

# SILVERTHORN'S SHADOW

*The Silverthorn Estate sprawls across a desolate moor, choked by a sickly, metallic bloom. Twisted gears and shattered automatons litter the grounds, reflecting the crimson glow of shifting metal streams that pulse with unsettling energy, warping the very stone into grotesque, metallic sculptures.*

## HOOKS & RUMORS

- A young boy claims to have witnessed Grim Gear's clan sacrificing a Silverthorn family heirloom—a miniature clockwork dragon—to the corrupted metal, demanding tribute from nearby villages.
- Whispers circulate of a desperate artisan seeking a rare stabilizer to prevent a metal stream surge threatening to collapse the old Silverthorn foundry, potentially unleashing trapped constructs.
- A scout reports finding a hidden cache of Silverthorn schematics detailing a failsafe mechanism to contain the corruption, but it requires a specific, emotionally charged artifact.
- The local blacksmith's apprentice insists the metal streams are reacting to heightened fear and anger, suggesting a possible link between the Silverthorn's disappearance and a recent raid.
- A cryptic message, etched onto a fragment of a corrupted gear, speaks of "the metal's hunger" and the need to appease Grim Gear with a "heart of purest steel."

## RANDOM EVENTS (D6)

1	<b>Metal Storm</b>	A sudden, violent surge of the Shifting Metal Streams engulfs the Wrought Gate, creating a temporary wall of solid metal and a blinding flash of crimson light.
2	<b>Rust Eater Patrol</b>	A patrol of Rust Eaters, led by a seasoned warrior, sweeps through the Echoing Cisterns, searching for intruders. Players must evade the patrol or engage them in combat.
3	<b>Whispering Echoes</b>	A wave of psychic energy washes over the Grim Gear's Workshop, causing ghostly echoes of the Silverthorn family to appear and disappear. Players must decipher the echoes to uncover a hidden passage.
4	<b>Automaton Malfunction</b>	A malfunctioning automaton in Grim Gear's Workshop begins to rampage through the chamber, attacking anything in its path. Players must disable the automaton or find a way to escape its destruction.
5	<b>Shifting Ground</b>	A localized earthquake causes the terrain around the Echoing Cisterns to shift dramatically, revealing hidden tunnels and collapsing chambers. Players must adapt to the changing landscape and avoid...
6	<b>Corrupted Bloom Spore</b>	A cloud of iridescent spores drifts through the Wrought Gate, causing hallucinations and disorientation. Players must find a way to protect themselves from the spores or risk succumbing to madness.

## LOCATIONS

### The Wrought Gate

A massive, rusted iron gate dominates the entrance, perpetually half open, revealing a courtyard...

### Echoing Cisterns

Deep within the estate, a series of interconnected cisterns filled with sluggish, phosphorescent...

### Grim Gear's Workshop

A sprawling chamber dominated by a colossal, partially assembled metal golem.

### Grim Gear's Forge

The chamber pulsates with the rhythmic hammering of countless metalworking tools and the guttural...

## ENCOUNTERS (D6)

1	<b>The Wrought Gate</b>	Rust Eaters patrol the courtyard, wielding makeshift metal clubs. They attack on sight, attempting to drag any intruders into the cisterns. Players can attempt to disable the gate's locking mechanism using tools found within the gate, or use the partially submerged automaton as a distraction.
2	<b>Guardian Automaton (Echoing Cisterns)</b>	A damaged, partially animated automaton guards the cisterns, triggered by any disturbance of the phosphorescent liquid. It attacks with rusty claws and emits a deafening, echoing shriek. Players can attempt to short-circuit the automaton's systems using conductive metal scraps found nearby, or navigate the slick stepping stones carefully to avoid...
3	<b>Grim Gear's Scavengers (Grim Gear's Workshop)</b>	Three Rust Eaters, armed with modified welding torches, attempt to ambush the party while they investigate the golem. They prioritize disabling the party's weapons and equipment, using the automated assembly lines as cover. Players can utilize the chaos of the workshop to their advantage, exploiting the machinery to create distractions or set traps...
4	<b>Cogsmith Silas (Grim Gear's Workshop)</b>	A former Silverthorn artificer, now reluctantly working for Grim Gear. He possesses crucial knowledge of the estate's defenses and the corrupted metal's weaknesses. Players can attempt to persuade him to defect, offering a valuable artifact or promising to expose Grim Gear's corruption to the outside world.
5	<b>Metal Stream Surge (All Locations)</b>	A sudden surge of the Shifting Metal Streams causes localized gravity distortions. The terrain shifts violently, creating temporary walls of metal and sending projectiles hurtling through the air. Players must react quickly to avoid being crushed or struck by falling debris. Tactical considerations: Utilize the shifting terrain to create cover or escape...
6	<b>Grim Gear's Ritual (Grim Gear's Workshop)</b>	Grim Gear oversees a ritual to further empower the corrupted metal, chanting incantations while surrounded by Rust Eaters. Disrupting the ritual requires a coordinated attack, utilizing the workshop's machinery to overload the forge's energy conduits. Tactical considerations: The forge is heavily defended, and Grim Gear is protected by a swarm of Rust Eaters...

## NPCs

**Grim Gear:** A charismatic and unsettling chieftain of the Rust Eaters, obsessed with reclaiming the corrupted metal and transforming it into weapons. He possesses a rudimentary understanding of artificing and a chillingly calm demeanor. He is willing to offer the party power and resources in exchange for their loyalty, but his promises are always laced with deception.

**Cogsmith Silas:** A former Silverthorn artificer, now reluctantly working for Grim Gear. He possesses crucial knowledge of the estate's defenses and the corrupted metal's weaknesses. He's a nervous, pragmatic individual, haunted by his past. Can be bribed with food or convinced through shared stories of betrayal.

**Wren:** Rust Eater Scout A young Rust Eater, eager to prove her loyalty to Grim Gear. She acts as a scout, reporting on the party's movements and providing valuable information about the estate. She's easily swayed by promises of recognition and advancement. Can be befriended through acts of kindness or outsmarted with a clever deception.

**Elder Vorn:** (Neutral) A grizzled, ancient scavenger who has witnessed the estate's decline. He possesses a deep understanding of the region's history and the nature of the corrupted metal. He offers cryptic warnings and hints, but rarely provides direct assistance. He's motivated by survival and the preservation of ancient knowledge.

## PLOT RESOLUTIONS

The adventurers could attempt to reason with Grim Gear, offering a powerful artifact in exchange for his surrender and...

The adventurers might choose to destabilize the Shifting Metal Streams, creating a massive collapse within Grim Gear's...

The adventurers could side with Cogsmith Silas, gaining vital schematics for containing the corruption, but risking r...

The adventurers might appease Grim Gear with a "heart of purest steel"—a significant, personally-charged item—fulfill...

The adventurers could expose Grim Gear's manipulation to the local villagers, rallying support against the Rust Eater...

## TREASURE

**The Resonance Amplifier** – Grim Gear's Workshop A small, intricately crafted device that amplifies psychic energy. It can be used to disrupt Grim Gear's rituals or to communicate with trapped spirits. However,

