
1.06 – Stanky

Roleplaying Opportunity

Trigger

The characters rest for the night or attempt to buy food or drink.

Plot Points

- Map to the Silvergate Mine

This encounter is intended to be fun, not challenging.

You make a quick circuit of the village, looking for somewhere with decent food and drink, but the pickings are slim with so many people packed into the inns. You end up at the Angry Swan, likely the worst tavern in town. A bowl of thin stew and two steins of weak beer later and you start thinking about heading out.

Have the characters make a DC 10 Perception check.

You had noticed the filthy old man at a nearby table and wondered why no one would sit next to him, but now he appears to have passed out leaning against the wall, head tilted back at an unusual angle. You can see something dripping from the bench. You think he's soiled himself.

A DC 10 Heal check reveals that the old man is dead. The PC's will likely inform the barkeep.

"Sweet Avandra's tit, that's rank," swears the barkeep. "Old Pete always was kind of ripe, but that's too much. Can't have that, can't have it at all. Say... you folks wouldn't be above making a little money for some quick work, would you? You get him off to the undertaker and I'll get you a couple of bottles and not that swill you were drinking earlier."

If the PC's balk at helping the barkeep will offer them a couple of gold apiece to get the corpse out of his bar. **Getting the characters to take the corpse is the most essential part of the encounter.**

The odor that comes up from Pete is a vile mix of stale sweat and urine. His clothes are disgusting and you fight not to retch.

Thankfully, the undertaker is only a couple of blocks away, but even in that short span several bursts of flatulence burble up from the corpse. You tuck your face into your shoulder to try to avoid the fetid smell.

It takes several minutes of pounding on the undertaker's door before he answers. He looks down at the corpse in disgust. "I don't want to be within a mile of that. No one's going to pay for a coffin, he didn't have a copper to his name and my place will stink for a month. I'll give you twenty gold to take him out in the woods and bury him. You can even borrow a couple of shovels."

The undertaker is willing to go as high as thirty gold.

You try to move as quickly as you can without causing the corpse to produce any more smells. You can see that a gangrenous rot had set in around his fingernails and that he was covered in sores. You find a suitable spot and set to digging, working in shifts.

Have the characters make a DC 10 Perception check. Read the following for the person that achieves the highest result.

During one of your breaks, you notice that as small wooden box has fallen from Pete's clothes.

Inside is flint and steel, Pete's pipe, a tiny pouch of tobacco, a small silver key and a map.

Finding Pete's house will take a DC 10 Streetwise or Diplomacy roll. Anyone entering the hut will need to make a DC 10 Constitution check or sick up.

The place where Pete slept is little more than a hut. It's even more disgusting than he was, if that's even possible. A dog carcass squirming with maggots lies next to the door. It doesn't take you long to find the small chest he had hidden in some straw. It seems that Pete relied on the filth to protect his treasures.

The chest opens easily. Inside is a small square of pink silk, a small purse containing 20 gold pieces and two inexpensive gold rings.

None of the villagers has any idea why Pete would have those things, especially the money, as they were sure he was destitute.

A DC 10 History check reveals the following:

There are many tales of the Silvergate mine, starting with its discovery some 500 years ago. It is called the Silvergate because a clear tunnel led to a massive silver deposit. The mine became the property of the Chiori Dukes when the claim holder incited a tax rebellion. This was only the first time the mine was supposedly cursed.

Later, the Chiori were replaced by the Rinami, who in turn were wiped out in the civil war that ended the Old Kingdom. The Silvergate was an important strategic point in that war, its wealth funding troops, spies, weapons and military research.

The Clemin and the Alari were the last great houses to contest the mine, after which it faded from history.

The various dooms that are foretold to befall those that enter or claim the mine are legion. One states that only those on the cusp of death can even

find the entrance, another that the silver will buy only failure and ruin.

A DC 20 Arcana check reveals that the chest is actually magical, being invisible and insubstantial unless the key is within five feet of it.

Loot

20gp
20-30gp
Magic chest
Map to the Silvergate Mine (*plot item*).

The Map

If the characters ask about looking for a way to have their claim recognized, explain that Duke Rudwig would need to know the precise location and condition of the mine before he would enter into an agreement with the PC's.

As the characters discuss their hopes for the mine, make clear to them that they have neither the resources nor the expertise to become entrepreneurs on this sort of scale. They would have to quit adventuring, make an agreement with the Duke, find someone willing to lend them money, hire guards, accountants and laborers... The best deal for them is to explore the mine (grabbing what easy loot they can) so they can report to the Duke and negotiate a large finder's fee. They should expect complications, as it has been abandoned for some time and other parties are racing to find it.