

NYR5-S03

# Swans of the Duntide

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Nyronde Regional Introductory Adventure

Version 1.2

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Based on a story by, and with special thanks to John D. Jenks.

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Welcome to the festival of Swan Bore on this glorious first day of Growfest. The Duntide River is at peak levels and the city is turning out to see the renowned journey of the Swans. Civil war may be brewing elsewhere, but here all is peaceful and prosperous, with merchants from throughout the Flanaess preparing for a weeklong feast and market festival. A role-playing intensive, Nyronde introductory module for first level characters only.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

### Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

### Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

### Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

### LIVING GREYHAWK

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials discussed in the Preparation section above that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

## **LIVING GREYHAWK Levels of Play**

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the

PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may

find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

5. Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
6. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
6	6	8	9	10	
7	7	9	10	11	

## **Time Units and Upkeep**

This is an introductory one-round Regional adventure, set in Kingdom of Nyrond. Characters native to Nyrond pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may

suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## Adventure Background

On the first day of Growfest each year, an extraordinary event takes place in Swan Bore. A standing wave eight-feet high moves down the Duntide River. Riding the crest of the wave are a number of enormous black-breasted swans. They ride the wave past the town, and then as the wave collapses to the south and around a bend they take off.

Traditionally, this event is the beginning of a market festival and a weeklong time of feasting. In the past, this event has been a gathering place for adventurers, merchants, and charlatans from throughout the Flanaess. Recent disruptions in the politics of Nyronid in general, and the Duchy of Woodwych in particular, have resulted in a reduction of the scope of the festival, but it is still a significant event.

In the troubled year of 595, not all is as it seems. A halfling dog-breeder named Mertuun Greytoes has been breeding war dogs for Sewardndt's armies at his farm near Swan Bore. Mertuun was a former member of the Baronial guard under Baron Bastrayne, where some of his duties including scouting in the Celadon Forest. Following the disbanding of the Baronial Guard under Baroness, now Duchess, Verin Talnith, he was disgruntled by the change of events, and sought opportunities to get back at Lynwerd. This opportunity was found in breeding dogs for Sewardndt.

In an effort to strengthen a particularly vicious breeding line, he has obtained a fiendish dog to add to his breeding stock. While still experimenting with how to get the fiend successfully integrated into his breeding stock, the dog escaped, leading a number of the other dogs on a rampage through the neighboring farms.

Mertuun obtained Dryllisn, the fiendish dog, from Flandrynt, a member of Sewardndt's court. From that individual, he obtained leather stamps incorporating arcane symbols that could be used to make a collar to help control Dryllisn. This collar was made, but the artisan Brantanner failed to follow the instructions completely due to ignorance about the subject. As a result, the collar did not completely control the fiend, and it escaped.

To make matters worse, the dogs attacked the famed black-breasted swans before they began their journey down the Duntide, killing many of them.

## Preparation for Play

This scenario introduces the city of Swan Bore and the immediately surrounding areas. Be sure that you read *Appendix Two* (Other NPCs), *Appendix Three* (The Duchy of Woodwych, Adrean's Landing, and the Duntide), and *Appendix Four* (Swan Bore). You want to be sure to develop a good understanding of the recent history in the Duchy of Woodwych, as well as the personalities and motivations of the NPCs in order to play the scenario fully.

There is a tendency for introductory scenarios to be treated as quick-play sessions that are playable in a short time. This module will be most enjoyable if sufficient attention is given to playing the NPCs fully. Many of the PCs that are used in introductory modules are on their first adventure; all are first level. Give the player an opportunity to explore the character concept through interaction with both the NPCs and the other PCs.

## Adventure Summary

**Introduction:** The characters are on the road to Swan Bore for the famed market festival and weeklong feast.

**Encounter One, Festival Preparations:** The characters are introduced to the city of Swan Bore, the market place, and general feel of the city and the Duchy of Woodwych.

Encounter Two, A Problem Takes Wing: As the crowd lines the river to view the famed black-breasted swans of the Duntide, they discover that the swans are seriously reduced in numbers. When the noticeably depleted flock makes its way down-river, the merchants and townspeople are shocked at the severely reduced numbers.

In the resulting outcry, a call goes out to find out what has happened to the flock. Swan Bore is already losing prestige to the newly founded town of Adrean's Landing, just down-stream. The loss of this traditional event may be the final blow to the future of this historic trading town if the PCs cannot help.

Encounter Three, This Place is Going to The Dogs: Investigating the problem the party finds the slaughtered swans and the tracks of large dogs or possibly wolves.

Encounter Four, Every Dog Has His Day: The party encounters the dogs, and a combat ensues. They find an unusual leather collar on the body of largest and most vicious of the pack.

Encounter Five, A Trapper in the Marsh: This encounter is a role-playing encounter in the event that the party chooses to remain in the marsh awaiting Mertuun's return to check his traps.

Encounter Six, The Leatherworker: The party interacts with Brantanner the leatherworker, who recognizes the collar as one that she made for the gentle-halfing, Mertuun Greytoes.

Encounter Seven, The Farmer in the Dale: The party proceeds to the farm of Mertuun, where they find a breeding operation for war dogs, and evidence that Mertuun and his dogs are not what they seem.

Encounter Eight, A Halfling Farm: This encounter is a short investigation through the farmhouse of Mertuun, during which, clues are obtained to explain the dogs running wild.

Conclusion: The party obtains just rewards for assisting the good merchants of Swan Bore...or not.

## Introduction

***The last day of Coldeven is crisp and bright as you finish your journey to Swan Bore. In the shadows, the last few patches of snow slowly melt, adding to the slightly muddy conditions. The cold days of winter are retreating into the past, having given birth to an ominous child***

***after a long gestation; rumors of civil war fill Nyronnd.***

***Serious matters will have wait. Growfest starts tomorrow, and with it a traditional market festival and weeklong feast in the market town on the Duntide River. The journey has been uneventful, and certainly more interesting since you crossed paths with a number of other travelers heading the same way.***

This is an opportunity for the characters to introduce themselves, if they have not already done so.

***The long shadows of your companions stretch out along the road before you, cast by the setting sun at your back. Ahead, you see the town of Swan Bore in the late afternoon light, with promises of an entertaining week of revelry, along with any business that you may seek to conduct along the way.***

Knowledge (local Nyronnd meta-region) will reveal the following about Swan Bore:

### DC 10

- The trading festival at Swan Bore is well known and lasts for a week.
- The town gets its name from large swans that live nearby.
- The swans ride a crest of water down the river on the first day of Growfest

### DC 15

- Some years back, several merchants were lynched in Swan Bore.
- Merchant families govern the town.

### DC 20 (select two)

- The merchants were lynched at the prompting of the Valorous League.
- Despite years of improved prosperity, there is some level of unrest in Swan Bore.
- The Merchant families include the Hentridge, Stanchion, Tressim, and Thorngate families.

### DC 25

- The Duchess of Woodwych is said to support the growth of Adrean's Landing at the expense of Swan Bore.

- Other authority figures include the harbormaster, Beren Staunchgirdle, and the sheriff, Lia Silverbranch.

## Encounter One: Festival Preparations

This is a role-playing encounter to introduce the players to the town, the expectations about tomorrow's events, and the excitement surrounding the festival itself. After meeting Marwyrd, the party will likely seek lodging at the Inn of the Black Feathers.

***The gateway through the simple wooden palisade is manned by bored-looking militia watchmen. They wave you in with hardly a glance to distinguish you from the farmers and travelers arriving for the festival. Inside the gates is a strong locker. Open doors reveal a dusty and empty interior, despite the mud-splattered sign that reads, "All weapons must be checked before entering Swan Bore."***

If the party asks the guard about the locker, they will be told:

***"Aye, ye can stow yer gear if you choose. Not needed these days, though. Used to be any weapon longsword sized or longer had to be checked unless you had a right to bear arms. Bows and such, too."***

This regulation has been suspended in the interest of defense during the current climate of hostilities between Lynwerd and Sewarndt. If the party wants to leave weapons, they will be given checks for retrieving them, found after a five-minute search. The weapons will be stowed, but the unclasped hasp of the lock should not encourage a sense that all is safe and secure. However, nothing will happen to the gear, and it will be locked at night; yet, disquiet and uncertainty should be played up.

Proceeding on:

***Despite the onset of evening, there are many townsfolk out in the crisp evening, putting the last touches on preparations for the upcoming festivities.***

***Noticing your presence, a middle-aged man looks up from sweeping the entry to his shop and calls out, "Well met travelers, and welcome to Swan Bore!"***

### 1) Marwyrd's Shop

The man is Marwyrd, a merchant and shopkeeper. He is an Oeridian of average height and portly build, sporting a full salt-and-pepper beard.

**Marwyrd:** Male human (Oeridian) Com2; see *Appendix Two*.

Marwyrd runs a general store and has available general supplies (no livestock) that cost 50 gp or less, and simple weapons that cost 20gp or less. See Tables 7-5 and 7-8 of the *Player's Handbook*.

He can provide directions to any other location in town.

If asked about the festival, he will wax enthusiastic:

***"Aye, you've never seen anythin' like it, I'm sure. Swan Bore's festival lasts the entire week of Growfest." Patting his rotund belly, he continues, "The food is plentiful and well made, I can assure you! You're gon' to have a great time. Be sure to come down to the river tomorrow morn to see the Swans. You'll not want to miss that!"***

If asked further about the swans, he will explain:

***"Ah, the Swans of the Duntide. Beautiful birds they be. Giants, I would call 'em. I've certainly seen no others that big. Floatin' down the river on the crest of the Growfest Tide, black breasted and white they are. Twenty, thirty, maybe forty of 'em, you'll see. Hootin' and a hollerin'. Carryin' on, I'd call it. Finally, as the tide crests, they take off! Up they fly, a beautiful sight as they wheel and head off again to the north!"***

If asked about a place to stay the night, he will refer the party to the Inn of the Black Feathers. On a Diplomacy check (DC 10), or if they have purchased anything from him, he will add, "Tell Dryfyrd that Marwyrd sent ye! He's me brother, ya know!"

### 2) Inn of the Black Feathers

The inn is a large two-story wooden building that dominates the north side of a street in the southern section of Swan Bore.

***As you approach a town square, the water in a large central fountain can be heard in cheerful greeting. A number of street merchants have***

**set up carts and wagons here, staking out choice locations for the upcoming festivities.**

**There is no question which building here is the Inn. Light spills through the windows out into the street, and even through the closed door, the sounds of revelry coming from within can be clearly heard. A signpost holds a large wooden feather, painted in glossy black.**

If the party chooses to enter, read or paraphrase the following:

**Upon entering, a high clear-toned voice can be heard over the din: "Aye, I have a room available, the last one in the inn, I'll have you know, too. The crowd's a big one this year, and now that The Pride of the Duntide has moved to Adrean's Landing, we're bursting at the seams!"**

The speaker is Dryfyrd, and he is addressing a Suloise merchant from Naerie, Arbusian Tanvakal.

**Dryfyrd:** Male human (Oeridian) Com3; see *Appendix Two*.

**Arbusian Tanvakal:** Male human (Suloise) Exp5; see *Appendix Two*.

The party has several options about how to proceed. They can attempt to intervene and obtain the room for themselves by Diplomacy or Intimidation, offer to share the room via Diplomacy, Intimidation, and/or Sense Motive, obtain space in the common area, or find other lodging.

There is no room in the town's other inns. The Tipped Cow Inn and Beory's Rest were full days ago and even the lesser known establishments have filled up today. Space in the common room of the Inn of the Black Feathers is available for the cost of a meal, and is subsumed in the Standard Upkeep cost. Optionally, they can choose to sleep in an abandoned building or on the street.

