



BULETTE STORM

Click

FOREWORD

ADVENTURE INFORMATION

CREDITS & LEGAL

Bulette Storm is a Dungeons & Dragons 5e side-quest adventure balanced to provide a hard challenge to parties of four 4th-level characters (APL 4). Guidelines for scaling the adventure to different APL are provided with each encounter. It is designed to be completed in 3-5 hours of play, since many of the encounters are optional. GMs have full control over the pace of the adventure. You can play the adventure any time the players are travelling through a rural area during the autumn. The village of Concord is designed to be easy to fit into any campaign setting, and find the Bulette Storm in the [Adventure Information](#) section.

Because Bulette Storm is intended as a side quest, it is not constructed to provide a full adventuring day. Similarly, loot is minimal, but 3 new magic items are included at end of this adventure should your group decide to harvest the bulette for parts in lieu of finding treasure. The construction of these items could well provide the seed for future adventures.

Adventure Background

Every year as the harvest is brought in the villagers of Concord throw a festival that stretches over four days. Since many of the residents spend much of their time working on their own farms, this is the one time of year where the whole community comes together. It has become something of an event in the area, with merchants, bards, and wandering tinkers arriving in town in the days leading up to the festival keen to ply their trade during the celebrations.

This year, the increased activity around Concord has attracted the attention of a bulette. Two attacks have already occurred, and the mayor of Concord has put out a bounty on the creature's head that has attracted mercenaries and would-be adventurers from far and wide. Brady, the head of Concord's constabulary, has begged McMahon to cancel the harvest festival, but he refuses - the hit to the local economy would be too great.

Unknown to everybody involved is the fact that the bulette is returning from its mating grounds, and has three of its calves in tow. Until they are large enough to hunt on their own, the bulette intends, as much as a bulette can actively intend anything, to remain in its den outside Concord and continue to use the villagers as feed for it and its brood.

