

Overview: The party is set to explore a town where a farmer has just been found dead. There are multiple areas which can be visited by the players to gather information in order to further their investigation, with each path altering the final battle. The town itself possesses most services players may need such as a temple for spellcasting and healing, an inn with paid rooms to rest in, a general goods store, and a blacksmith/leatherworker. These are not important story areas, but are available should the players have need of them, however once part 6 or later has been reached, the players should be considered on a timer and won't be able to return to town lest the villain get away.

Introduction: The town of Baryn's Field is an out of the way place which usually garners little attention from the rest of the world. Recent events have changed that. While no one paid too much attention to the disappearance of sheep from a number of the town's farms, dismissed as wolves from the nearby wood. Now the situation has changed. This morning, Jed Lewhan was found torn apart in his field. When the body was discovered, the mayor sent to any adventurers in the area for help in getting to the bottom of a townsman's death and keeping the rest of the citizen's safe from who or whatever did this, promising payment in platinum.

Part 1: Meeting the Mayor

Mayor Leiss Thome will eagerly welcome the party into his office, a decently sized room with a large desk, red curtains framing windows along the right wall, chairs for each of the party members set out, and a fine bookshelf to the left of the desk. The mayor himself has a friendly face to match his warm reputation, fine dress, and his left arm in a sling. If asked about the arm he will try to dismiss it but say that he had a fall if pressed. He will accept healing offered. Thome will explain to the players that a man has been murdered and that he can't allow whoever is responsible to get away. He will ask each player about their abilities before determining that they are right for the task. He will then give the players the opportunity to ask questions of him. If asked, Thome has the following information to share: the noises people heard could not possibly have been wolves, Jed Lewhan was a well-liked man, Jed lived alone but had a cousin who was staying with him for a visit these past few days, Cass Drim the carpenter lives the closest to Lewhan's farm and may have noticed something. After questions,

Thome will escort the players to where they want to start investigating, Part 2 for the scene of the crime, Part 3 for the carpenter, and Part 4 for Lewhan's cousin.

Playing Thome: Thome is a well-mannered man known for his kindness and concern. He is relieved by the player's arrival and amicable.

Part 2: Examining the Crime Scene

Heading to the Eastern edge of town, the players arrive at Lewhan Farm. As the sky begins to turn a soft pink with the setting sun, the players see a modest farmhouse adjacent to a field housing a sizeable flock of sheep. Nearby sits the carpenter's home, a light trail of smoke leaving the chimney. Heading into the field, a trampled area of grass surrounds the upper half of Jed Lewhan. His legs are completely torn off, his torso a bloody wreck, blood all over the ground. Mayor Thome then takes his leave as the players investigate. Searching the area will reveal bestial footprints leading into the wood towards the North (Part 5) and examining Lewhan will reveal that he was killed brutally, overpowered and torn to shreds by tooth and claw.

Next steps in the investigation may include questioning the carpenter (Part 3), the cousin (Part 4), or following the tracks (Part 5). The players should not visit more than 2 of parts 3-5

Part 3: The Carpenter's Story

Approaching the home of Cass Drim, light pours out of a pair of doors opening into a workshop filled with the scents of sawdust, oil and sweat. Cass himself is focused on sanding a beautifully crafted rocking chair. Tools, carvings, and samples of different woods line the walls and cover a heavysset workbench in a corner. Cass is engrossed in his work, and won't look away unless the players get his attention, upon which he will be startled, and welcome them in.

Playing Cass: Cass is saddened by the loss of a neighbor and friend, but also scared for his safety and that of his wife Yune. He's of strong build, but the state of Jed Lewhan has him looking over his shoulder. On the night of Lewhan's death, Cass looked out into his neighbor's field, and was able to spot something he couldn't make out running into the woods towards the

Southern edge, as well as the outline of who he thinks was Feirn Soaven, a hunter that Cass crafted a bow for. The bow in the figure's hand is what makes Cass believe he saw Feirn.

Players may now visit Feirn (Part 6)

Part 4: The House Guest

The players enter the farmhouse which has a very homey feel to it. In a chair by the fire is Jed Lewhan's cousin Fiore. Fiore is grieving the loss of his cousin and may take moments calm himself. He wants everything to be done with so he can bury what remains of Jed and bring the sad news to the rest of their family. Fiore will reveal that all he saw that night was Feirn Soaven, a local hunter running off after he heard his cousin's screams. He doesn't know if he believes Feirn could be the killer, but has nothing else to go on and hopes he is wrong.

Players may now visit Feirn (Part 6)

Part 5: Displacer Beast

After following the strange tracks near Lewhan's body, the party finds themselves a ways into the Hoano Forest which borders Baryn's Field. The forest is well shaded and fairly populated with brush, until the party approaches an area where the trees are spaced further apart, and the brush is thinner. The shadows seem to move slightly before a displacer beast (Monster Manual pg 81) jumps out and attacks. The beast has a surprise round on the players unless a player has a passive perception of 15 or greater. The players then fight the beast as the beast uses its illusory abilities to confuse the players and strike. If the beast is at or below 17 health at the start of its turn it will attempt to escape. After ending the fight how the players see fit, they can make a DC 10 perception check to spot boot tracks leading away to the South. a DC 15 arcana check will reveal the displacer beast's footprints were made with transmutation magic.