During their stay, they can Gather Information about the town, recent history, and upcoming festivities. They can gain circumstance bonuses (or penalties) for the following actions, all of which stack:

- +2 circumstance bonus for staying at the Inn (either in a room or in the common room).
- +2 circumstance bonus for buying drinks for the patrons (cost of 2 gp).

- -2 circumstance bonus for attempting to intimidate Arbusian Tanvakal into giving up the room.
- +2 circumstance bonus for engaging Arbusian Tanvakal in conversation after either letting him have the room or sharing it with him.
- +2 circumstance bonus for entertaining the patrons with perform skills.
- +2 circumstance bonus for speaking favorably about Lynwerd.
- -2 circumstance penalty for speaking favorably about Sewardt.
- +2 circumstance bonus for speaking unfavorably about Adrean's Landing.
- -2 circumstance bonus for speaking favorably about Adrean's Landing.

Gathering Information will discover:

DC 10

- The town is seeing the largest influx of foreign visitors in years.
- The Duchy of Woodwych is loyal to King Lynwerd in opposition to Sewardt.
- Troops have been massing near Adrean's Landing.

DC 15

- Many of the townspeople have moved to Adrean's Landing, just down river.
- Adrean's Landing is a pet project of Verin Talnith, the Duchess.

DC 20

- Something is wrong in the Celadon Forest.
- A local wizard became insane and killed a number of people before being brought to justice.

DC 25

- Queen Xenia was seen traveling through Curtulenn heading west
- A detachment of light cavalry from the Bloodhound Legion is missing.

Other than the Temples and the Armory, the following locations are not identified on the town map and can be placed at the judge's discretion.

### **3. Alchemist**

There is an Alchemy shop from which the PCs can purchase any potion or oil from the *Dungeon Master's Guide* Table 7-17 with a market price of 750gp or less.

### **4. Armory**

There is an Armory, from which metal armor and non-ranged simple and martial weapons can be purchased up to a maximum of 800gp for the adventure. This can include regular and masterwork items. Exotic weapons are not available. (Map Location T2)

### **5. Bowyer/Fletcher**

There is a bowyer/fletcher shop, which can provide simple and martial bows and crossbows, as well as ammunition for these weapons up to a maximum of 800gp for the adventure. Exotic weapons are not available.

### **6. Leatherworker**

See Brantanner in Encounter Six.

### **7. Temples**

The town includes temples to Pelor and Mayaheine, Zilchus, and Osprey. There is also a shrine to Rao. Any 1<sup>st</sup> or 2<sup>nd</sup> level divine scrolls from the *Dungeon Master's Guide* Table 7-24 (excluding spells from the domains of evil, chaos, or death) can be obtained at these temples (up to a maximum of 800 gp worth of scrolls from each temple).

### **8. Other Shops**

Other shops are available in town selling typical mundane items up to a limit of 800 gp for any one item during the course of the adventure.

**Development:** When the party has completed any business they choose to in the early evening, proceed to Encounter Two.

## **Encounter Two: A Problem Takes Wing**

This is a role-playing encounter that takes place at the Swan Bore waterfront. During the encounter, the town as a whole discovers that some of the swans are missing and others are injured. The merchants in particular are concerned because the loss of the swans could impact the town's role as a festival destination. This festival is larger than in the past years, and the sense is in the air that this is the beginning of good times for Swan Bore.

Hopefully, the party will investigate the problem on their own. If they do not, additional information about other animals being killed on farms may prompt them. If the party still chooses not to pursue the investigation, the adventure concludes.

When the party is ready to proceed from Encounter One, read or paraphrase one of the following:

If the party obtained a room at the inn by themselves without sharing:

***After retiring to your room, the night passes peacefully in restful repose. Morning finds you refreshed and ready for the festival.***

If the party shared a room with Arbusian Tanvakal:

***Arbusian Tanvakal is a congenial roommate. After a short time sharing stories, arrangements are made in the somewhat cramped quarters for a restful evening. Morning finds you refreshed and ready for the festival.***

***Arbusian Tanvakal tells you that he is off to conduct business, but hopes to see you at the river when the swans arrive. "You really must catch the swans. It's a sight that everyone should see at least once. I've been here several times, although the last was many years ago. The old baron did no favors with the way he treated this town, and certainly events at home were not encouraging to travelers. But, tradition is tradition, and it's good to be in old stomping grounds once again." He then proceeds on about his business.***

If the party made some other arrangement, such as sleeping in the common room, stables, streets, or abandoned building:

***While you have perhaps experienced a less restful environment for the night, one does not immediately come to mind. Revelry lasted on into the wee-hours and morning finds you with a crick in your neck and grit in your eyes.***

At this point, the party has likely heard about the swans either from Marwyrd, Arbusian Tanvakal, or from conversation in the inn, and will head for the river. If not, they will see crowds heading in that direction in a festive mood. The following may be useful at some point to encourage them on:



**One of the townsmen passes you in his hurry. "Better get a move on it! Them swans'll be here any moment, I reckon. This is an incredible sight. Surely one you won't want to miss!"**

When they get to the waterfront:

**The docks and quays of Swan Bore's famed waterfront line the riverside. Multi-colored pennants wave in the breeze atop the masts of ocean-going vessels from all over the Flanaess that have made their way up the Duntide from Nessermonth. River Barges are also plentiful, bringing goods from as far away as Womtham and the Flinty Hills for trade here at Swan Bore.**

**Crowds line a bluff near the river's edge. A young halfling has taken up a role as lookout high in the branches of a tree. "Here it comes! They're coming, they're coming!" he cries out in excitement.**

**From your vantage, you can see a standing wave of water moving down the river from the east toward the town. As it gets closer, you can hear the whooping and honking from the five large birds riding the wave. White swans with black breasts ride majestically on the crest of this awe-inspiring sight.**

**However, around you, what started as a cheer from the crowd fades to muttering. You pick up bits and pieces from the crowd: "...barely a handful...", "Where are the rest of 'em?" "This isn't what I came for...I heard there were scores of those birds." "Something ain't right." "...never in my sixty-two years..." "Terrible...lutely terrible..."**

**Finally in silence, the crowd watches the birds as the round the bend in the river, riding the wave as they float to the south and out of sight.**

A Spot check (DC 20) will also show that one of the birds is holding her wing awkwardly, askew along her back with blood discoloring the white of the feathers.

In the babble of conversation that follows, Gathering Information is a simple matter, as everyone seems to have something to say.

Gathering Information will discover:

DC 5

- The Swans nest during the winter in a marsh about three miles upriver to the east, on the north bank of the river.
- Local domestic animals have been killed recently.

DC 10

- Many of the foreign merchants think it is a waste of time to have come here.
- Hunters or agents from Adrean's Landing must have killed the Swans (this is false).

DC 15

- The big merchant families spent a lot of money to try to restore the festival to its prior glory.
- This is a big blow to the town, just when it seemed that the festival was getting back on its feet.

It is hoped that curiosity will be sufficient motivation to move the PCs along. In the event that they suggest helping, or discuss the possibility in character, local townspeople and merchants should immediately encourage them. "Hey, these folks say they'll look into it! They'll find out what happened to the swans" type responses can be played out in loose role-playing. Should this happen, then information will be readily available that the Swans normally nest in the marsh.

No one is going to offer to pay the PCs to look into this, but there should be the clear indication that their help will be appreciated.

If the party has had good relations with Arbusian Tanvakal previously, he will approach them and discretely offer to purchase flight feathers from the Swans, if they can find them, offering 20 gp to each PC for recovery. However, this optional encounter should not be run with particularly suspicious PCs, as it may convince them that Arbusian is behind the tragedy – which is not the case. If you do use this encounter, read or paraphrase the following:

**The familiar thin-faced visage of Arbusian enters your field of view as he approaches you. Discretely, he makes the following offer, "While this is certainly terrible ... whatever has happened, it is also an opportunity. These swans may become a legend in the days to come. Who knows if there are even enough swans left to continue breeding. I will offer you 20 gold nobles each to bring me back at least a**

**sack full of feathers. Flight feathers would be best, if you can find them.**

**Development:** Should the party engage in the investigation, proceed on to Encounter Three. If they show no interest or decline, lightly role-play the festival without much detail, but provide stories of farm animals missing or slaughtered by wild beasts of some sort. If they still have no interest in proceeding, at the end of the festival, continue on to the Conclusion.

## Encounter Three: This Place Is Going to the Dogs

This encounter takes place when the party has decided to investigate the area in which the Swans have been nesting during the winter.

During this encounter, the party will travel to the Swans' nesting area and find that dogs have slaughtered many of the birds. In addition to the signs of wanton violence, they will also have the opportunity to locate the dogs by tracking them. The party's choice of action may also lead them to await Mertuun's return to check his traps.

**Trap:** Note that Mertuun is aware that the Dogs have been in this area and he has set a number of spring traps to try to recover the animals, particularly Dryllisn. These will be encountered at some flexible point when the party is searching along game trails or following the dog traps. The party will only encounter one, with the others being easily visible and avoidable thereafter, once they know what to look for.

These traps are not intended to be much in the way of a challenge, but rather to provide the clue that someone, Mertuun, is aware that the dogs are in the area, and is trying to recover them. Upon discovering them, a Craft (Trapmaking) check (DC 10), will indicate a target of terrestrial animals and not birds. While at DC 15, this will disclose that the target is medium sized and over 100 pounds in weight.

**Spring Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +2 melee (1d2/x2; non-lethal); Search DC 21; Disable Device DC 20; Market value 50 gp

The party can choose to hire a boat to get here or they can march along the riverbank to the marshy area that has been home to the swans.

If coming by boat, they can hire a boat and a pilot at a cost of 4sp, or a boat only for a deposit of

10gp and a rental fee of 1sp. If only the boat is rented, it can be navigated safely with a Profession (sailor) check (DC 5), and will require two party members to man the boat. The boat will be large enough to transport up to eight medium sized passengers in addition to the crew, but will not accommodate horses.

If traveling by boat, read or paraphrase the following:

***You travel several miles upstream along the broad back of the Duntide. The river is at its springtime peak levels and is flows strongly. Working against the current, it takes several hours to reach the area that has been described to you.***

***A marshy area stretches along the riverbank. In the swollen river, cattails and small trees reach out from the surface of the brownish water.***

A Knowledge (nature) check (DC 10) will indicate that this is a perfect nesting area for the swans.

A Profession (sailor) check (DC 10) will be required to avoid snagging the boat in the drowned trees. If the PCs hired a pilot, the pilot will take 10 when making the check. If the boat is snagged, it can be cleared by entering the water, Swim check (DC 5), and making a Survival check (DC 10) to successfully clear the obstruction. Other reasonable solutions are also possible. There is no threat within the water other than the environment.

If the party travels by land to reach the nesting area, read or paraphrase the following:

***The directions lead you several miles along the riverbank of the Duntide. Two hours at a rapid pace gets you to the marshy area that was described to you. The river itself is at its springtime peak, flooding the outer portions of the marsh. The branches of small trees and cattails can be seen extending above the water until fading in the main channel of the river.***

Once the party is in the general are of the swan's nesting area, they have an opportunity to locate the dogs' tracks. This requires a Search or Survival check (DC 15) to find the tracks. Note that the Track feat is not required to find the tracks. It is only required to follow tracks with a DC of 11 or higher. At the point that they find the tracks, either now or later when the find the nesting area, read or paraphrase the following:

***Tracks of some sort of large dog or wolf show that the animals entered the marsh, spent a considerable time in the nesting grounds, and finally departed to the north.***

It is also possible that the party may find Mertuun's tracks, particularly around the area of the Spring Trap. A Search or Survival check of DC 10 will find them, and an additional Survival check of DC 10 will unveil the detail that the tracks are made by a small humanoid, possibly halfling, gnome, or child.

