

# MM6



## MINI MODULE MM6

# "We'll Need a Bigger Sword"

BY JEREMY GOLDEN

**A Shatterdawn Mini Module for levels 6th-8th**

"Requires the use of the Dungeons & Dragons V3.5, Third Edition Core Books, published by Wizards of



After a stint of adventuring, you and your companions arrive in the sleepy farming community of Friendship Plains in Relkland for some much-needed rest and relaxation. But rest and relaxation are short-lived, as *something* is feeding on the farmers in the region. Can you solve the mystery and save a community from being wiped out?

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THE  
"GRAND HIGH EXALTED FRATERNAL ORDER OF THE BLACK PIGEON"**

GRAPHICS BY CRAIG W. SLATE

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### We'll Need a Bigger Sword

#### A Shatterdawn Mini Mod for levels 6-8

##### Plot

Something is preying on farmers in the flatlands of northern Relk. Entire families have been devoured by something massive. Rumors abound, ranging from packs of rabid lions to a hungry dragon. The residents of Friendship Plains implore the party to find and slay whatever is responsible, before their entire community is wiped out.

##### Background

The farming community was founded years ago, after the Bahr-lthrelk civil war. Trying to distance themselves from the strife brought about by the war, several families, both Bahrithian and Relkian, moved to the region to seek peace and calm. Over the years, the settlement grew into a thriving farming community, even attracting a small clan of halflings. Able to put past animosity to rest, they dubbed the region Friendship Plains. The community has been free of major conflict, though it maintains a sheriff elected by majority vote. The position exists mainly to resolve disputes between farmers, and break up the occasional drunken row. A tragedy of this magnitude is unheard of, and the normally friendly and warm mood of the community quickly dissolves into sadness and gloom.

### Getting Things Started

You are travelling south out of Varnos, fresh from adventure. You are weary and eager to find a bed and real food. The sun begins to set as you pass through the flatlands of northern Relk. The lights of a farmstead in the distance are a welcome sight. The farmer graciously invites you to stay the night in his barn, and tells you the small town of Friendship Plains lies a half day's ride to the south. The hospitality is welcome, and the farmer's freckle-faced daughter serves you the first warm meal you've had in weeks. You arrive the following day in Friendship Plains, a farmer's market town inhabited by salt-of-the-earth humans and a number of halflings. You are taken by the friendly demeanor of the residents of this quaint town. Bahrithian and Relkian alike, living and thriving in harmony, and everyone has a warm smile to offer road-weary travellers such as yourselves. The peace is short-lived, however, as within mere hours of arriving, the farmer's daughter rides in, badly maimed and dying. Sheriff Merton Dorby rushes to her, cradling her in his arms as she utters her dying words: "It ate us..."

##### **(DM)**

The girl is the only survivor of a bulette attack. Her entire family, all of their livestock, and even some of their farming tools have been eaten by the vicious land shark. The sheriff will implore the party to accompany him to the farmstead to investigate.

It is nightfall when they arrive at the farmstead, which is an utter disaster. Walls have been knocked out of the barn and house, blood lies in pools on the ground and smeared on walls, and several large farm instruments appear to have been chewed on.

A thorough search of the area will turn up little trace of the farmer's family (bits of hair or flesh here and there), but there are tracks to be found (Search DC 17 in the moonlight). Mingled with the tracks made by the farmer's family and his livestock are the prints of a huge creature. A Knowledge Arcana check DC 19 will reveal that the creature is most likely a bulette.

Following the trail leads away from the farm to a large mound of dirt, where the creature has burrowed underground.

The sheriff will suggest the party return to the town, as no more can be done tonight.

The following morning, Sheriff Dorby seeks you out at the inn, where you have been given free rooms for the night. "We've never been up against anything like this. We're farmers, ill-equipped to defend ourselves against something like this. I want to send word to the outlying farms to stay inside the town until this situation is handled. I wanted to ask you folks to help."

