

INTRODUCTION

Terror at Triboar is a Dungeons & Dragons adventure designed to be completed in about 4-6 hours of play. The combat encounters have been calculated to present a tough challenge to four 2nd level characters. They will present a less difficult, though still enjoyable, challenge to 3rd level characters or larger parties.

Not every loose end is tied up in the following text, nor every possible reaction accounted for. Be ready to improvise, and do so with confidence!

In the following sections, the boxed text should be read aloud or paraphrased. Unless stated otherwise, assume NPCs have the stats of a **commoner**.



TRIBOAR

Triboar is an excellent home base for those wishing to explore the North. It is large enough to provide you with most modern amenities, yet it still retains an exciting frontier disposition.

—Teth Farwalker, “Travels in the North”

The adventure commences in Triboar -

You have plenty of gold jingling in your purse and so you are drinking this afternoon at the **Triboar Arms**. Good ale and good company make for a good time – but some are complaining about the music. The bard is singing about St Oswin again, just like every other bard in Triboar.

You’ve heard the story about a dozen times now - how St Oswin single-handedly killed three enormous boars, how he founded the town of Triboar as a haven for travelers in the North, how he saved many lives over the years, and so on and so forth.

“I’m fed up with St Oswin,” mutters someone at the next table, to general agreement.

St Oswin’s Day is in two weeks. The celebration involves an assembly of the whole town at St Oswin’s memorial, followed by some dull speeches. But this year there is something different – the election. Every seven years the Lord Protector of Triboar is elected on the anniversary of St Oswin’s Day.

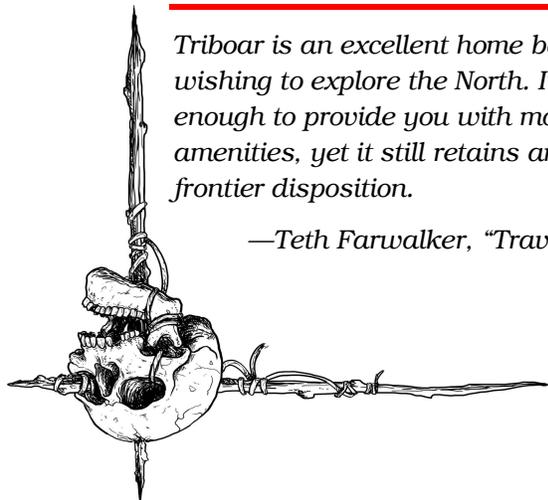
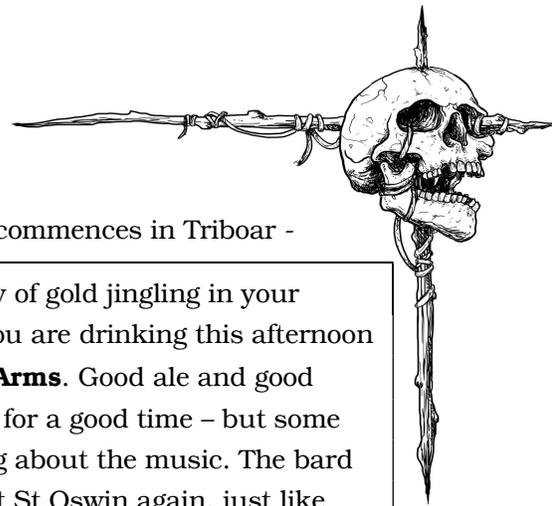
After that, everyone will seemingly forget about St Oswin for another year.

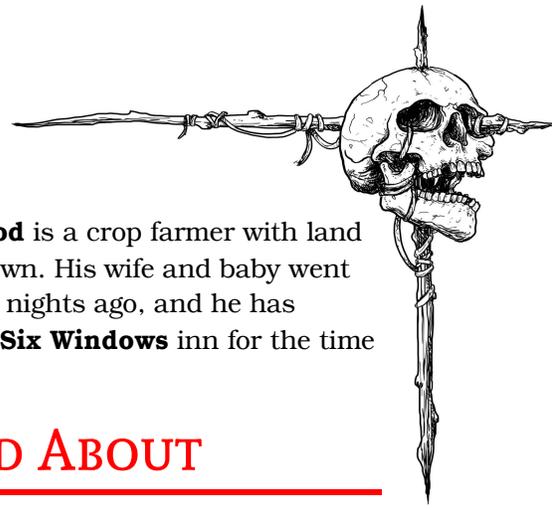
You drain your tankard as a rather foppish young man enters the Tavern. He comes to your table and gives a short, stiff bow.

“Friends, you have been summoned by the Lord Protector. Please follow me!”

The young man is **Foman Amblesheath**, assistant to the Lord Protector of Triboar.

For more information about Triboar, see the *Guide to Triboar* at the end of this document. For a map and detailed description of the town, please see *Storm King’s Thunder*.





THE LORD PROTECTOR

The party are taken to the Lord Protector's Tower, a simple two-story building which overlooks the Market Square.

Your escort shows you into a rather extravagantly furnished office, bows again, and leaves. Seated behind an enormous desk you recognise **Darathra Shendrel**, the Lord Protector of Triboar. She looks weary, with a lined face and graying hair.

"Ah, thank you for coming," she says. "I heard about your recent exploits and thought you might be able to help me. Please, take a seat.

"There have recently been some strange reports from the farms around town. Livestock turning up dead, women and children missing, and people claiming to see a strange figure wandering the fields at night."

She pauses, and narrows her eyes. "I wouldn't normally pay attention to such things, but these reports are starting to cause quite a stir - people are becoming nervous and bringing up old superstitions. It helps no-one."

She sits up straight and looks directly at you. "Here is my offer - I'll give you forty gold pieces each if you can clear this mystery up."

If asked about the "old superstitions", Darathra will reluctantly share that there is a legend about a strange monster called the "Terror", which is said to haunt the fields about the town.

Darathra's offer is non-negotiable. Assuming the party accept, she has one major lead.

Dorn Stonewood is a crop farmer with land to the east of town. His wife and baby went missing several nights ago, and he has moved into the **Six Windows** inn for the time being.

OUT AND ABOUT

This part of the adventure gives the players a lot of freedom. They will wander in and around Triboar for several hours (or days) looking for clues and having several small adventures.

Twelve encounters are described below. You will probably only want to use five or six of these unless you are playing a long session (and the players are having a lot of fun).

To help you out, each encounter has been tagged as either a *clue encounter* or a *random encounter*. The *clue encounters* supply important information, and are usually activated by a player action (e.g. "We go to the markets and talk to some farmers").

The key *clue encounter* occurs in the Market Square, where the players meet **Westra Greatdew**. Westra will direct them to **Tarmock Felaskur** the apothecary, who can show them the location of the *lost graveyard*.

If the players are struggling to find the right clues, you might have the Lord Protector's assistant (**Foman Amblesheath**) pop up and offer some suggestions.

The *random encounters* are included for colour and fun. Only minimal information has been given for the random encounters - you must improvise!

MARKET SQUARE

Clue Encounter

If the party go to the Market Square and ask around, they will learn that there have been stories about the "Terror" stretching back