Once either set of tracks is found, a Survival check of DC 10 will lead the PCs to the nesting area of the swans. At this point, read or paraphrase the following:

***The winter nesting area shows signs of extended and repeated habitation, as might be expected. In stark contrast to this peaceful scene are signs that this also became a slaughter ground. Trampled reeds, black and white feathers, bloodstains, and even the partially consumed bodies of large swans are in clear evidence.***

A Heal check (DC 15) or Knowledge (nature) check (DC 10) will show that the birds have died from bites from a carnivore. The slaughter happened within the last two days.

A Knowledge (nature) check (DC 12) will indicate that the wanton slaughter is atypical for natural hunting. More animals have been killed than could be consumed, and some of the bodies have been ripped apart in a manner inconsistent with mere consumption.

Collecting a sack full of feathers for Arbusian will take an hour to find good, unbloodied feathers. Be sure to have them describe how they will go about this, as failure to keep a watch will result in Mertuun gaining a +5 circumstance modifier to Spot and Listen, and will likely bypass Encounter Five.

If the players indicate that they are searching along the riverbank, they may discover the keel mark of a small boat having grounded here, along with medium-sized humanoid prints deep in the mud, leading into the nesting area and returning. Two white feathers will also be found. This is a Search check (DC 10), but requires specifically that the riverbank be searched. These tracks were not made by Mertuun and are not explained in the scenario.

**Development:** It is expected that the PCs will continue to follow the dog tracks, Survival DC 10, which will lead them to the dogs' lair. If so, proceed to Encounter Four. They may also choose to follow Mertuun's tracks, same check. Following Mertuun's tracks in either direction will lead the party to the boat landing as described above and the trail will be lost there. Alternately, they may be unable to follow the tracks, or may simply choose to wait here either for the trapper (Mertuun) to return to check the traps, or in hopes that the Dogs will return for a second course of Swan dinner.

If they do wait for the trapper in a manner that would allow them to Spot Mertuun (either in hiding or with a watch posted), go to Encounter Five. As mentioned above, if they have not posted a watch while collecting feathers, Mertuun will have a circumstance modifier to see the party first, and will not approach them if he does. If they wait for the dogs without keeping a watch for the trapper, Mertuun will turn away from checking his traps when he sees the party. The dogs will return at dusk, at which point, run the combat portion of Encounter Four.

If the party is unable to find the tracks and chooses not to wait for the return of either Mertuun or the Dogs, they will not be able to successfully complete the module. Should they proceed down this course, present them with other stories of killed livestock, hopefully leading them to return to this site and await developments or find the tracks. Should they instead investigate the killed livestock, they can find tracks using the same modifiers as in the marsh.

If they do not further engage in pursuing the rumors, waiting here, or tracking the dogs, they are unsuccessful in the investigation. Proceed to the Conclusion.

**Treasure:** The PCs can collect a sack full of feathers for Arbusian.

APL 2: Loot – 20 gp, Coin – 0 gp, Magic – 0 gp.

## **Encounter Four: Every Dog Has His Day**

This encounter will generally result from the party tracking the dogs from Encounter Three. It can also be entered by waiting for the dogs to return to the site of Encounter Three, or as a result of tracking down the dogs from rumors in the event

that they cannot obtain the necessary clues in Encounter Three.

This is a combat encounter between the Dogs and the PCs. Following the combat, the party will find Dryllisn's leather collar.

If the party has tracked the dogs to their den, read or paraphrase the following:

***The tracks lead you along small game trails and occasionally along the boundaries of farms toward the north, and away from the river.***

***From the shadows and brush under a large oak tree, a large dog with a red muzzle and bloodshot eyes steps forward. His back is arched, and the fur is standing upright. Growls emit from between his barred teeth as several other dogs emerge from the shadows and join him at his flanks.***

Should the party instead await the dogs at the marsh, they may notice the dogs approaching or be surprised by them. Spot checks are opposed by the Hide check, and Listen is opposed by Move Silently.

If the Dogs are aware of the party's presence read or paraphrase the following:

***Four large dogs of mixed coloring emerge from a game trail. Their fur is matted and covered in mud. The largest is tainted with red around his muzzle and eyes. The fur stands along his spine as he growls through barred teeth. He takes two confident steps toward you before charging.***

Otherwise, the Dogs will emerge from the game trails unaware of the party, in which case, read or paraphrase the following:

***Four large dogs of mixed coloring emerge from a game trail. Their fur is matted and covered in mud. They start toward the bird carcasses, apparently oblivious to your presence.***

**Creatures:** The regular dogs are large mixed breed war dogs (80-110 pounds) with an aggressive temperament. Dryllisn is a fiendish dog. His extra-planar origin is apparent in his coloring due to the red in his muzzle and in the skin under his fur. This will be apparent a PC who has seen the dog and makes a successful Knowledge (the planes) check (DC 15).

## APL 2 (EL 4)

**War Dogs (3):** hp 8, 12, 16; see *Appendix One*.

**Dryllisn the Fiendish Dog (1):** hp 18; see *Appendix One*.

**Tactics:** The dogs are very aggressive under the leadership and example of Dryllisn. Dryllisn will attack to the death. The others will continue to fight until any of: 1) Dryllisn is killed, 2) two of the regular war dogs are killed, or 3) a dog will leave the combat if hit points are reduced to one-quarter of starting hp. If any of the dogs leave, record their remaining hit points for possible use in Encounter Seven. If Dryllisn is killed, the dogs will return to Mertuun's farm, otherwise they will regroup at the lair.

**Treasure:** Dryllisn is wearing a special leather collar that Mertuun had made for him by Brantanner, a leatherworker in Swan Bore. The collar is finely crafted and stamped with arcane symbols. The material itself is high quality leather of an unknown source, not a typical domestic beast. The symbols, in four different patterns, are related to binding Outsiders. A Knowledge (the planes) check (DC 15) will show them as related to evil outsiders. A Knowledge (Arcana) check (DC 20) will show that they are incomplete. An Appraise check (DC 10) or Craft (leatherworking) check (DC 5) will suggest that this required a highly skilled leatherworker to manufacture.

APL 2: Loot – 10 gp, Coin – 0 gp, Magic – 0 gp.

**Development:** If the party wants to find the leatherworker, proceed to Encounter Six. If they are forced to flee the encounter, and are successful in doing so, they may return at a later time to continue the fight against the surviving dogs. If they are in the marsh, there is no other encounter (they may have already encountered Mertuun prior to this). If they left the marsh to track the dogs, and seek to return to the marsh, Mertuun will have already been to check the traps and left.

## Encounter Five: A Trapper in the Marsh

This encounter is a role-playing encounter in the event that the party chooses to remain in the marsh awaiting Mertuun's return to check his traps. If this encounter takes place, it will be after Encounter Three. This encounter only takes place based upon the PCs choice of action, but will

impact the sequence of events in Encounter Seven.

**Mertuun:** Male halfling Rgr1/Exp2; hp 17; see *Appendix One*.

Mertuun has returned in the afternoon to check the traps that he has placed for the dogs. He is both a ranger and a halfling, is aware that there is possible danger in the area, and is wearing his armor and carrying his weapons. He is Moving Silently and Hiding. If he Spots or hears (Listen) the PCs without being seen, he leaves the area without encountering them. In the event that the party has not posted a watch for him, or engages in feather collection without a watch, give him a +5 circumstance modifier on spotting or hearing them first. However, this counts as having encountered the party during Encounter Seven.

If the party discovers Mertuun he engages in light conversation, but generally tries to leave as soon as possible to “get on with his business.”

If the PCs are hiding and surprise him, they observe him checking the traps. At the point that he gets to a trap that has been set off by the PCs, he notices the tracks, looks around, and leaves.

If asked about the traps, he bluffs that he was trying to capture small waterfowl.

If asked about the dogs or the birds, he bluffs that he has seen the swans here, but has not disturbed them, nor does he know anything about the dogs.

**Development:** After the encounter, the PCs can wait for the dogs or track them, in which case go to Encounter Four. If they attempt to follow Mertuun, he will repeatedly attempt to evade them before returning to his farm. If they return to town without encountering the dogs, provide other stories, as in the development section of Encounter Three to try to get them back on track.

## Encounter Six: The Leatherworker

This encounter takes place after the party has found Dryllis’s collar and follows up to find where it came from. In the course of the encounter, the party can talk with Brantanner, a leather worker who made the collar, and obtain a lead to Mertuun’s farm.

After the party takes some sort of action to try to find a leather worker, such as asking around town, looking for a leather worker shop, or having

had access to the shop in Encounter One, read or paraphrase the following, adjusting for the means with which the party made inquiries:

***The shop of the leatherworker is set well away from the main portion of town. As you approach, it becomes clear why this is, as your olfactory senses are overcome with the stench of the tanning processes at work.***

***Entering into the shop, the tanner looks up from her work and cheerfully calls out, “Greetings, folks. I’ll be right with you.” She continues cutting a piece of leather before placing a knife back on the table and turns to you. Before you is a large woman, and you are surprised to see that her features clearly reflect savage orcish blood somewhere in her ancestry.***

***“Now, what can Brantanner be doing for ye today? A little armor repair? Some trappings for you or tack for your mounts? A finely embossed belt? Perhaps a saddle? I make the finest saddles in all the Duchy. What’ll it be?”***

**Creatures:** Brantanner is a half-orc and is quite proud of her craft. Rescued by adventures as a child from imminent death in the coils of a large snake in the Gnatmarsh, she was raised by foster parents in Swan Bore and is atypically refined for her race. She is talkative and ready to cite referrals to her work given any opportunity. During the conversation, she’ll make ready reference to goods that she has for sale, similar to her introductory comments, but more specific to various characters in the party, including holding belts out to try them for size, referring to pony tack or riding dog tack for gnomes or halflings, and otherwise customizing the conversation for the party at hand.

**Brantanner:** Female half-orc Exp 3; see *Appendix Two*.

If shown the collar from Dryllisn, she’ll respond:

***“Oh, yes, I made that for that gentle-halfling Mertuun Greytoes. Nice work there. Used the thick skin of some beast from overseas. Nice and strong. How’d you come across it?”***

She does not know what kind of beast the leather came from, having purchased it some years back from a merchant “from the south somewhere.”

If asked about the embossing, she’ll explain:

***“Mertuun gave me the stamps for those marks. Must have been five or six of ‘em. Said to be sure to use ‘em all.”***

She no longer has the stamps, having returned them to Mertuun. Careful observation will notice that there are only four patterns on the collar. If this is pointed out:

***“Ah, maybe there were only four. Anyway, I used all of the stamps like he said. I’m reliable that way.”***

This is a Bluff, and a successful Sense Motive will uncover that she is somewhat flustered, embarrassed, and uncertain. In fact, she didn’t use all of the stamps, which is one of the factors that lead to Dryllisn escaping in the first place.

If asked about where to find Mertuun:

***“He’s got a farm up to the north. Breeds dogs he does.”***

If asked about directions, she’ll provide them given a Diplomacy check (DC 15). Alternately, she will provide the directions immediately upon request if she is told that the dog in question is involved in the disappearance of the swans, if she failed the bluff regarding the number of leather stamps, or if the party has purchased anything from her.

Other conversation regarding the future of Swan Bore, the death of the Swans, Adrean’s Landing, etc. will be answered somewhat vaguely, repeating the typical pattern of the townspeople and merchants without adding anything new. She will quickly turn the conversation back towards trying to make a sale.