**(DM)**

Sheriff Dorby will send the party to one of the closer farmsteads to warn the family. It is only an hour's ride from the town proper. As they arrive, they witness the land shark attacking.

The scene before you more resembles a war zone than a farmstead. Two farmers stand brandishing pitchforks at a huge, armor-plated, bullet-shaped creature. As women shriek and run away in terror, the creature pounces on one of the men, nearly devouring him in one bite.

**(DM)**

If the party intervenes, the land shark will turn its attention to them giving the farm family time to escape. If they do nothing,

the bulette will finish off the family and attack the party anyway.

When the bulette is reduced to 100 or fewer hit points, it will burrow underground and escape. With a Knowledge Arcana check DC 24, the party can determine that this bulette seems to be stronger and smarter than the average land shark. The bulette, in fact, has increased stats as shown on its stat block. The party should escort the survivors back to the town. They are greeted by the sheriff, who grimly thanks them. An old man steps forward from the gathered crowd.

The man before you is an old human, grizzled and tougher than years as a farmer would suggest. He wears an old suit of studded leather armor, and is belting on a battle-worn longsword. "This thing's gotta be stopped, and I'm comin' along. I'm Clint, town's blacksmith. I fought in the Civil War. I helped build this town, and I'll be damned if I'm gonna watch it fall."

**(DM)**

Clint will lead the group back to the farmstead they just left, figuring the beast will want to come back for the meal it missed, and he is not wrong. Shortly after arriving, the bulette will appear and attack. Clint will charge in and fight fiercely. The land shark will again flee when its hit points drop below 100.

A feeling of frustration washes over you as the adrenaline of the fight fades. Again, the murderous beast has eluded you, and still lives to prey on the innocent farmers. Clint wipes sweat from his brow, a fierce look in his eye. "Didja see the craw on that thing? Nearly swallowed me whole. Craw...hmm, that's a catchy name. Let's head back. I got me an idea, and I'm gonna need some time to work."

**(DM)**

There is no priest in town, but the townsfolk will treat their wounds and offer them warm meals and beds for the night. If they so choose, they can receive the benefit of 8 hours of long-term care. Clint will work throughout the night, not allowing anyone into his smithy. The next morning, he will emerge, his new contraption ready.

The morning sunlight warms your face as you step into the street. You are greeted by a loud “Howdy!” as Clint comes down the street, leading a horse-drawn wagon. The wagon is covered by a tarp, and Clint has a large grin on his grimy face. “This is the thing that's gonna help us bring down that ol' Craw.” He pulls the tarp off of the wagon. It is covered in various bits of metal: frying pans, old shields, rusted pitchforks, etc. Mounted around the rim are 4 heavy crossbows. “Them crossbows is strung with a high-tension metal line. They'll only fire once, but they'll put a needle through a barn door. We're gonna put these special bolts in. They're special cause they got rope on the end of 'em, and they're anchored to the wagon. We'll shoot the bastard, and then see how much he wants to run away!”

**(DM)**

By this time, the outlying farmsteads will have been evacuated. As the party sets out to find the creature, they will be ambused by Craw a short way out of town. With all the farmers holed up in the town, Craw is searching for a new food source. Clint will join in the battle, unless there is an unmanned crossbow, which he will take.

Craw will fight as before, and attempt to escape when he is below 100hp. However, the crossbows are designed to keep this from happening. Each crossbow's bolt is attached to a heavy rope anchored to the wagon. Each shot is made at a -4 penalty and causes 1d6 damage.

Each successful hit reduces Craw's movement by 10 feet, so long as the rope remains attached to him. The crossbows cannot be reloaded, as the special strings break with each shot. Craw may attempt to break the ropes, or possibly even pull the wagon over, but will be more interested in feeding on fresh meat. He may also attack the people in the wagon. Anyone fighting from the wagon can receive the benefit of cover (+4 AC). The wagon has a hardness of 7 (due to the makeshift plating) and 30hp.

