the camp kitchen without being yelled at. Hums while he talks, calls everyone 'big nose'.
"You want soup, big nose? Is good soup. Mostly boot."

Grisk hobgoblin sergeant
Wants: Varp gone so she can lead. Short sentences. Taps the cleaver on her palm.
"Sit. Eat. Then tell me why I shouldn't feed you to the wolves."

Tobin Fenn chained miner, the reeve's brother
Wants: His crew out alive. Whispers everything, checks over his shoulder.
"Douse it. He'll see."

Chief Varp bugbear chief of the Gnashing Lantern
Wants: The silver crown the voice promised him. Giggles before he speaks. Never turns his back on fire.
"It says you would come."

Marta Fenn reeve of Hollin
Wants: Her brother and the miners home. Brisk, counts things on her fingers.
"Fifty gold. Six miners. You bring back all six."

SCENES AND FIGHTS

Area	What	Who	Challenge
2	**The sleeping camp** Stealth past them with DC 12 DEX checks. If one wakes, they shriek and try to blow the...	4 Goblin (LV 1)	Low
6	**Wolves in the bones** They circle and go for whoever holds the torch. A wolf flees at half HP.	2 Wolf (LV 2)	Low
7	**Grisk's offer** Reaction roll. On anything but hostile she offers a deal: help her take Varp and the...	No fight	Social
10	**The chief and the wall** Varp fights from the fire's edge and throws burning timbers. Goblins break when Varp...	Bugbear (Chief Varp) (LV 3), 3 Goblin (LV 1)	Moderate

CLUE CHAIN

The six miners are alive, chained at the underground pool and digging for Varp. (for the ending)
- area 3: The newest sacks are tagged today, with six different miners' marks.
- Snig: Diggers? At the pool. Chief wants them digging, digging, all day.
- area 4: Scratched inside: ALIVE. SIX. POOL. HURRY.

Two blasts on a goblin horn and a bucket of scraps calms the wolves at the bone pile. (opens area 6)
- area 2: A goblin blows the bone horn twice and carries scraps east. The wolves come and eat quiet.
- area 7: A bone horn with two notches, next to a scrap bucket.
- Snig: Two toots and food, big nose. Wolves are simple.

PACING

0:00 Marta's offer at the mine mouth, light the first torch, enter area 1.
0:10 Sneak or fight past the goblin camp in area 2. Find Snig.
0:40 The warm spring, the hobgoblin at the hunters' camp, the wolf horn.
1:05 Past the wolves at the bone pile to the miners at the pool. Second torch.
1:25 Chief Varp at the outlaw fire, and the wall that whispers.
1:55 Get out with the miners before the torches die.

TREASURE

Area 3: Four small silver ingots (20 gp each)
Area 7: Grisk's bone horn (calms the wolves, 5 gp to a collector)
Area 8: A clear quartz the size of a fist (40 gp)
Area 10: Varp's crown of bent silver spoons, and a pouch of town coins (30 gp)

IF IT GOES SIDEWAYS

If the torches run out, the miners know the way out by touch: one of them leads the party out in the dark.
If they kill Snig, the wolf trick still comes from Grisk's horn in area 7.