**Development:** The party typically will move on toward Mertuun’s farm and Encounter Seven. If they try to make a connection between the source of the exotic leather and the Naerie Merchant, Arbusian Tanvakal, this is a false lead: He knows nothing about the material, and has not been to Swan Bore for years.

## **Encounter Seven: The Farmer in the Dale**

***The farm appears to be well managed, with a small cottage and outbuildings. There are several small fields waiting to be planted for the new season. Rows of kennels indicate the primary business of this farm, and the din raised by the barking of the kennel residents***

***confirm the canine occupants, even from this distance of 200 feet.***

***A rail fence surrounds the property, with a gate opened inward. On the fence to the right of the gateway is a row of pegs, and a sign reading, “Visitors: Weapons are not welcomed upon this farm. Leave weapons here before ringing bell.”***

***Ten feet beyond the fence is a wooden post with a bell suspending from a crossbeam, perhaps three feet above the ground.***

**Trap:** Mertuun has placed snap-jaw traps along the fence line. Any PC that enters a square adjacent to the exterior of the fence will encounter one of these traps. After the first trap is triggered, subsequent search checks gain a +4 circumstance bonus.

**Snap Jaw Traps:** CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (1d6/x3, snap jaw); Search DC 20; Disable Device DC 20; Market value 100 gp

Should the party ring the bell, Mertuun’s actions will depend upon whether there has been prior contact, and what the party has done with their weapons.

If the party spoke with Mertuun in the marsh (Encounter Five), he will know that they suspect too much, and will respond by slinging a bullet at whoever rang the bell, engaging in combat.

If the party has not met him already, and has left weapons at the gate, he will approach to fifty feet and ask their business.

If the party has not met him already, but have kept their weapons, he will order them “Off my property if ye can’t read. No weapons on my farm!” If this order is not followed, he will sling one stone at the feet of a party member, and then in earnest thereafter if they don’t leave.

If the party is able to engage him in conversation, he is curt and wants to end the conversation as soon as possible. If asked about selling dogs, he will say that there are no dogs for sale; he has a buyer for all that he can breed.

If asked about Dryllisn, he will deny knowing about the dog.

If confronted with Brantanner’s story about the collar, he will complain about poking into people’s business and order everyone off his farm, slinging bullets if not obeyed.

**Mertuun Greytoes:** Male halfling Rgr1/Exp2; hp 17; see *Appendix One*.

**War Dog (1):** hp 13; see *Appendix One*.

In addition, any Dogs that escaped from Encounter Four will be here. If unwounded, they will also fight, while if wounded they will be in the kennels, recovering.

**Additional Dogs (0-3 as above):** hp 8, 12, 16, see *Appendix One*, Encounter Four for these additional animals, if they appear; the number appearing will vary, based upon the results of Encounter Four, and the hit points used for the encounter should reflect the results of Encounter Four.

**Tactics:** Mertuun will seek to attack first with his sling, ordering the dogs to guard him. Due to his hatred of Elves, he will attack any Elves first, choosing Wood Elves first. If his hit points fall below 10, he will drink his *Potion of Cure Light Wounds*. Mertuun knows that if he is captured, he will be in serious trouble for his part in assisting Sewarndt. He will, therefore fight to the death. If Mertuun dies, the dogs will fight for one more round and then withdraw.

He will continue to sling at random party members, seeking to drive them away. He will attempt to stay hidden as a sniper near the kennels until he is out of bullets, at which point he will use rocks, firing every other round as he searches for ammunition. If approached in melee, he will order the dogs to guard him, and will start using his quarterstaff.

**Treasure:**

APL 2: Loot – 15 gp, Coin – 40 gp, Magic – *Potion of Cure Light Wounds* (7.5 gp).

**Development:** It is possible that the party decides to leave and come back at another time.

If Mertuun encountered them both in the Marsh and at the farm prior to their return, he becomes concerned that they are on to him and he will leave two hours after they depart. He is planning on laying low for a while, and will return after a week. He will leave everything of value in the house pending his return. If they investigate the house while he is gone, go to Encounter Eight, using Version Two for the House.

Otherwise, upon their return, he will start slinging first, having become frustrated with their interruptions. He will also have donned his studded leather armor.

If the party defeats Mertuun (either killing him or capturing him), they have the option of investigating the house or taking him back to town. If they investigate the house after defeating Mertuun, proceed to Encounter Eight, using Version One for the House. If instead they head back to town, proceed to the Conclusion.

## Encounter Eight: A Halfling Farm

This encounter is a very short investigation through Mertuun's farmhouse. Prior to this encounter, the party will have either killed or captured Mertuun, or Mertuun has left the area. This will impact the reaction of his wife, Nartalie. The description of the house is given in two formats, the first if Mertuun has been captured or killed, and the second if he has left the area.

***The farm consists of kennels, a garden, and a small farmhouse. Within the kennels are a dozen caged enclosures housing large dogs, a fenced exercise and training area, and a shed. The house is a small wooden structure ten feet by twenty feet in size, built to halfling scale. It is painted in cheery white and yellow paint and has flower planters under the windows. The door is round, and is painted bright blue.***

### A. The House, Version One (Mertuun captured or killed) (see map, Judge's Aid #2)

In this version of the encounter with Nartalie, she is cowering under the bed and terribly distraught.

***The door to the house is round, four-feet in diameter.***

Inside, the house is entirely built to halfling scale. Ceilings are low, at roughly four-foot height. All furniture, interior doors, etc. are built to this scale as well. For medium humanoids, picture them as human adults in a child's playhouse.

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

#### A.1 Living Room Version One (10x10)

***The room is a multi-purpose living area, with kitchen, dining table, and two small chairs, all sized for a small humanoid. The kitchen includes a stove, preparation table, and cabinet. The dining table is an oval table two***

**feet by three feet in size, with four chairs. The cabinet is four feet high, four feet wide, and a foot deep. The sitting chairs are stuffed, with cloth coverings, and appear fairly new.**

There is nothing much of interest from the PCs perspective. The stove is hot, with a banked fire in the firebox. The cabinets contain food and dishes. The area is cheery and neatly arranged and organized.

### **A.2 Office Version One (5x10)**

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

**Trap:** There is a needle trap in the lock to the chest.

**Poisoned Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison (1d6 Str/1d6 Str)); Fort save resists poison DC 14; Search DC 22; Disable Device DC 20; Market value 1,300 gp

**The small room contains a desk, chair, chest, and cabinet. From pegs on the wall hang several leashes, muzzles, and a set of keys.**

On the desk is paperwork, a set of five metal stamps used to emboss leather, a notebook, and a book.

- The book is a well-thumbed monograph entitled, *Breeding Dogs for Temperament*, with several sections underlined regarding selecting for vicious temperament.
- The notebook contains lineage notes on the dog-breeding program.
- The purpose of the stamps will be recognized as such with an Appraise check (DC 15) or a Craft (leatherworking) check (DC 10). The symbols are arcane symbols related to binding Evil Outsiders. Four of the symbols are the same as those on Dryllisn's collar.
- The paperwork includes a letter from Flandrynt, included as Player Handout #3. Flandrynt is a minor noble, now in Sewardnt's court. This will be recognized as such with a Knowledge (local Nyronnd meta-region) or Knowledge (nobility and royalty) check (DC 20).

The chest is used to store Mertuun's studded leather armor, which will be in the chest if he did not don it after encountering the party, as well as a second sling and several pouches of sling bullets.

At the bottom of the chest are a leather envelope that contains Mertuun's discharge papers from the old Baronial Guard, included as Player Handout #4, and a small sack with 57gp. A Knowledge (nobility and royalty) check (DC 20) will reveal the seal at the bottom of the discharge paper to be that of the Baroness (now Duchess) Verin Talnith of Woodwych. The letter is old, and comes from the days before the Duchess received her promotion

The keys are spare keys for the kennels.

### **A.3 Bedroom Version One (5x10)**

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

**The room contains a bed, a dressing table with various bottles on it, and a chest.**

A Listen check opposed by Nartalie's Move Silently (+3) will also disclose breathing sounds coming under the bed, where she is hiding in terror.

**Nartalie:** Female halfling Com1; see *Appendix Two*.

Nartalie is terribly distraught over what has happened to Mertuun. She will be somewhat calmed if Mertuun was captured rather than killed. She is unaware that Mertuun has been raising dogs for Sewardnt. If asked about the office, she will explain that is Mertuun's office and he has always told her to leave the space to him alone.

The dresser contains inexpensive perfumes and makeup in simple glass bottles and brass jars.

The chest contains their clothes.

### **A. The House, Version Two (Mertuun has left the area) (see map, Judge's Aid #2)**

In this version of the encounter Mertuun has left the area. Nartalie may be a bit wary about visitors, but is not terrified as in Version One.

**The door to the house is round, four-feet in diameter.**

Knocking on the door will result in it being answered by Nartalie, who will cheerfully explain that her husband is gone, and will be back in about a week. Inside, the house is entirely built to halfling scale. Ceilings are low, at roughly four-foot height. All furniture, interior doors, etc. are built to



this scale as well. For medium humanoids, picture them as human adults in a child's playhouse.

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

**Nartalie:** Female halfling Com1; see *Appendix Two*.

### **A.1 Living Room Version Two (10x10)**

***The room is a multi-purpose living area, with kitchen, dining table, and two small chairs, all sized for a small humanoid. The kitchen includes a stove, preparation table, and cabinet. The dining table is an oval table two feet by three feet in size, with four chairs. The cabinet is four feet high, four feet wide, and a foot deep. The sitting chairs are stuffed, with cloth coverings, and appear fairly new.***

There is nothing much of interest from the PCs perspective. The stove is hot, with a banked fire in the firebox. The cabinets contain food and dishes. The area is cheery and neatly arranged and organized.

If Mertuun has left the area, Nartalie will come out to meet the party if they are talking. If they break anything, she will peak out, and then hide under the bed in fear of the "invaders."

### **A.2 Office Version Two (5x10)**

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

***The small room contains a desk, chair, chest, and cabinet. From pegs on the wall hang several leashes, muzzles, and a set of keys.***

**Trap:** There is a needle trap in the lock to the chest.

**Poisoned Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison (1d6 Str/1d6 Str)); Fort save resists poison DC 14; Search DC 22; Disable Device DC 20; Market value 1,300 gp

On the desk is paperwork, a set of five metal stamps used to emboss leather, a notebook, and a book.

- The book is a well-thumbed monograph entitled, *Breeding Dogs for Temperament*, with several sections underlined regarding selecting for vicious temperament.

- The notebook contains lineage notes on the dog-breeding program.
- The purpose of the stamps will be recognized as such with an Appraise check (DC 15) or a Craft (leatherworking) check (DC 10). The symbols are arcane symbols related to binding Evil Outsiders. Four of the symbols are the same as those on Dryllisn's collar.
- The paperwork includes a letter from Flandrynt, included as Player Handout #3. Flandrynt is a minor noble, now in Sewarndt's court. This will be recognized as such with a Knowledge (local Nyronid meta-region) or Knowledge (nobility and royalty) check (DC 20).

The chest is used to store Mertuun's studded leather armor, which will be in the chest if he did not don it after encountering the party, as well as a second sling and several pouches of sling bullets. At the bottom of the chest are a leather envelope that contains Mertuun's discharge papers from the old Baronial Guard, included as Player Handout #4, and a small sack with 57gp. A Knowledge (nobility and royalty) check (DC 20) will reveal the seal at the bottom of the discharge paper to be that of the Baroness (now Duchess) Verin Talnith of Woodwych. The letter is old, and comes from the days before the Duchess received her promotion

The keys are spare keys for the kennels.

