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VILLAGE BACKDROP: SILVER BLUFF



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VILLAGE BACKDROP: SILVER BLUFF

Silver Bluff provides respite from the nearby harsh mountains. Chief among these is Mount Argent, which the villagers mine for its namesake silver on behalf of the Hargrave's Resources mining company. However, the respite is anything but welcome, as the miners distrust each other as much as they do strangers. The rich silver seams the miners have worked for over fifty years have dried up. While the recent discovery of powdered adamantite temporarily buoyed hopes among the villagers, a grisly murder has put everyone on edge.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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SILVER BLUFF AT A GLANCE

Ruler None

Government Anarchy

Population 99 (11 humans, 47 dwarves, 8 half-elves, 18 half-orcs, 15 halflings)

Alignments LN, LE, N, NE

Languages Common, Dwarven, Orc

Silver Bluff sprung up among inhospitable mountains after the discovery of a rich source of difficult-to-mine silver that gave the village its name. The climate and treacherous land require hard people to live and work here, and few of the locals are friendly to outsiders. As the silver lode played out, the villagers planned to abandon the village, but an amazing find of powdered adamantine renewed the inhabitants' desire to remain in Silver Bluff. Tensions had run high when the silver petered out, so it was no surprise that someone or something murdered one of Silver Bluff's residents just after the adamantine discovery. The gruesomeness of the deed caused the most jaded villagers to blanch. Thus, the villagers are even more wary of one another and on edge when strangers arrive.

Howling winds drive through the valley in which stands Silver Bluff, and they intensify near Mount Argent, seemingly originating from the massive seam in the earth separating the main village from the mountain. Despite terrible and frightening conditions, villagers spend most of their time in the mines and in huts arrayed at the mountain's base.

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Anja Varda (location 1; LN female half-orc fighter 6/druid 1) Anja runs the guesthouse, and watches over the pack mules vital for trade between Silver Bluff and points beyond.

Colm Indra (location 3; N male halfling **commoner**) This halfling crafts and repairs mining equipment.

Csilla Kreeg (location 9; NE female dwarf **berserker**) Taskmaster at the mining base camp, Csilla breaks up fights between ill-tempered miners.

Philbert Minje (location 2; LE male half-elf rogue 9) The assayer guards Silver Bluff's funds and pays miners for ore extracted from Mount Argent.

Vitor Kreeg (location 5; LN male dwarf cleric 5) Csilla Kreeg's brother ministers to the villagers, often travelling to the mines to mend broken bones.

Zaran Shattersword (location 10; N female human ranger 8) The current hero of Silver Bluff, Zaran found the powdered adamantine that revived the village's fortunes.

NOTABLE LOCATIONS

Most of the village comprises barely sturdy huts. A few locations, however, are of interest to adventurers:

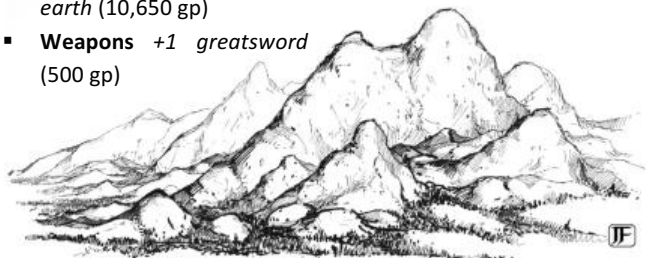
1. **Varda's:** The most accessible location in Silver Bluff features one of the village's friendlier faces. Anja Varda's modest inn houses the village's infrequent visitors and adjoins the stable where pack mules rest between trips through the mountains.
2. **Assayers:** If anything remotely approaches the "law" in Silver Bluff, it is Philbert Minje's office. From here, he pays miners for their hauls when they return from Mount Argent.
3. **Colm's:** To the chagrin of dwarves living here, Colm Indra has proven to be the best smith in the region. When not crafting picks and mining equipment, he produces quality metal items.
4. **Barracks and Tavern:** Miners spend their time here between their days-long shifts in Mount Argent.
5. **Mountain God's Respite:** Here, Vitor Kreeg proselytizes about his god while healing the sick and injured.
6. **Screaming Chasm:** Before Silver Bluff's founding, a bridge crossed the chasm warding Mount Argent. Ten years ago, something destroyed the bridge. Screaming sounds from the chasm during the dead of night.
7. **New Bridge:** A month after the old bridge's destruction, the new bridge was completed. The ramshackle bridge threatens to collapse and fall into the chasm at any moment.
8. **The Stone Giant:** This massive stone humanoid figure predates regional civilizations by centuries.
9. **Mining Camp:** Huts arrayed at Mount Argent's foot provide some small protection from the wind.
10. **Mount Argent:** The mountain's rich seam of silver made Silver Bluff prosperous, but its depletion nearly spelled the village's end, until powdered adamantine was discovered.

