

Investigation

Introduction

The town of Sandpoint is a quaint seaside settlement that periodically has problems with monsters, such as wicked goblins and hungry ghouls, but the citizens always manage to endure and survive. Lately, however, a far greater danger has come to threaten the town. Lately, livestock started to disappear from nearby farms. Sometimes a half-eaten corpse is found, sometimes only bloodstains. The farmers of Sandpoint are worried, with farmer Thrunak claiming that it must be a 'mighty beast' that goes after their cattle. Sandpoint's sheriff, Belor Hemlock has requested your help in figuring out what is going on and has asked you to meet him at the local garrison.

Meeting with the sheriff

Sheriff Belor Hemlock is a tall, broad and tanned man. While he's wearing used but well maintained leather and chainmail, you can spot tattoos here and there on his body showing that he once belonged to the Shoanti tribes from the Storval Rise, much to the east. He has a serious expression on his face as he begins to talk.

Sheriff Belor tells the party that the reports of missing and mutilated cattle have become much more frequent lately. Some of it is clearly the work of goblins, who have also become much more aggressive lately. Some of it... he isn't sure what might have caused it.

He tells the party that yesterday Thrunak came into town and told everyone a mighty beast had killed and eaten one of his sheep, and he has demanded that Mayor Kendra Deverin order an investigation to find out what is going on. He has been going around the bars telling everyone who will listen about this beast, and every time he tells his story the beast gets a little bigger. Mayor Deverin has ordered the sheriff to find out what is going on, if only to stop Thrunak from causing a panic in Sandpoint. Unfortunately with the increased goblin activity the town's guards have their hands full, and Belor asks you to go with Thrunak and see what you can find out.

Investigate Thrunak farm

After you arrive at the farm, Thrunak takes you to the remains of one of his sheep, in a field a short walk from his farm house.

Perception checks

DC 5: It is clear this sheep was not killed by Goblins, it appears it has been killed by something larger. See footprints. Large footprints with claws.

DC 10: Find large black fang. Notice footprints stop abruptly.

DC 10 knowledge nature check: Footprints and fang seem to match what you would expect from a young dragon.

if the players figure this out Thrunak exclaims “See! I told them! A big mighty beast I said!” after which he realises he lives close to a dragon and suddenly goes quiet. He urges the players to report back to the sheriff and convince the townspeople that there is a dragon.

Return to sandpoint

When the players return to the sheriff they find him in conversation with farmer Maester Grumps, who is just reporting that one of his cows is missing (Betsy 4, she won prizes back in her day she did!). He says he found footprints and a lot of blood... but no cow. If the players show the fang to the sheriff he recognises it as a dragon and immediately takes the group to Mayor Deverin to explain the situation.

After being told what is going on, Mayor Deverin offers the group 1000gp if they can find this dragon and make sure the residents of Sandpoint are safe. The sheriff suggests that the players accompany farmer Grumps to his farm and start their search there at first light tomorrow. For this night, they can stay in the Rusty Dragon, an inn in Sandpoint.

Grumps farm

The farm lies south-east of Sandpoint along the Turandarok river near Mosswood. After walking for about 3 hours the group reaches the Grumps family farm. Farmer grumps takes the group to a little towards the riverbank where the group sees blood on the grass and large, clawed footprints similar to the ones they saw the day before. This time the claw marks don't just stop, it appears whatever it is dragged the cow with it (drag marks on the ground) towards the rivers edge.

Perception check DC 10: player spots drag marks and footprints on the other side of the river, heading into the mosswood.

If players cross the river they notice the tracks lead into the woods. Following these tracks through the dense woods eventually leads to the cave where the official adventure starts.