### **A.3 Bedroom Version Two (5x10)**

**Wooden Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

***The room contains a bed, a dressing table with various bottles on it, and a chest.***

If Nartalie has hidden due to the "invaders", then a Listen check opposed by Nartalie's Move Silently (+3) will also disclose breathing sounds coming under the bed, where she is hiding in terror.

If encountered in this room, she will be fearful, but not terrified. She knows nothing about the dog breeding business, and Mertuun has always asked her to stay out of the office.

The dresser contains inexpensive perfumes and makeup in simple glass bottles and brass jars.

The chest contains their clothes.

## B. The Kennels

*The kennels consist of a dozen caged enclosures that contain large dogs. Near the cages, ground has been cleared, and posts raised to facilitate an expansion of the kennels. Most of the kennels contains a dog, while two of the larger kennels contain nursing female dogs with litters of puppies. Several of the cages are empty.*

**War Dogs (12):** hp 13 ea; see *Appendix One*.

The cages are each locked with a pad lock, the keys to which are in the shed, with a spare set in the office within the house.

It is not expected that the dogs will engage in combat with the players. Any reasonable plan to transport the dogs, either with their own animal handling skills or obtaining help from the town will be sufficient for moving the dogs, which constitute the majority of the loot for the adventure.

## C. The Kennel Shed

*This is a small shed, 5x10 feet in size. Within are bags of dog-food, leashes, muzzles, shovels, and related equipment for maintaining the kennel area. To the side of the shed is a stack of fencing material that looks like enough to build several more cages.*

This area is used for storing equipment and supplies for the kennels.

## D. The Kennel Exercise Area

*A large fenced area is adjacent to the kennels is well trodden with dog-prints as well as the prints of a small humanoid. There are various fixtures, including wooden walls, barrels on their sides, boxes, etc. All of the fixtures have scratch marks on them.*

This is an exercise and training area. The scratch marks are from dogs climbing and walking on the wooden surfaces.

### Treasure:

APL 2: Loot – 150 gp, Coin – 57 gp, Magic – 0 gp.

**Development:** Whenever the PCs are done here, proceed on to the Conclusion.

## Conclusion

The party obtains just rewards for assisting the good merchants of Swan Bore...or not.

- If the party never engages in a search for the swans, and never enters into the investigation despite additional stories of farm animals being killed:

*You enjoy the remainder of the festival, although things seem a bit restrained in light of what has happened to the Swans. The townspeople are concerned that this might be a final blow to the economic prosperity of the town. Will trade on the middle reach of the Duntide continue to move toward Adrean's Landing? One of the town's major draws has been lost, and the future looks dim.*

*At the end of the week, you learn that adventurer's discovered that a local dog breeder had some animals escape, and they slaughtered the Swans.*

*Maybe the life of an adventurer is not everything that you thought it would be.*

- If the party chooses a course of action in Encounter Three that does not engage the dogs (such as returning to town and never following up on the additional rumors):

*After investigating the marsh, your course of action returned you to town. Your report about the site of the Swan's attack was taken solemnly, and cast a decidedly grim shadow on the week. Additional stories of attacked farm animals floated through the conversations during the festival. While the townspeople are relieved to have a partial explanation to what happened to the swans, this does not help dispel the gloom that settles over the town. Will trade on the middle reach of the Duntide continue to move toward Adrean's Landing? One of the town's major draws has been lost, and the future looks dim.*

*At the end of the week, you learn that a band of adventurers discovered that a local dog breeder had some animals escape, and these dogs were the ones caused the scene of destruction that you encountered in the marsh.*

*Maybe you could learn something from successful investigators such as these.*

- If the party killed or captured Mertuun, without obtaining evidence of his involvement, either in the form of testimony from Brantanner or the letter from Flandrynt:

**The merchant's of the town are somewhat surprised that your investigation led you to attack one of the local farmers. While you were acting in their interests by investigating the disappearance of the swans, no one foresaw that this would lead to brutal actions like this.**

**You receive a reaction best described as fearful respect and uncertainty during the rest of the festival. Moving on at the end of the week, you have no clear idea as to how the merchants of the town perceive you as you leave town.**

- If the party killed or captured Mertuun, along with evidence of his involvement in the scheme to breed dogs for Sewardt:

**The results of your investigation clearly surprise the merchants of the town. Who can be trusted if a former servant to the Baron would support a usurper like Sewardt?**

**"Mertuun came to our town some years back, a former guard under the Baron. While certainly some of those guards may have had their own best interests at heart, how horrible that it would lead one of them to helping Sewardt. "**

**The festival is enjoyable, but a cloud of uncertainty hangs over the town. The loss of the swans will be a tremendous blow to the town. Will Adrean's Landing assume primacy in the trade along the middle Duntide? Only time will tell.**

**Your service in this matter is highly valued by the families of Swan Bore, and you are sure that you will be welcomed here in the future. The weight of a 150 gold coin reward reinforces that idea as you ponder a bright future ahead of you.**

- If Mertuun has left the area after a visit from the PCs, and the party has no evidence of his involvement either from Brantanner or the letter from Flandrynt:

**Certainly this was an unfortunate sequence of events. The merchants of the town are concerned about the negligence that has led to dogs attacking the swans. Mertuun, the dog breeder, may have something to do with it, but he seems to have left the area for the time being.**

**You spend the rest of the week enjoying the festival. The town honors the accomplishments of your investigation, but there are still unanswered questions that will have to wait for another time.**

**The festival is enjoyable, but a cloud of uncertainty hangs over the town. The loss of the swans will be a tremendous blow to the town. Will Adrean's Landing assume primacy in the trade along the middle Duntide? Only time will tell.**

- If Mertuun has left the area after the visit from the PCs, and the party has evidence of his involvement, either from Brantanner or the letter from Flandrynt:

**The results of your investigation clearly surprise the merchants of the town. Who can be trusted if a former servant to the Baron would support a usurper like Sewardt?**

**"Mertuun came to our town some years back, a former guard under the Baron. It looks like he has been involved in unsavory activity. We will certainly have to talk to him when he returns. "**

**The festival is enjoyable, but a cloud of uncertainty hangs over the town. The loss of the swans will be a tremendous blow to the town. Will Adrean's Landing assume primacy in the trade along the middle Duntide? Only time will tell.**

**Your service in this matter is highly valued by the families of Swan Bore, and you are sure that you will be welcomed here in the future. The weight of a 150 gold piece reward reinforces that idea as you ponder a bright future ahead of you.**

- In addition to the main outcome, if the party, in any circumstance, has recovered flight feathers for Arbusian Tanvakal:

**The Suloise merchant is pleased to be able to add these rare feathers to his stock of unusual merchandise. One never knows how such things might be useful, particularly if the population of birds does not recover. In exchange, each of you is paid 20 pieces of gold.**

The End

## Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

### Encounter Three

Avoid or Disable Spring Trap

APL2 30xp

### Encounter Four

Defeat Dryllisn and Dogs

APL2 120 xp

### Encounter Seven

Avoid or Disable Snap Jaw Trap

APL2 30 xp

Defeat Mertuun and Dog

APL2 120 xp

### Encounter Eight

Avoid or Disable Needle Trap

APL2 30 xp

### Story Award

Determine Mertuun Breeding Dogs for Sewarndt:

APL2 60 xp

### Discretionary roleplaying award

APL2 60 xp

### Total possible experience:

APL2 420 xp

## Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

### **Encounter Three: This Place Is Going to the Dogs**

APL 2: L: 20 gp; C: 0 gp; M: 0 gp

### **Encounter Four: Every Dog Has His Day**

APL 2: L: 10 gp; C: 0 gp; M: 0 gp

### **Encounter Seven: The Farmer in the Dale**

APL 2: L: 15 gp; C: 40 gp; M: 8 gp

### **Encounter Eight: A Halfling Farm**

APL 2: L: 150 gp; C: 57 gp; M: 0 gp

#### **Conclusion:**

APL 2: L: 0 gp; C: 150 gp; M: 0 gp

#### **Total Possible Treasure**

APL A: L: 195 gp; C: 247 gp; M: 8 gp - Total: 450 gp

#### **Special**

## **Items for the Adventure Record**

**Merchants of Swan Bore Favor:** For investigating the disappearance of the Swans of the Duntide, you have earned the favor of the Merchant families of Swan Bore. Any time you play a scenario that takes place mostly in the Swan Bore area, you receive free food and board at the Inn of the Black Feathers and receive free Standard lifestyle.

**Merchants of Swan Bore Disfavor:** For killing a local farmer without just cause, you have established a reputation in Swan Bore as troublesome and reckless. Future interactions with the merchants of Swan Bore suffer from a -2 circumstance penalty to diplomacy checks.

**Well-Known in Swan Bore:** After successfully investigating the disappearance of the Swans of the Duntide and being feted as a hero during the Growfest festival, you are well known to the townspeople in Swan Bore. In future interactions with the townspeople, you gain a +2 circumstance bonus to diplomacy and gather information checks, but also a -2 circumstance penalty to disguise checks.

#### **Item Access**

APL 2: None.

## Appendix One: APL 2 Encounters

### **Encounter 4: Every Dog Has His Day**

**War Dogs (3):** CR 1; Medium Animal; HD 2d8+4; hp 8, 12, 16; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6 +3 bite); Space/Reach 5ft./5ft.; SA trip attack; SQ low light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Jump +8, Listen +5, Move Silently +2, Spot +5, Swim +3, Survival +1 (+4 to track via scent); Alertness, Track.

*Trip (Ex):* A war dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

**Dryllisn the Fiendish Dog (1):** CR 1; Medium Magical Beast; HD 2d8+4; hp 18; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6 +3 bite); Space/Reach 5ft./5ft.; SA trip attack, smite good; SQ dark vision 60', resist cold and fire 5, spell resistance 7, low light vision, scent; AL LE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 3, Wis 12, Cha 10.

*Skills and Feats:* Hide +2, Jump +8, Listen +5, Move Silently +2, Spot +5, Swim +3, Survival +1 (+4 to track via scent); Alertness, Track.

*Trip (Ex):* A war dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

*Smite Good (Su):* Once per day, the fiendish dog can make a normal melee attack to deal an extra damage of 2 against a good foe.

### **Encounter 7: The Farmer in the Dale**

**Mertuun Greytoes:** male halfling Rgr1/Exp2; CR 2 Small Humanoid; HD 1d8+2d6+3; hp 17; Init +4; Spd 20 ft.; AC 15 (18 if in studded leather) (Dex +4, Size +1, Armor (+3 if in studded leather)), touch 15, flat-footed 11 (14 if in studded leather); Base Attack +2, Grp -2; Atk

+2 melee (1d4/x2 small quarterstaff) or +7 ranged (1d3/x2 small sling); Full Atk -2/-2 (1d4/x2 small quarterstaff) or +7 ranged (1d3/x2 small sling); SA Favored Enemy Humanoid (elf); SQ +2 save vs fear, wild empathy; AL LE; SV Fort +4 Ref +7 Will +3; Str 10 Dex 18 Con 12 Int 10 Wis 8 Cha 14

*Skills & Feats* Bluff +2 (+4 vs elves), Craft (trapmaking) +4, Handle Animal +11, Hide +7, Knowledge (nature) +7, Listen +2 (+4 vs elves), Move Silently +6, Profession (animal husbandry) +5, Ride +9, Sense Motive +5 (+7 vs elves), Spot +0 (+2 vs elves), Survival +5 (+7 vs elves), Wild Empathy +3; Two Weapon Fighting, Animal Affinity, Track.

