

SURVIVE THE SILVERWALL PASS

OUR INTREPID ADVENTURERS HAVE BEEN HIRED AS armed escorts for the last supply caravan from the **City of Pentafort** to **Fort Silverwall** and escort dignitaries from **Fort Silverwall** to **Kesserforge** before winter storms close Silverwall Pass.

Each adventurer will be paid **5 gp and three meals per day** in exchange for delivering supplies and the dignitaries to their final destinations safe and sound.

Be warned, bandits roam these mountains waiting to steal supplies and cause havoc. There are rumors of snow elves in the forest and giants living in caves. Good luck and stay warm.

GAME MASTER NOTES

- For Player Character Levels: 4 - 8
- This adventure was created to be game system neutral. As such, monster types between game systems vary in hit dice, experience, and attacks. The GM should adjust as needed based on the experience and health of the PC.
- This adventure is largely a set of encounters that the PCs must overcome. The game starts with one pre-determined encounter that if the PCs are successful will lead to another pre-defined encounter. Failure of the encounter will lead to a different pre-defined encounter.

PENTAFORT TO KESSELFORGE



RANDOM ENCOUNTERS & WEATHER

RANDOM WEATHER

Roll d10 for a weather check, if 5 or higher then a snowstorm blows in lowering visibility and dumping 6" of snow. A snowstorm will give PCs a -1 for attack roles.

RANDOM ORC ENCOUNTERS

GM to roll d10 every day, 2 or less the PCs encounter 2 Orc Scouts.

ENCOUNTER AT THE SILVER MINE

The PCs make a stop at the silver mine to deliver two horses laden with supplies for two miners. The mine has closed for the coming winter and two caretakers live in a crude and hastily built shack. If the PCs talk to the miners they'll find out that bandits have been seen in the area recently.

Once the PCs return to the main path and begin to journey to the Fort, a group of 1d6 Bandits will attack. If PCs did not speak to the miners, they will be surprised. If they did speak to the miners they will not be surprised.

Success: PCs kill the bandits and no horses and supplies are stolen. If PCs want to track the Bandits to the camp they will find stolen supplies worth 100 gp. If a snowstorm is raging, it will stop when they reach the camp.

Failure: Bandits surprised the PCs and manage to steal two horses with supplies and disappear into the forest. If a snowstorm is raging, PCs will not be able to track the Bandits to their camp. If there is no snowstorm, tracking to the camp will require a successful d10 roll of 7 or higher. Loss of supplies results in **minus 100xp** for each PC.

ENCOUNTER AT THE VAST RIVER

A band of Orcs (1d8+2) has occupied the campsite by the Vast River. PC in the lead of the caravan to roll surprise.

GM to roll a d10. If 5 and higher, a small band of (1d4) snow elves will appear from the forest and assist the PCs in fighting the Orcs



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Success: PCs surprise the Orcs and engage in melee. They find nothing of value on the Orcs. If snow elves assist they kill all the Orcs with arrows before the PCs can engage in the 2nd round of melee. If they speak with the elves they will learn that they've been tracking roaming Orcs for weeks after they woke up sleeping Frost Giants.

The Elves note that one of their party was injured in another Orc encounter and if the PC's provide healing to the injured Elf, they will be given a quiver of Silverwall Flower tipped arrows, capable of incapacitating Frost Giants

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SPECIAL TREASURE ITEM

6 Silverwall Flower tipped arrows: Paralyzes Frost Giants for 1d6 rounds.

Failure: Orcs manage to kill two horses, stranding the supplies at the camp. Loss of supplies results in **minus 100xp** for each PC.

FORT SILVERWALL/IRON MINE ENCOUNTER

When the PCs arrive at Fort Silverwall they are given shelter and food for a day. They are tasked with bringing two horses with supplies to the Iron Mine before they have to escort two dignitaries to Kesselforge. The mine is shut down for the winter but two caretakers remain.



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Piles of rock and tailings litter the area. The caretaker shack is eerily quiet. Orcs killed the two caretakers and ransacked the shack. The PCs encounter **1d6 Orcs** and **1 Forst Giant**.

Success: If the PCs defeat the Orcs and/or Frost Giant, they find a +1 magical spear, 25gp, an ornate dagger worth 200gp, a potion of healing, and a potion of cold resistance.

Failure: The Forst Giant escapes up the mountain as a snowstorm blows in obscuring the PC's vision.

FINAL FROST GIANT ENCOUNTER

The PCs have left Fort Silverwall and are escorting the dignitaries to Kesselforge. As they enter the pass and leave the Silverwall Forest, two Frost Giants on either side of the mountain pass hurl large boulders at the party.

KEEP THE DIGNITARIES ALIVE!

GM to roll a d20 at the start of the Frost Giant's initiative. If a natural 20 is rolled a Frost Giant crushes a dignitary with a boulder.

Success: If the PC successfully defeat the Frost Giants, the two dignitaries reward the PCs with a small fortune of 500gp in Kesselforge.

Failure: If any dignitaries are killed, PCs lose 200xp each and will never be hired again as armed escorts for this area.

MONSTER ROLL

- **Frost Giants:** AC 17(13 no armor), HD 10+1(+9), Damage: 4d6 or 3d6 rock throw, Movement: 20'(40' no armor), 1,390xp ea
- **Bandits:** AC 13, HD 3, Damage: Melee or Ranged Weapon Attack, Movement: 30', 50xp ea
- **Bandit Captain:** AC 14, HD 4, Damage: Scimitar 1d8, Dagger 1d4, Movement 30', 2,000xp
- **Orc:** AC 14 (11), HD 1, Damage: 1d8 or by weapon, Movement 30'(40' no armor), 25xp ea

NON PLAYER CHARACTERS (NPC)

- **Snow Elf:** AC 15, HD 2, Damage: Melee or Ranged Weapon Attack, Movement: 30'
- **Fort Guards:** AC 15, HD 1+2, Damage: Melee or Ranged Weapon Attack, Movement: 20'
- **Fort Chief:** AC 15, HD 2, Damage: Melee or Ranged Weapon Attack, Movement: 20'
- **Miners & Dignitaries:** AC 10, HD 1, Damage: None, Movement 30'

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SILVERWALL REGIONAL HISTORY

The Silverwall Mountain range is rich in silver and iron metal ores that both Pentafort and Kesselforge mine. Fort Silverwall was built to tame the land and support the mining operation and keep roaming Orcs and Frost Giants from causing havoc and destruction. Winters are brutal and all mining activities shut down till the Spring.

The Silverwall Forest is rumored to be home to a small enclave of Snow Elves that have only been glimpsed on occasion. They are master herbalists and have to live off the land year-round. They also know where the Silverwall Flower grows, a rare plant that's prized for its power of paralysis.

It is believed that this mountain range is the remnants of a massive caldera, an ancient volcano that collapsed on itself. The caldera is ringed by high peaks with many hot springs dotting the areas. A mature coniferous forest fills the area and the Vast River flows cold and deep.

Two small seasonal hamlets are located just outside the mountain pass and provide additional supplies for adventures, miners, and travelers.



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