MARKETPLACE

Resources & Industry Mining, smithing

When the PCs arrive in Silver Bluff, the following items are for sale:

- **Potions & Oils** *healing* (50 gp), *greater healing* (200 gp)
- **Scroll (Divine)** *daylight* (350 gp), *locate object* (200 gp), *move earth* (10,650 gp)
- **Weapons** +1 *greatsword* (500 gp)



VILLAGE LORE

A PC may know something about Silver Bluff, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.

DC 10: Silver Bluff is a mining colony, whose folk mine a seam in Mount Argent in difficult and dangerous conditions. Its inhabitants barely get along with each other, let alone with strangers.

DC 15: Mount Argent's namesake silver is running out. The miners were about to abandon the area, but one of them discovered large deposits of powdered adamantine.

DC 20: Howling windstorms, emanating from the chasm near Mount Argent, periodically batter Silver Bluff.

VILLAGERS

Appearance Dirty and haggard from long hours in the mine and the land's hostile conditions, the villagers look like they are spoiling for a fight (with anyone).

Dress Villagers dress in simple, functional clothes, usually made of leather to protect them while in the mines or dealing with windstorms. Most people wear cloths around their necks for quick protection against flying debris.

Nomenclature *male* Bogdan, Colm, Kanar, Philbert, Vitor; *female* Anja, Csilla, Marzi, Yasmina, Zaran; *family* Kreeg, Minje, Varda.