**Wild Empathy (Ex):** A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time.

The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

*Possessions:* Small quarterstaff, small sling w/10 bullets, small studded leather armor, *Potion of Cure Light Wounds*, 40 gold pieces, leather stamps with arcane symbols.

**Background:** Mertuun served a number of years as a member of the baronial guard of the Baron Bastrayne of Woodwych. During this service, he became skilled as a woodland scout in the edges of the Celadon forest, where he had several brushes with the wood elves there in disputes over wood harvesting. Dismissed from service when the Baroness (later Duchess) Verin Talnith removed many of the baronial guard from service, he became bitter and convinced that his dismissal was unfair and biased.

Approached by Flandrynt some years ago with the suggestion that he might put his skill in handling animals to use as a dog breeder, he set up a small farm near Swan Bore and learned the trade. Increasingly, he sought to make his dogs as vicious as possible, and welcomed the opportunity to incorporate fiendish blood in his stock when the opportunity was presented.

Description: Mertuun is a fairly typical halfling, standing 3'0" and weighing 30 lbs. His ruddy complexion is marred by crow's feet around his eyes and a deeply lined forehead. He regularly wears a tattered greenish-grey cloak that still bears the faded crest of the old baronial guard.

Personality: Mertuun has a fairly forceful presence, but lacks the judgment to use it in a role of ongoing leadership. The net result is that while others find him initially appealing to interact with, he has a tendency to then treat people poorly or in a cursory manner and thereby alienating them. This largely comes about by not understanding the motivations of those around him; he may be skilled at understanding the interpersonal motivations of how others are acting toward him, but not the intrapersonal motivations within the individual in question.

**War Dog (1):** CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6 +3 bite); Space/Reach 5ft./5ft.; SA trip attack; SQ low light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Jump +8, Listen +5, Move Silently +2, Spot +5, Swim +3, Survival +1 (+4 to track via scent); Alertness, Track.

*Trip (Ex):* A war dog that hits with a bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

## Appendix Two: Other NPCs

### Encounter One

**Marwyrd:** Male human (Oeridian) Com2; HD 2d4; hp 6; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Attack +3, Grp +2; Atk +2 melee (1d4-1/x2 dagger); SA none; SQ: none; AL LN; SV Fort +2 Ref +2 Will +5; Str 8 Dex 12 Con 13 Int 15 Wis 12 Cha 13

*Skills and Feats:* Appraise +6; Profession (merchant) +9, Spot +6, Sense Motive +3; Skill Focus (Appraise), Skill Focus (Profession merchant)

Marwyrd is a small general shop owner in Swan Bore, selling general items and inexpensive tools and weapons.

Description: Marwyrd is the younger brother of Dryfyrd, and they share a family resemblance. He is a large man, although not particularly well built, with a growing middle bulge (5'11", 230, 40 years old). He has closely cropped reddish-brown hair and a full beard that hides a scar on his left cheek.

Personality: Marwyrd is pleasant and friendly, albeit forgetful. He reaches out willingly to talk to people, but never really has anything meaningful to add to the conversation in most cases.

**Dryfyrd:** Male Human (Oeridian) Com 3; HD 3d4; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Attack +1, Grp +2; Atk +2 melee (1d4+1/x2 dagger); SA none; SQ: none; AL LN; SV Fort +1 Ref +1 Will +0; Str 12 Dex 10 Con 11 Int 13 Wis 8 Cha 13

*Skills and Feats:* Bluff +4, Craft (Brewer) +4, Diplomacy +5, Knowledge (local – Nyrond meta-region) +3, Profession (Innkeeper) +10, Spot +2, Sense Motive +6; Negotiator, Skill Focus (Profession Innkeeper), Skill Focus (Knowledge (local Nyrond meta-region))

Description: Dryfyrd is a large, heavy set Oeridian man of middle years (6'2", 240 lbs, 50 years old). He possesses a main of reddish brown hair and a thick beard. You can count on him to have a stained apron over whatever else he may be wearing, at least while at the Inn, which is often. He has a surprisingly high and clear voice for his build and is known to sing a passable tenor in community activities and as entertainment for the patrons of the inn.

Personality: Dryfyrd is likeable and reasonably knowledgeable about Swan Bore. He has a tendency toward telling jokes at serious moments, whether this is to break the tension or because he doesn't realize it is a serious time is unclear.

**Arbusian Tanvakal:** Male human (Suel) Exp5; CR 4: Medium Humanoid; HD 5d6+5; hp 27; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Attack +3, Grp +2; Atk +2 melee (1d4-1/x2 dagger); SA none; SQ: none; AL LN; SV Fort +2 Ref +2 Will +5; Str 8 Dex 12 Con 13 Int 15 Wis 12 Cha 13

*Skills and Feats:* Appraise +13, Bluff +11, Diplomacy +15, Intimidate +3, Knowledge (geography) +9, Knowledge (local - core) +9, Knowledge (local - Splintered Suns meta-region) +9, Profession (Merchant) +9, Sense Motive +11; Negotiator, Skill Focus (Appraise), Persuasive

*Languages Spoken:* Common, Nyrondese, Ancient Suel, Baklunish, Elven

Arbusian is a merchant from Naerie City in the Principality of Naerie. He is well connected throughout the Splintered Suns region, and is a frequent traveler elsewhere in the Flanaess as well. If asked, he will explain that his last name is Suel for "Greater Gold." Arbusian has a great affinity for adventurer types, and is always interested in hearing tales of heroic deeds. The nature of his trade is varied, and he has a penchant for speculating in rare or unusual items that he thinks may have value in the future.

Description: Arbusian is a middle-aged Suloise man, 5'9", 140 lbs, 45 years of age. He is thinly built, and somewhat gaunt in appearance. His pale skin has a somewhat stretched appearance, particularly about his face. His brow is high and this is accentuated by a hairline that has receded to mid-pate. He favors brightly colored robes, often bearing ornate embroidery about the collar and chest.

Personality: Arbusian is a knowledgeable and pleasant conversationalist. He is conversant with the state of affairs around the Splintered Suns region, as well as the core areas of the southern coast regions and the lands surrounding the Nyr Dyv, including Greyhawk. He collects rare and unusual items; despite



being a skilled negotiator, he has a weakness for such items and will follow his heart in such matters, buying at higher prices than might be wise.

### Encounter Six

**Brantanner:** female half-orc Exp 3; CR 2; Medium Humanoid; HD 3d6+6; hp 18; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Attack +2, Grp +4; Atk +4 melee (1d6+2/x2 club); SA none; SQ: half-orc abilities; AL CG; SV Fort +3 Ref +2 Will +2; Str 14 Dex 12 Con 14 Int 10 Wis 8 Cha 8

*Skills and Feats:* (36/2) Appraise +9, Bluff +5, Craft (leatherworking) +9, Diplomacy +7, Knowledge (local Nyronde meta-region) +5, Sense Motive +5; Skill Focus (craft (leatherworking)); Skill Focus (appraise)

*Languages Spoken:* Common, Orcish, Nyronde

Brantanner is quite proud of her craft. Rescued by adventures as a child from imminent death in the coils of a large snake in the Gnatmarsh, she was raised by foster parents in Swan Bore and is atypically refined for her race. She is talkative and ready to cite referrals to her work given any opportunity. She is well known in the Duchy of Woodwych as a manufacturer of masterwork quality leather and hide armor.

Description: Brantanner is a large woman of obvious orcish descent (6'6", 240 lbs, 25 years old). She has a grayish cast to her skin and wears her coarse black hair hacked crudely across the brow with a single pony tail down the back, bound by a crusty leather thong. She will often be found wearing a reeking leather apron, all too often when she is in town as well as when at work. Her large teeth are starting to break and chip from decay and are blackened at the gum line.

Personality: Brantanner is atypical in her level of refinement for her race, and generally has a good heart. Her willingness to speak with strangers is offset by a lack of understanding about social nuances, however, and she has never quite gotten the grasp of the finer points of human culture; as a result, she has a tendency to miss jokes, but find inappropriate humor at odd moments.

### Encounter Eight

**Nartalie Greytoes:** Female halfling Com1; CR 1/2; Small Humanoid; HD 1d4+1; hp 5; Init +1; Spd 20 ft.; AC 11, touch 11, flat-footed 10; Base Attack +0, Grp -6; Atk -2 melee (1d3-2/x2 small dagger); SA none; SQ: halfling abilities; AL N; SV Fort +0 Ref +0 Will +0; Str 6 Dex 12 Con 10 Int 10 Wis 11 Cha 10

*Skills:* Handle Animal +4, Hide +3, Listen +6, Move Silently +3

Possessions: 10sp, common clothes.

Nartalie is a halfling farmer near Swan Bore, and the wife of Mertuun Greytoes.

Description: Nartalie is fairly typical for a halfling, standing 2' 10" and weighing 30 lbs. She wears her long black hair in braids on either side of her head, reaching to her waist. Her dark eyes tend to water, and her ruddy skin gets noticeably red when frightened.

Personality: Nartalie is perpetually frightened, and sees the worst in the events around her. This stems from a sense that she is not fully in control of her life, and she thinks longingly of the simplicity of her childhood. Whether this is due to depression or circumstance is uncertain.

## **Appendix Three: The Duchy of Woodwych, Adrean's Landing, and the Duntide**

### **The Duchy of Woodwych**

Prior to Lynwerd's crowning, this land was managed by the Baron Bastrayne. While Bastrayne feigned support for the king, he and Bailiff Radnen Gryppe managed to skim of some 30-40% of the taxes for themselves. Bastrayne himself was a very charismatic ruler, and knew well how to manipulate his population, and his king. He denounced the "terrorists" of the Celadon Forest and gave glowing accounts of how his troops are imposing order and protecting the vital trade of the kingdom. As time progressed he imposed martial law on Woodwych and had his elite Baronial Guard harass and arrest anyone threatening to bring the truth to the king. The militia were very loyal to the Baron, as the king had not paid them for several months until the Baron himself started paying them. In fact, Bastrayne had intercepted the wages. He had then convinced the militia that the people of the lands could afford to pay the taxes, and would wax eloquent on Nyronde's need for a strong army, so that the militia would believe what they were doing was right. Opposition to Bastrayne had sparked anger and violence in the lands around the walled city, especially within the Celadon. Lynwerd wasn't as bamboozled as his father, and quickly uncovered the truth.

Lynwerd appointed Verin Talnith, a powerful southern noble, the Baroness of Woodwych, giving her unprecedented autonomy in running the province. She immediately ordered a handful of lesser nobles exiled for their role in the Bastrayne Affair, and sacked most of the former Baronial Guard, a body that had become unacceptably corrupt. Bastrayne and Gryppe however, managed to flee. It is rumored that he managed to get away with wagonloads of gold, and speculation on where he, and that gold, can be found run hot.

Initially, the Baroness's rule was not too successful. Woodwych's biggest resource is the Celadon Forest, and that remained in a state of near-revolt where no Nyronde soldiers dared go. However, conditions have slowly been improving, but it takes time for injuries on both sides to be forgotten and in the meantime, the provinces economy, and tax collections, suffers. More recently, subsequent to King Lynwerd promoting the Baroness to Duchess, She has been making much greater strides toward stabilizing the region.

Talnith has made progress in assuring the forest folk that she is no threat to the forest. While pressures to consider the short term uses of the forest as a resource for Nyronde have not subsided, the duchess has made great strides to work peacefully with the forest's inhabitants to find mutually agreeable solutions. Entering the forest is still an iffy proposition and one had best have permission in advance, less one finds themselves facing a few sudden and none too pleasant conversations with elves, but these days the sylvan elves of the Celadon are far more likely to send you on your way intact.

