

Something Rotten in the Golden Apple

A 1st level 1-session adventure by GubDM

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1 Setting

The hawklords destroyed the Goldleaf Dam, sending a flood that wiped out the breadbasket of southern Corwell. What were once fields of barley and rye carefully tended by generations are now reduced to an endless mire all the way to the Great Sea.

Caught in the flood, the Golden Apple, a merchant river boat, was forced aground between a small island the riverbed. The survivors took their wares and left, but the ship remains, and serves a new master.

Height

- Trees can be climbed to a point 3 squares high.
- The deck of the Golden Apple is 6 squares above the ground.
- The masts of the Golden Apple are each 8 squares above the deck.

Cover

- Squares with tall grass (the dark green color) provide concealment.
- Squares with trees provide cover, but not concealment unless you climb up in the tree.

2 Maintain the Peace

Your caravan from Rhole stops just past the border into Corwell. It's time to set up camp for the evening. Several of the wagons unload and setup tents just off the road in a small clearing. A small pond provides convenient access to water.

Not everyone is happy with the accommodations. You hear raised voices from multiple parts of camp.

- *If the party goes together to intervene in one argument, the other argument resolves itself before they can get to it.*
- *If the party splits, they can resolve both arguments and earn both rewards.*
- *In either argument, there is nothing that prevents a clever party from earning both rewards.*

Resolving one or both of these issues will earn the party **1 Victory Point**. A party of reluctant heroes should be made plainly aware of this fact.

<i>Argument</i>	<i>Reward A</i>	<i>Reward B</i>
A merchant argues with the single parent of the two children about what he is owed after catching the children stealing bread from his tent.	The merchant is satisfied with the outcome: 1 Health Potion	The parent is satisfied with the outcome: 1 Hope Token
An older woman has caught her husband kissing a mercenary traveling in the same wagon. She wants a lot of things, but right now she's adamant that she wants her husband's silver wedding band. They brought no other wealth, their rings are the only valuable thing the wife and husband are each carrying.	The wife is satisfied with the outcome: 1 Hope Token	The husband and mercenary are satisfied with the outcome: 1 Health Potion

Once the sun sets, the caravan goes to sleep. There are already volunteers who are keeping watch, but any of the party members are welcome to volunteer as well. Continue to *The Night Raid*.

3 The Night Raid

Tents are ablaze and the entire camp is awake. The volunteer on watch lies dead in a pool of their own blood, running into the pond. The merchant, the wife and the mercenary are all missing. You see beasts with small riders fleeing into the forest toward the river, one of them carries both the thieving children, both screaming, tied up and dragged behind like saddlebags.

The rest of the camp is awake and alert, but they are only equipped to protect themselves. Everyone looks to you to save the ones who were taken.

Goals

Upon crossing the barrier of thick trees, you see the river, a beached, decrepit merchant ship, and three fires. The riders are heading toward the ship. In the light of each of the three fires, you see a hostage in a cage. The goblins are moving the cages over the fires.

- A hostage not removed from their cage burns and dies at the end of the 3rd round.

You will earn 1 Victory Point for each of the following:

- Save the children and escort them back to camp alive
- Release the merchant, wife and mercenary from their cages before they burn

The heroes begin in the box marked "START," approximately 15 squares south of the Golden Apple. *Draw Steel!*

Recommended Tactics

The warg and rider will take the children to the ship, then ride to attack the heroes. Mounted wargs can cover 28 squares in one turn (move, Sprint maneuver, Charge action, rider uses maneuver to grant another move). After a warg charges, its rider has an edge on melee attacks until the end of the turn.

Each goblin camp can be distracted by the revelry around the fire, or alert to the situation with the heroes approaching. The more goblins active in the combat, the higher the EV of the combat becomes.

Encounter Details

Each camp is an easy encounter. If the warg and rider reach the heroes, it becomes a hard encounter.

Party Size	Camp	Enemy Forces
2	Outside: Each Camp: Ship Interior:	1 Warg + Gob. Assassin, 1 Gob. Spinecleaver + 4 Gob. Runner, 1 Gob. Warrior, 1 Gob. Cursespitter
4	Outside: Each Camp: Ship Interior:	1 Warg + Gob. Assassin, 1 Gob. Underboss + 4 Gob. Runner, 2 Gob. Spinecleaver, 1 Gob. Monarch, 1 Gob. Cursespitter

** for unlisted party sizes, add 1 Gob. Runner to each camp per extra member over a listed party size.*