The Party may now follow the footprints to Part 7

Part 6: The Hunter

Having no problem locating Feirn's cabin, the party approach a small, well-constructed with a deer's hide being stretched on the porch. A woman clad in leathers sits on a stool, sharpening

arrows before placing them back in a quiver which leans on the wall alongside a rather unique bow of wood and bone. Players who succeed a DC 12 perception check will notice a bag at her feet full of flasks.

Feirn is a level 1 ranger with STR 10(0) DEX 14(+2) CON 12(+1) INT 11(0) WIS 14(+2) CHA 10 (0)

Abilities: Longbow, range 150/600 +5 to hit, 7(1d8+2) damage. She has AC of 13 and 12 HP. She possesses 2 torches, 3 vials of acid, and 2 flasks of oil (player's handbook pg 148-152)

Playing Feirn: Feirn is a good hunter, but she's no hero. The night of Lewhan's death she saw that Lewhan's killer was a troll, something she knows she can't defeat. Feirn with grim determination, plans to track down the troll and if she can, give her life to keep the troll away from Baryn's Field. Feirn will tell the players she knows she will lose but that it will be worth it to stop the troll even for a little bit because it will return and kill again. Feirn will offer to have the players join her but will not allow them to go without her or reveal the troll's location unless the players succeed a DC 15 arcana/history check to prove their knowledge of trolls. Players who succeed will be granted knowledge of a troll's weakness to acid and fire, otherwise Feirn will share this while the party hunts with her. Feirn hasn't told anyone about the troll since she believes stopping it is more important. She has a note in his home telling what she knows should he die. Feirn is not one to be easily impressed or persuaded, and while she may not be the strongest of body, she is sharp of mind. Proceed to part 8.

Part 7: The Hidden Trail

Venturing into the southern part of the woods, the party comes across a small clearing (either by following the footsteps from the displacer beast's territory or from Cass's directions) that has been churned up by a struggle. A severed, green, decaying arm lays in a pool of blood nearby, the finger's twitching slightly. A DC 13 arcana or survival check will reveal it to be a troll's arm. Players may perform an investigation check on the area, discovering a large dent in a tree with human blood with above a 13, a shred of fine clothing on a 16 or higher, and a ring bearing Mayor Thome's personal seal on a critical success. The players will then perform a skill challenge wherein they make a case for the ability they want to use to follow the troll's trail, then that player rolls a check of that type with DC 14 and that skill becomes used. Players need

to make 3 successful checks before making 6 failures. Each failure will bring Thome into the fight in his lab faster by 1 round, so keep track of the failures for later. Proceed to part 8.

Part 8: Troll Labs

The players find their way to an old stone hut on the outskirts of town not too far from the farm, a trail of blood going around to the back. The main door is magically locked with an arcane lock spell and follows that spell's rules (Handbook 215). A DC 13 investigation check on the back wall will reveal a hidden door, activated by pressing in one of the stones. Upon entering, the scene changes based on the players choices. If the players came with Feirn, then they enter a dim room with unlit torches in braziers on the walls. Lighting them reveals a workspace for some magic user, tomes and alchemical equipment on workbenches littered with candles on one side, a troll sits near wall chains gnawing on a leg on the other side which notices then notices the party. If the party took Part 7, then the room is the same, but it is already lit, the tables are in disarray, and Feirn lays dying on the floor. The troll is chained (15 feet) to the wall and covered in burns and is at 60 health. Feirn has 1 acid vial and oil flask left on her. The troll's statistics are on Monster Manual p291. The chains break on a DC 16 strength check. Thome will arrive at the fight in 8 turns, minus 1 for each failure in Part 7's challenge. If the party took part 6 then Thome arrives in 5 turns.

Thome is a 5th level Wizard of the transmutation school. AC 15 HP 70

STR 9(-1) DEX 16(+3) CON 10 (0) INT 18(+4) WIS 12(+1) CHA 14(+2)

Attacks: dagger, +5 to hit, 5(1d4+3) piercing damage

Spells: Mage Armor, Chromatic Orb, Mage Hand, Levitate, Phantasmal Force, and Misty Step.

Thome makes two spell attacks each turn and will always cast at the second level. He will try to avoid damaging the troll and his research if possible and flee if he is below 17 on his turn.

If the troll dies before Thome arrives, then he will arrive and enters turn order.

Part 9: The Mayor's Secret

After defeating Thome and the troll, if Thome is captured, interrogating him will result in him reluctantly revealing that he had captured the troll and was experimenting on it to see if he could harness its regenerative capabilities for himself. If he is dead, a DC 13 arcana, investigation, and insight check will reveal his plans, one success that he was experimenting with transmutation magic, two that he wanted to steal the troll's power, three so he could live forever and start an unkillable dynasty.. When role playing Thome after defeat, he is slightly regretful but mostly angry at being stopped short of achieving his goals. He is equally saddened by the loss of townspeople as the troll. At this point he has dropped all pretenses and is rather uncaring. He will lament any damage to his lab and research materials. Players can then receive their reward by turning Thome into the small local guardhouse. If Thome is dead, the rest of the town will be a bit more skeptical of the party, even though they know what he did.