### **Adrean's Landing**

Adrean's Landing is a relatively new town on the Duntide between Swan Bore and Arnford. It serves primarily as a trade city – a convenient gathering place for farmers, traders and visiting travelers. It will serve secondary duty by becoming a sort of amusement park. Specialty shops and services will grant any that wish distraction exactly what they want. In fact, a new coliseum is being built that will house racing events, simple gladiatorial contests, and serve as an outdoor gathering area for such things as swap meets, concerts, or speeches.

The town is a pet project of the Duchess, named after her late son. Adrean was killed in 589 under mysterious circumstances. The Duchess once chiefly suspected the Brotherhood of the Bronze as being behind the death of her son, but recent information about his death has cleared them. Which more than any other circumstance allowed the Duchess to make progress in dealing with the inhabitants of the Celadon.

As it turned out, the true culprit was an assassin hired by a merchant house from Swan Bore who was dealing in illicit goods and feared that the new city (Adrean's Landing) would cause too much new scrutiny to come upon his operation. The irony being that had Adrean not been killed, the city might very well never have been built. The slaying of her son caused the duchess to build the city as a memorial to him.

### **The Duntide**

A crucial part of Nyrond's famed Nesser-Franz River system, the Duntide brings goods from as far as Womtham and the Flinty Hills to the capital. From Rel Mord south, the river can sustain ocean-going ships, which grant access to the markets of the south and west.

## Appendix Four: Swan Bore

### Swan Bore

**Swan Bore (large town - treated as small town):** Non-standard; AL LN; 800 gp limit; assets 148,000 gp; Population 3,700; Mixed (human 79%, elf 9% [sylvan 90%, high 10%], halfling 5% [lightfoot 80%, tallfellow 15%, deep 5%], half-elf 3%, gnome 2%, dwarf 1%, half-orc 1%).

*Authority Figures:* Beren Staunchgirdle (harbormaster), male human Com10; Jamus Stanchion (merchant patriarch), human male Exp7; Louisa Hentridge (merchant matriarch), human female Ari1/Exp3; Quillion (merchant patriarch), elf male Wiz1/Exp3; Baldrick Tressim (merchant patriarch), human male Ari1/Exp2; Amaryllis Thorngate (merchant matriarch), halfling female Rog2/Expl; Bartleby Fussbottom (chief customs official), male human Exp3; Lia Silverbranch (sheriff) female half-elf War6; Deputies, War3, War1 (x11); Thror Whitewolf (captain of the militia), male human War3.

*Important Characters:* Amara Rose (head of the temple of Pelor), female human Clr4; Jonas Vend (head of the temple of Zilchus), male human Clr2; Montgomery Striper (head of the temple of Osprem), male human Clr2; Lily Waver (owner of Beory's Comfort), female human Clr1/Exp1; Mycha Fussel (oversees the shrine of Rao), male human Clr1; Serge Sawyer (retired captain of the militia) Ftr4; Lady Kavina Jessum (paladin of Mayaheine), female human Ari1/Pal2; Otto Beaver (owner of the Beaver's Dam), male human Rog5; Peregrast Mumsmith (postmaster), male human Ari2.

*Others:* Brd3; Brd1 (x2); Clr1 (x2); Drd3; Drd1 (x2); Ftr2 (x2); Ftr1 (x4); Pal1 (x2); Rgr2; Rgr1 (x2); Rog3; Rog1 (x4); Sor2; Sor1 (x2); Wiz2; Wiz1; Adp1 (x11); Ari2; Ari1 (x25); Com5 (x2); Com3; Welt (fanner), male human Com2, hp 6, AL LG; Pite (farmer), male human Com2, hp 6, AL LG; Com1 (x3300); Exp3; Exp1 (x109); War1 (x182).

Swan Bore is a market town located on the Duntide River and surrounded by a simple palisade. The gates to the town are closed at night and the Southern gate is never opened at night. Swan Bore boasts an excellent river harbor at this deep and slow bend in the Duntide River. The town is named after an extraordinary event that occurs regularly as clockwork on the first day of Growfest each year, along a stretch of the Duntide for some three miles north and ten miles down river. A large wave, some eight feet high, moves down river, and on its crest ride great black-breasted swans, honking and whooping.

Traditionally this was the first day of a great market festival and kicks off a week of feasting. During the festivities, markets are strewn across the entire town. Merchants, traders and charlatans from all over the Flanaess would converge on the town. Hepmonaland ivory, barbarian land furs and Ekbir silks could be found for sale beside Nyrondeese grain, meats, and fish. Oxen, herons, boars, and sheep were roasted and slices sold in hot, crusty bread together with local beers and ales. Unfortunately, during the wars, tithe-grabbing militia and men working directly for the former Baron hit the markets hard. The former Baron's imposing of a "tax" that amounted to confiscation, just before he vanished with everything he could carry, frightened off many of the merchants that the town depends on. Many foreign merchants have sworn never to return and trade has yet to return to pre-war levels.

Merchant families of considerable influence and power administer Swan Bore, and during the war they managed to stave off most taxes by deferring payments. This meant that the common folk had to pay more than their share. There is great resentment against the wealthy rulers here, and a rabble-rouser from the Valorous League of Blindness once incited a mob to lynch four hapless visiting merchants. The townspeople feel very guilty about this, but their festering anger still builds.

Rumors had once spread that the rich were in league with fiends, and that some local people who disappeared had been sold into slavery. Angry townspeople chose to ignore the truth, which is that most of these people fled to escape taxation or conscription. The town was in such a state of mass unrest shortly after the war that they were just one spark away from rioting. Things have since calmed down with the moderate return of prosperity the new King and new Baroness, now Duchess, have brought, but there is still unrest to be found. The creation of the new town of Adrean's Landing by the Duchess has many worried about the future of the town.

The town watch consisting of Lia Silverbranch, the sheriff, and her twelve deputies, handles local law enforcement. Lia can usually be found at the town jail, while the deputies, when not walking the streets, can be found at anyone of the three town watch buildings. If there is any trouble, the watch immediately calls in reinforcements from the town militia. It is important to note that both the town watch and the town militia keep a much more prominent profile in the North and Government quarters than they do in the Trade and Dock quarters. They rarely ever go into the Dock quarter at night unless responding to a call for help, and only do so in large numbers. The Harbormaster though, tends to have his own ways of enforcing the law near "his" docks.

*Note:* The townsfolk wish the Duchess had put money into building up Swan Bore instead of founding a backwater town down stream (Adrean's Landing). There is still much resentment about this in Swan Bore and many fear the town will never recover despite recent indicators of growth.

## **Key to the Map of Swan Bore**

### **Docks Quarter**

Docks, warehouses, inns, taverns, and other miscellaneous offices and shops pertaining to the town's major trade. The docks quarter is also the seedier part of Swan Bore. Most of the residents who are down on their luck have found themselves living in this area. However, since there is no lack of housing, there is still not much of a homeless problem.

**D1. Watch Tower.** This simple square tower serves two purposes. The first is to keep an eye on the river traffic. It keeps track of all vessels that pass by, alerts the Harbormaster of incoming ships, and also sounds a general alarm if a threatening ship or ships enter the harbor. It also doubles as a lighthouse as needed when the fog rolls in thick on the river.

**D2. Harbormaster's Office.** Beren Staunchgirdle (male human Com10), the harbormaster, and all of the local Custom Officials can be found here when they are not actually on the docks.

**D3. The Beaver's Dam.** A small local pub. The Beaver's Dam has a shady reputation and tends to cater to those who prefer a small dark pub with private meeting rooms.

**D4. A Sailor's Respite.** A local inn and tavern popular with visiting sailors, the local dockhands, and the clergy of Osprem.

### **Government Quarter**

This area of town hosts almost all of the official town buildings and temples along with many of the upscale shops in town. It also houses many of the wealthier residents of Swan Bore who have not been able to buy their way into the North quarter as of yet. There are also a few private slips on the river that are reserved for government use and the use of some of the wealthier families in town.

**G1. Town Hall.**

**G2. Town Jail.**

**G3. Royal Mail Service.** This building boasts a sign with the Seal of the Royal Mail Service hanging in front. Peregrast Mumsmith (male human Ari2), the postmaster and his two farmer friends, Wilt and Pite (male human Com2) can typically be found on the front porch smoking their pipes. Peregrast is a minor noble from Woodwych who came to Swan Bore to get away from the trouble caused by his distant cousin, the old Baron of Woodwych. He quite enjoys the slow simple life he has found here.

**G4. Temple of Pelor and Mayaheine.**

**G5. Temple of Zilchus.**

**G6. Temple of Osprem.**

**G7. Shrine of Rao.**

**G8. Beory's Comfort.** A local inn and tavern popular with the local farmers. The inn is owned and run by Lily Waver, a cleric of Beory (female human Clr1/Exp1).

**G9. Town Watch.**

**G7. Militia Barracks.**

### **Trade Quarter**

The merchant district of Swan Bore actually takes up more than a quarter of this town. During the winter it is common to see shops boarded up for the duration. Unfortunately, since the time of the war it has also been common to see shops closed year round, although the recent trend has been to see less and less of these as population and trade have begun to grow again. The largest majority of the population also lives within this quarter.

**T1. Open Air Market.**

**T2. Smithy.**

**T3. The Tipped Cow Inn.**

**T4. Town Watch.**

**T5. Militia Barracks.**

### **North Quarter**

North Quarter sees most of the nicer homes within Swan Bore and sees regular patrols of both deputies and town militia. It is not uncommon for strangers and those who down on their luck to be stopped, questioned, and gently sent off in another direction if they cannot produce a legitimate reason to be here.