**Ending the Adventure**

Craw's massive corpse lies before you. No longer will it terrorize the residents of Friendship Plains. You are given a hero's welcome as you return to the town, and the mood seems to be instantly lighter. The sheriff makes a point of heartily shaking each of your hands in turn.

**Rewards, Loot and Experience**

Use the chart on DMG page 38 to calculate experience for each surviving PC.

Each surviving PC is awarded a special cert **Bulette Dodger** (see below).

The town has pitched in enough money to reward all of the pc's 500gp each, as well as two weeks worth of rations.

**Bulette Dodger Cert**

Your harrowing experience with the massive land shark has given you keen insight into the creature's method of attack.

**Game Rules:** This cert entitles the below listed PC a permanent +2 Dodge bonus to AC when fighting Bulettes.

**Monsters and NPC's**

**(Craw)**

Bulette, CR10; Huge Magical Beast; HD 12d10+84; hp204; Init +3; Spd 40ft, burrow 10ft.; AC23 (-2 size, +3 Dex, +13 natural), touch 11, flat-footed 20; Atk: +12 base melee; Bite +21 melee (2d8+10), 2 claws +15 melee (2d6+6); SA: Leap; SQ: Darkvision 60ft, low-light vision, scent, tremorsense 60ft; AL: always neutral; SV Fort +15, SV Ref +11, SV Will +8; STR 31, DEX 17, CON 24, INT 4, WIS 13, CHA 4;

*Skills and Feats:* Jump +21, Listen +10, Spot +4; Alertness, Iron Will, Track, Weapon Focus (bite), Snatch

Also known as the landshark, the bulette is a terrifying predator that lives only to eat. It is universally shunned, even by other monsters. Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) might share the same territory. Since its appetite is so voracious, each bulette has a large territory that can range up to 30 square miles. Other predators rarely share territory with one, for fear of being eaten. A bulette has no lair, preferring to wander above and below ground; it burrows beneath the soil to rest.

A bulette totally consumes its victims—clothing, weapons, and all. Its powerful stomach acid quickly destroys armor, weapons, and even magic items. It is not above nibbling on chests or sacks of coins either. When it has eaten everything in its territory, a bulette moves on. The sole criterion for a suitable territory is availability of food, so bulettes occasionally locate themselves near human settlements and terrorize the residents.

*Combat:* A bulette attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing

underground, a landshark relies on its tremorsense ability to detect prey. When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

The bulette has a foul temperament—stupid, mean, and fearless. The size, strength, and number of its opponents mean nothing.

*Special Attacks:*

**Leap (Ex):** A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

**Snatch (Ex):** The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one. The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 1d6X10 feet, and takes 1d6 points of damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or falling damage, whichever is greater.

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**(Clint)**

Human Ftr 3; CR 3; Medium humanoid; HD 3d10+3; hp 36; Init +0; Spd 30ft.; AC 13, touch 10, flat-footed 13; Base Atk +3; Grp +4; Atk +6 melee (1d8+1/20, masterwork longsword) or -1 ranged (1d6/20, wagon mounted crossbow); AL CG; SV Fort +4; SV Ref +1; SV Will +2; Str 13, Dex 11, Con 12, Int 11, Wis 13, Cha 9.

*Skills and Feats:* Climb +1, Jump +3,

Profession (Blacksmith) +3; Weapon Focus  
(Longsword), Power Attack, Toughness.  
*Possessions:* Studded Leather,  
masterwork longsword

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## Special Item Certificate

### *“Bulette Doger”*

This certificate entitles:

to a **Bulette Dodger Certificate** your harrowing experience with the massive land shark has given you keen insight into the creature's method of attack.

**Game Rules:** This cert entitles the below listed PC a permanent +2 Dodge bonus to AC when fighting Bulettes.

Authorized by Eric Thomas Presented by “Black Pigeon Press Inc.”

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