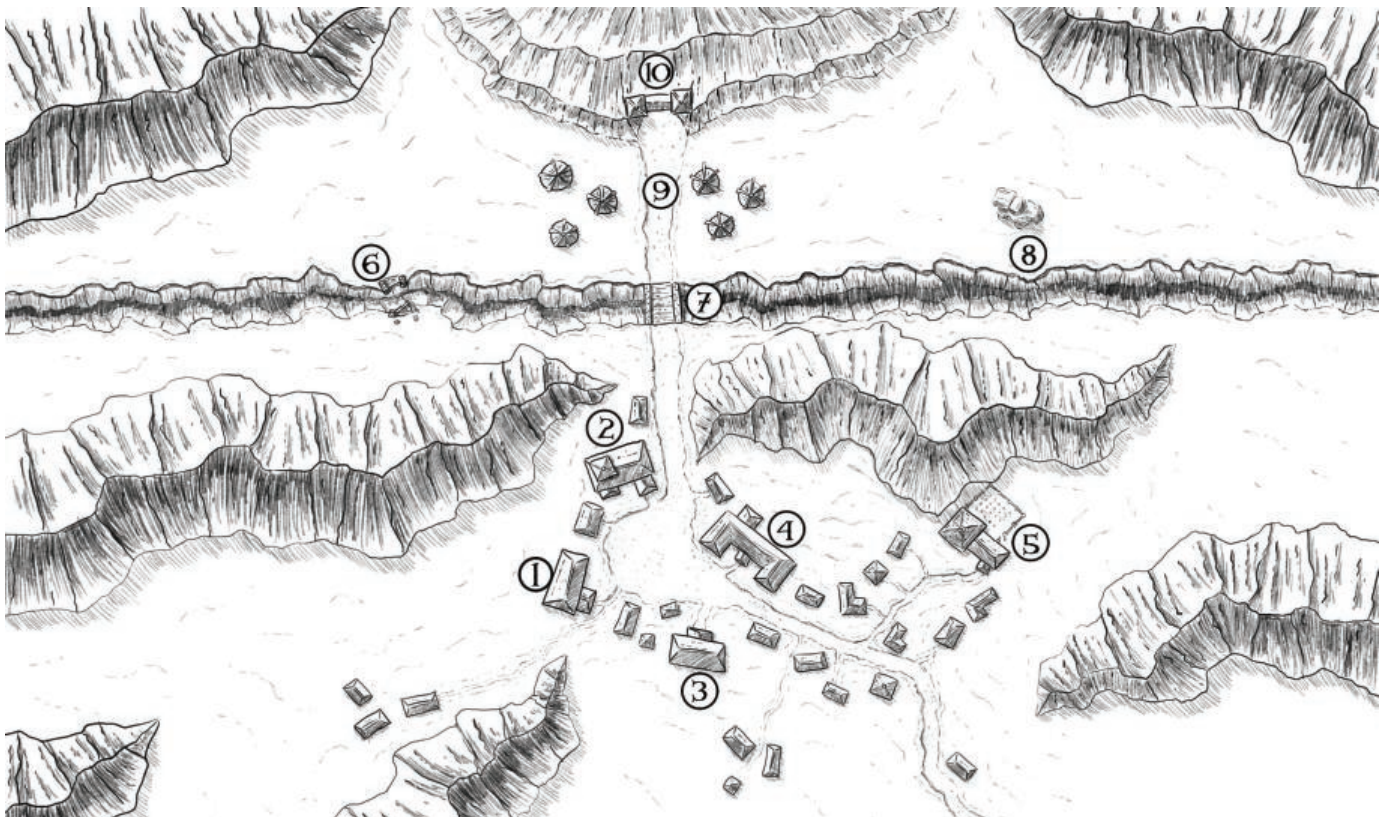
WHISPERS & RUMOURS

While in Silver Bluff, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6 RUMOUR

1	Minje accidentally mentioned the mine's sale to an investor fell through just before the adamantine dust was discovered. He was upset he was going to have to stay here.
2*	The last group passing through here was squirrely. I bet the one with the weird purple eyes stayed behind and hides in the mountains. He must have done in Kanar.
3	The Stone Giant turned south and moved ten feet closer to the chasm last week.
4*	Someone saw a tentacle at least ten feet long shoot up out of the crevasse near the old bridge.
5	The elf with the lute seemed to know about the area. He claimed it was an ancient battleground where godlike beings used massive machines as proxies.
6	The windstorms in the valley between Mount Argent and Silver Bluff have been growing stronger, of late.

*False rumour



NOTABLE LOCATIONS

1: VARDA'S

For conventional approaches to Silver Bluff, Anja Varda's inn and stables are the first buildings travellers see. Anja (LN female half-orc fighter 6/druid 1) and a former adventuring companion, Mina (female halfling **druid**), staff the eponymous lodging, meant primarily for mining company officials and the rare adventurers passing through.

The stables are completely enclosed and situated to protect against the windstorms plaguing the village. After the mined metal, mules to transport the metal and return with goods are the villagers' most valuable assets. Mina tends to the mules and ensures they are travel-worthy. Many miners begrudge the fact she does no "real work" and refer to her with crude epithets. Anyone inspecting the mules—over Mina's protestations—sees she takes excellent care of them.

Anja rarely allows locals in the building, since they tend to fight and break furniture. As visits are infrequent, she delivers food to the barracks, which solidifies her view of the ruffians working the mines. On special occasions, she prepares an elegant meal for the miners. Due to the remote location and lack of ready resources, prices here are higher than normal.