**N1. The Stanchion Mansion.**

**N2. The Hentridge Mansion.**

**N3. The Tressim Mansion.**

**N4. The Thorngate Mansion.**

**N5. Quillion's Mansion.**

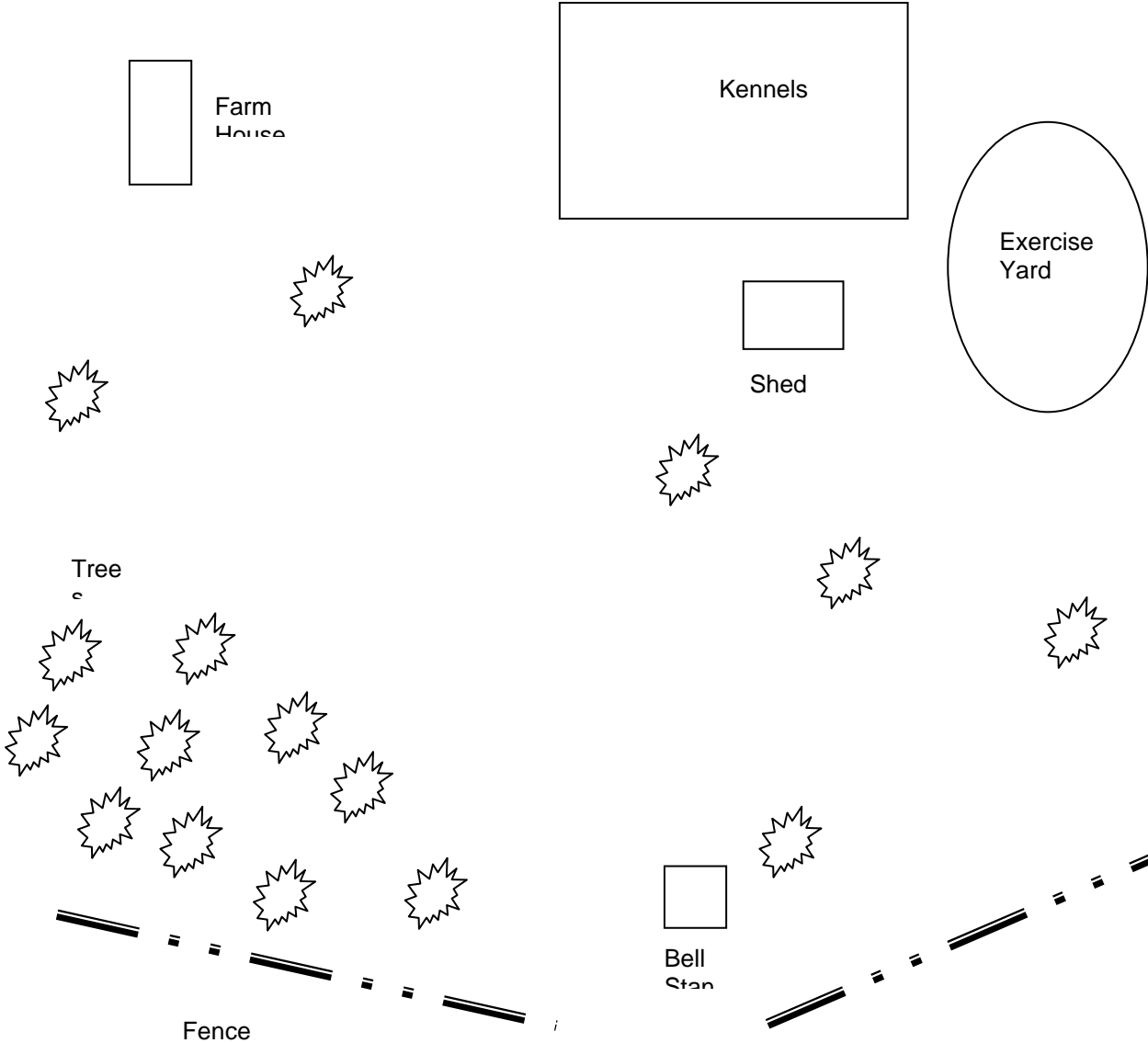
**N6. Militia Barracks.**

### **Farms**

Although mostly known as a merchant and trading town, Swan Bore also boasts a small agricultural area nestled between the river and the forest.

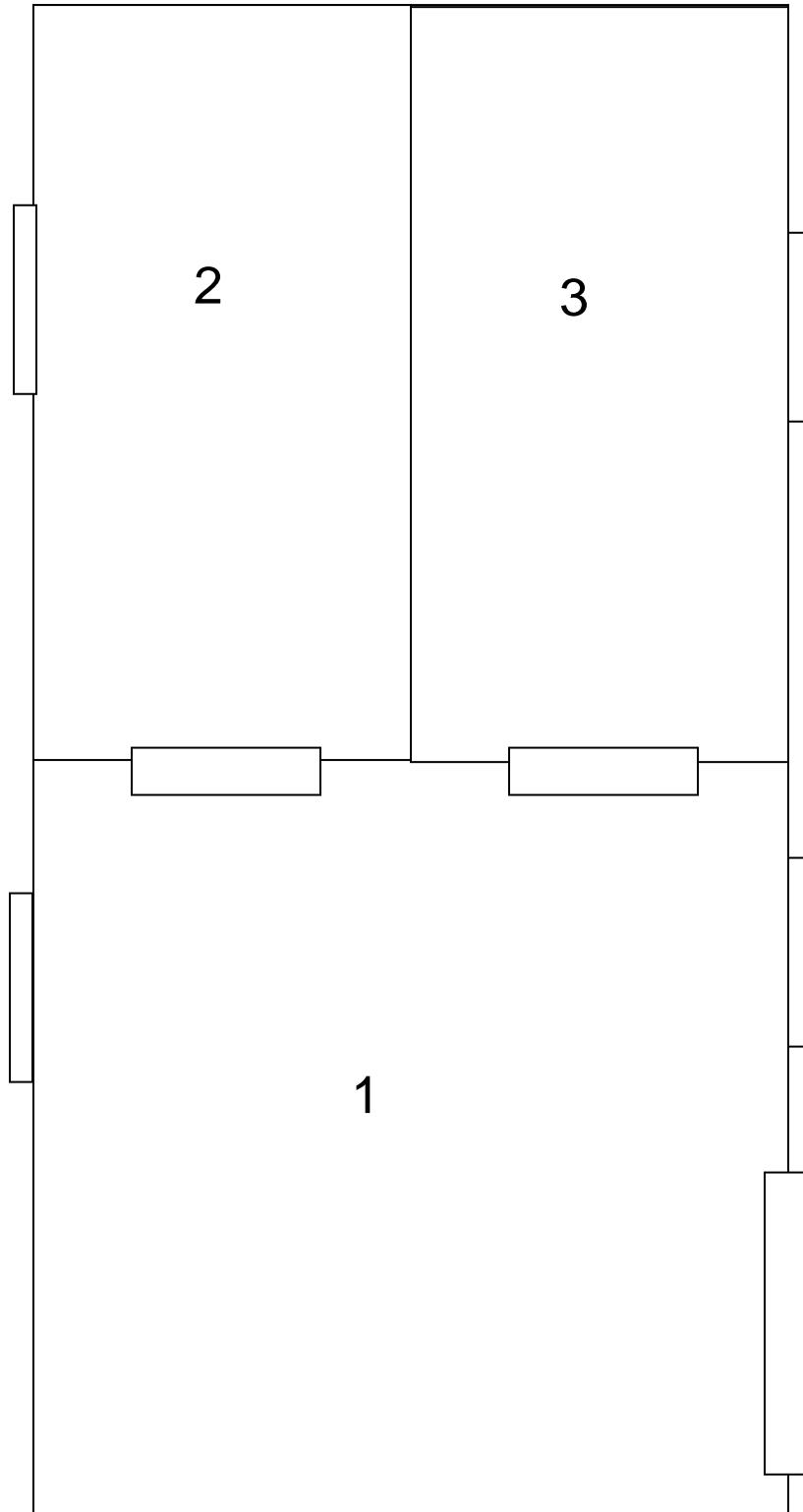
# Judges' Aid #1: Mertuun's Farm

Scale: 1 inch = 25 feet



# Judges Aid #2: Farm House

Scale: 1 inch = 2.5 feet





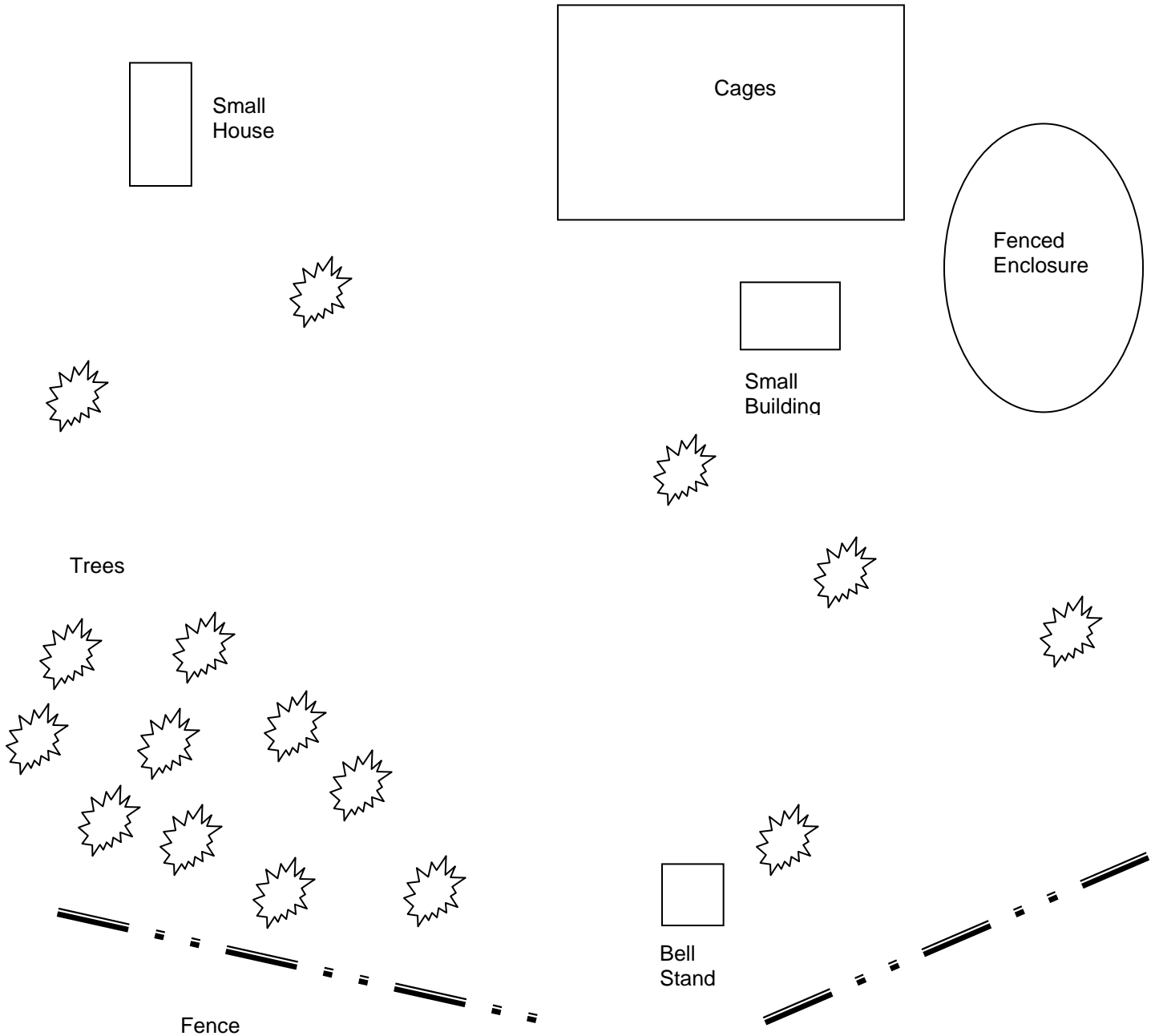
# Player Handout #1: Map of Swan Bore

1 Inch = 140 Feet



# Player Handout #2: The Farm

Scale 1 inch = 25 feet



## Player Handout #3: Letter from Desk

This letter shows signs of a broken wax seal, which is no longer present. The paper itself is good quality parchment.

Mertuun Greytoes,

In response to your query, I can assure you that the Emperor would be very pleased that you have made such success in the development of your breeding lines. Having inspected your animals, it appears that you have made excellent progress in your breeding program, and the Emperor will be happy to purchase all animals that you can deliver.

In addition, I have sent along a dog of unusual stock. Be very careful with him, as he is not, shall we say, from the local area. You will find him most manageable if you bind him with a collar embossed with the five stamps enclosed herein. I have enclosed the stamps, rather than a complete collar, as you will find this helpful for the offspring as well. He should add a devilish temper to your existing breeding lines.

Vivat Emperor!

Flandrynt

## Player Handout #4: Letter in Leather Envelope

This somewhat dated letter is on fine parchment and is kept in a leather envelope. At the bottom of the letter is an official looking seal obscuring the signature.

*To: Mertuum Greytoes*

*Baronial Scout*

*Be advised that your services in the Baronial Guard are no longer needed and you are hereby dismissed. While this dismissal is not specifically due to proven malfeasance on your part, it has become apparent that the activities of the guard in general do not meet the standards of our Baroness Verin Talnith.*

*Signed,*

<Indecipherable>