- **Food & Drink** meal (mutton or venison) 1 gp, wine 1 gp. Varda also manages to grow a few carrots, potatoes and turnips in the unaccommodating soil, and sells those at a premium of 1 gp each, but she uses remarkable spices ("family secret," she says) to enhance their flavour.
- **Accommodations** A room costs 1 gp per night. Varda only has two rooms available, and each room can sleep up to four people. The rooms have comfortable beds with goose down mattresses, at Philbert Minje's insistence. An average lock (DC 15 Dexterity check opens) protects each room.

Anja is a reliable source of information about the village but shies away from idle gossip. While business-like in her dealings with travellers, she spares time to talk to them when not busy.

2: ASSAYERS

Philbert Minje (LE male half-elf rogue 9), representative in Silver Bluff for Hargrave's Resources for over fifteen years, resents his current position, thanks to an error at a previous camp pointing back to him, something he is still convinced was not his fault. However, he realizes this is a rare second chance from his employers, who oftentimes handle problems by making them disappear. His goal is to make Silver Bluff profitable, and he intends to do that on the backs of the miners. He was quick to take credit with his bosses for the adamantine discovery. When weighing silver from the mines, Minje's scales favour him. He

uses spies among the miners to rat out disgruntled employees and arrange for "accidents" to befall the most outspoken workers.

Minje is paranoid, so he employs a pair of guards (each LE male half-orc fighter 6), who remain at his side in his office and travel with him on his rare forays into the village. During special occasions, he gives a half-hearted speech, prior to Anja's meal, thanking the miners for their dedication to making Hargrave's the premier mineral wealth company. Minje's enforcers ensure workers do not disrupt the speech.

Minje's paranoia causes him to treat visitors obsequiously. He figures they may be representatives of Hargrave's, and he cannot discern the difference between adventurers poking around the place and hired agents checking up on him. Assurances that visitors know nothing about the mining company only cement his view they are company spies. He usually spares one of his bodyguards to shadow guests.

Minje's orderly office hides a trapped safe in the floor beneath his desk (DC 20 Wisdom [Perception] check finds the safe and trap, DC 20 Dexterity check disarms the arrow fusillade trap which deals 4d10 damage to all creatures within 20 feet [DC 15 Dexterity saving throw halves]). Here he keeps most of Silver Bluff's wealth. The safe holds payroll, and Minje offers it, for a modest fee, to miners who wish to avoid their fellows robbing them.

3: COLM'S

Colm Indra (N male halfling **commoner**) is Silver Bluff's smith whose primary job is refining silver ore to craft weapons sold elsewhere by Hargrave's. Becoming bored from the lack of work caused by the silver vein's petering out, he was delighted when the first load of adamantine dust arrived at his shop. He took to the challenge of creating items from the dust, discovering a way to lace molten iron with the dust to produce a sword, which, to his surprise, had magical properties.

As a young halfling, Colm immediately took to smithing when he saw a human smith's quality swords. Seeking the opportunity to travel to far-off lands and practice his trade, he leapt at the opportunity to set up in Silver Bluff. Acceptance by the village's dwarves has been difficult despite the fact he has proven himself a gifted smith. Many of the dwarves have convinced themselves Colm uses sorcery to achieve excellence with his creations and refuse to use anything the halfling produces.

Colm's shop, kept in order by an injured miner (N male halfling **commoner**), also carries mountaineering and mining supplies (pickaxes, shovels, rope and so on), some of which he creates. His prices are 10 percent higher than normal.

4: BARRACKS AND TAVERN

Miners work the mines for six days and then get two days off. This building is their home away from home during their down time. Half the building houses two dozen bunk beds, shared by the workers as they rotate through their work shifts, and enough lockboxes for each miner to store personal effects. The other half acts as a mess hall and tavern and is a raucous place at all hours. Most evenings end with a brawl between at least two of the miners as cheap ale shorten already frayed tempers. The miners treat visitors with disdain.

5: MOUNTAIN GOD'S RESPITE

Vitor Kreeg (LN male dwarf cleric 5), a devotee of Dekkaris, dwarven god of mountains and stonework, oversees the only church in Silver Bluff. His main objective is to ensure the miners carefully preserve the mountain while seeking its treasures, putting him repeatedly in direct opposition to Philbert Minje. Despite Minje's tendency for retribution when someone challenges him, Vitor gets a free pass. Since he is the only source of healing in the village, Minje often requires his services after the many brawls and accidents plaguing the village and mine.

Vitor provides healing for visitors at a 20 percent discount, provided they listen to his recounting of Dekkaris swinging his mighty stone hammer to create the world's mountains. If the dwarf knows his guests represent a problem for Minje, he halves his prices.

6: SCREAMING CHASM

The best path from Silver Bluff to Mount Argent crossed a narrow part of the chasm. The original miners discovered the ancient wooden bridge crossing the gap, and it served them well. Other than unnerving screams emanating from deep within the chasm, the bridge provided safe passage. Ten years ago, on the anniversary of Silver Bluff's founding, the miners encamped at Mount Argent and residents in Silver Bluff awoke to intensified screams. When the workers attempted to return to the village, they discovered the obliterated bridge, debris spread as if something had burst forth from the chasm knocked it into the air. Most of the villagers wisely decided to keep away from this area after the event. The few curious people who left with intentions to explore the chasm never returned. PCs who delve into this part of the chasm encounter a pair of purple worms patrolling an area ranging from the edge to 400 feet down. Even fouler things lair at the bottom of the crack in the earth, about one mile down.

7: NEW BRIDGE

After the original bridge's destruction, Hargrave's commissioned a new bridge further east. The stone bridge cost the company a considerable sum, so it docked the miners' pay for three months under the pretence they were responsible for the former bridge's ruin. Incensed miners talked about destroying the new bridge, but cooler heads prevailed. This does not prevent some of them from chipping away at the bridge with their pickaxes when they cross it as an act of defiance.

8: THE STONE GIANT

The villagers know the fifteen-foot-tall monolith east of Mount Argent as The Stone Giant, due to its vaguely human shape. The odd figure stands vigil over the valley and greeted the first prospectors. For as long as the villagers can remember, the stone has imperceptibly moved west day-by-day. Only week-to-week is its progress noticeable. Vitor Kreeg, who considers himself a stonework expert, believes the giant is at least five centuries old. He reasons subtle shifts in the earth cause the giant's movement. However, the monolith has thus far proven impossible to move or even tip by any means.

9: MINING CAMP

When the miners are not working, they spend their time in the cramped quarters of these hide tents, which barely protect them from the murderous winds driving through the mountain range. At the end of a 12-hour day of backbreaking labour, workers hardly notice the conditions.

Csilla Kreeg (NE female dwarf **berserker**) is the camp taskmaster, ensuring the miners awake in time to start their shifts. She also breaks up fights between the exhausted and cranky workers. She enjoys her job, mainly because she is allowed to bust heads and Minje pays her well to act as enforcer.

10: MOUNT ARGENT

The source of Silver Bluff's wealth, Mount Argent produced ore for five decades before giving out. Survey parties, under Vitor Kreeg's direction, spent weeks searching for a new source of silver to no avail. The cleric cautioned against exploring the heart of the mountain, claiming something lurked within. Zaran Shattersword (N female human ranger 8) ignored Vitor's warnings and dug into the forbidden area. There she found a natural chamber filled with grey, metallic dust, quickly identified as adamantine. Despite grumbling about having to continue working Mount Argent, her fellow workers feel indebted to her for saving their jobs, at least until they deplete the adamantine.

Five days after the discovery, and seemingly backing up Vitor's warnings, Kanar Tresk's—a skilled, daring miner—flayed body was discovered, unnerving even the jaded villagers.

LIFE IN SILVER BLUFF

The remote mining village has little to offer visitors other than relief from the surrounding mountains' harsh conditions, and the residents are generally unfriendly to newcomers. It seems as if the bleakness of the land has made them just as miserable.

TRADE & INDUSTRY

Silver Bluff's primary trade is mined silver ore, most of which goes to Hargrave's Resources. With the adamantine discovery, Hargrave's stands to improve its economic standing immensely. However, with the material in dust form, they rely on Colm Indra to discover the knack of producing goods from it. Colm's finished goods also supplement the mining company's coffers.

Due to the harsh conditions, travelling to and from the mountain on a daily basis rarely occurs, so the miners sleep at the mining camp (location 9). When they return to Silver Bluff, they typically unwind by drinking and carousing, but a few hunt deer and the plentiful bighorn sheep to supplement their diet. Anja is elated when she gets to prepare something other than stews using the less-than-fresh supplies from Hargrave's.

LAW & ORDER

Silver Bluff is lawless. Minje oversees the mining operation and acts as the only real authority in the village, but he cares little how the workers conduct themselves away from the mines. He lets them sort out issues between themselves and ignores accusations of bullying or stealing, the most common crimes in the village. He only intervenes when someone suffers an injury

ADAMANTINE CLOUD

The adamantine dust discovered by Zaran is the disintegrated remains of a semi-sentient engine of destruction, created by an ancient empire of undead creatures (the descendants of which reside in the fog-enshrouded valley miles south of Silver Bluff). The dwarves survived its onslaught by disintegrating it and enclosing the remains in the heart of Mount Argent. With the opening of the protective chamber, the engine is slowly regaining its memory and seeks to restore itself so it can continue its mission of destroying living creatures. It can create a violent dust storm that lasts for 2d6 rounds. This swirling dust cloud has the same effect as a windstorm, but deals 10d10 points of slashing damage each round to creatures caught in it (DC 15 Dexterity halves) and follows the largest concentration of living creatures (fly 50 ft.). Because its creators programmed it to leave nonliving material untouched, it will not pursue a victim into an enclosed area. Only another windstorm can disperse an adamantine cloud.

sufficient to keep him or her from working or if anyone damages company property. He levies fines on or fires the guilty parties depending on the severity of the offence. A firing is a potential death sentence, since the former employee must find his or her own way back to civilization. Minje enforces his authority through his bodyguards and informants, who receive under-the-table bonuses when they bring troublemakers to his attention.

EVENTS

While the PCs are in Silver Bluff, one or more of the below events may occur. Choose or determine randomly:

D6 EVENT

1	A fight erupts between miners near Varda's. Anja implores the PCs to intervene. She provides free room and board if they manage to defuse the situation peacefully and without egregious property damage.
2	When the PCs step outside, a dust storm whips up. It has the same effects as a windstorm, and deals 1d6 piercing damage per round (reduce to nonlethal damage for those with armour or natural armour).
3	Minje accuses two of the miners of knocking out his guards and stealing the payroll, and he has an eyewitness who saw them commit the crime.
4	An adamantine blade Colm Indra was working on disintegrated and the dust blew away in the wind. He hopes PCs knowledgeable in arcane matters can help him figure out the cause, while dwarves knowingly point out that Colm's sorcery has failed him.
5	On the day of the PCs' arrival, Zaran returns from the mining camp with grim news of the murder of another miner, in the same manner as Kanar Tresk's murder.
6	A mule bursts out of its stall and through the stable wall. It runs 200 feet before it falls over, dead.

DEKKARIS

N god of mountains, mining and stonework

Epithets: The Unyielding, Stonemason

Symbol: A stylised peak over a pair of crossed pick axes

Domains: Nature, Tempest

Favoured Weapon: War pick

Holy Text: The Basalt Tablets

Travellers in mountainous regions invoke Dekkaris to protect them from rockslides and guide them through treacherous mountain paths. The god shares the wealth of his mountains with people who responsibly mine for it. His worshippers believe he causes tunnel collapses and other calamities for those who do not show proper respect for the mountains.

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