PREVIOUS

NEXT

PATREON

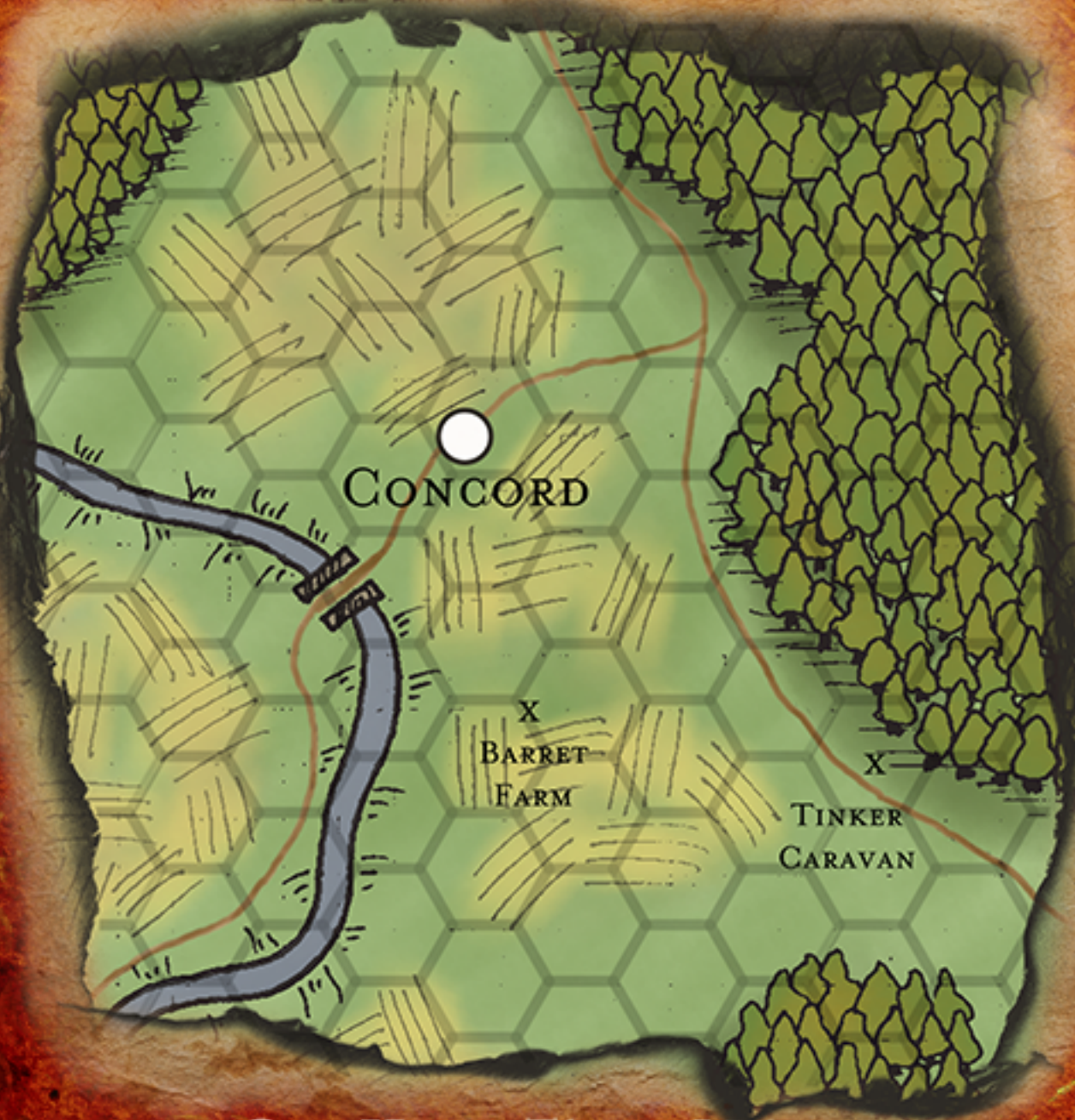
Start the Adventure ▶

WELCOME TO CONCORD

TIMELINE

GETTING TO CONCORD

CONCORD AND ITS SURROUNDING AREA



One Hex = Three Miles
(One hour's travel at a normal pace)

GETTING TO CONCORD

Below you will find a short timeline of the events that transpired before the party arrives in Concord. This is designed to aid you in keeping the facts straight between conversations with different NPCs involved in the adventure, the following adventure.

9 days: The bulette and its calves arrive in the area. The bulette digs a makeshift lair beneath the Barret farm and begins to hunt local game worth their time.

-8 days: Attracted by the sound of the gnomish caravan heading towards Concord, the bulette attacks the tinkers and decimates them. The party have been hearing about Concord's famous Harvest Festival, which comprises of a full four days of eating.

-7 days: The wreckage of the caravan is found, and Brady, fearing bandits, advises Mayor McMahon to postpone the festival while he investigates. McMahon refuses, on a display at the end of the festival.

-6 days: Brady begins searching the nearby woodland for signs of bandit activity, but finds nothing.

-4 days: Janel Barret throws a party in the fallow field on her father's land. The party attracts the attention of the bulette, who is teaching its calves to hunt, and Janel and her girlfriend, Roth Carter, are dragged back to their den. They have been **-3 days:** Brady visits the Barret farm with Gwint, a retired adventurer, who immediately recognizes the tell-tale signs of a bulette attack. Gwint warns that more attacks are imminent, and that holding the festival will only make things worse. While McMahon still refuses to call off the festival, he spreads the word that a bulette is nearby and that Concord will pay 500gp to anybody who can slay it.

-2 days: A band of mercenaries who were staying in town ahead of the festival head out to hunt the bulette. They are never heard from again.

Day 0 (morning): Lord Tanglewood's Huntsmen arrive in town and seek out Mayor McMahon, who offers them 500gp to slay the bulette.

Shortly before the players arrive in Concord, the adventuring party known as Lord Tanglewood's Huntsmen set out from town to hunt the bulette. They have not returned yet, but word around town is that they seemed confident, and that they have a reputation for dealing with these kinds of problems. Mayor McMahon has spent the day assuring people that the beast will be slain and the festival will go ahead.

Day 0 (evening): Two members of the Huntsmen return, seriously wounded and carrying a dead bulette calf. Despite Gwint's protests that they haven't killed the bulette, McMahon pays them the reward and declares that the festival will continue.

The adventure begins later that evening when the Huntsmen, or what remains of them, return from their hunt and claim the reward.

+1 day (nightfall): The Mayor has arranged a firework display to end the first day of the festival. As the fireworks explode in the sky and the crowd cheers, the bulette erupts from beneath Concord's main street and unleashes chaos!

Players may wish to spend the day leading up to that moment investigating Concord for themselves. Use the buttons below to navigate around Concord.

STARTING THE ADVENTURE

THE VILLAGE OF CONCORD

The adventure takes place in Concord and the surrounding area, but you can easily adapt it to run in any farming/market community that you have already established in your campaign world. If the players already have a connection to the village you decide to set the adventure in it should be much easier for you to get your party involved in the adventure.



WHERE NEXT?



Go To Part 2: Bulette Wounds ▶

MARLIN BRADY

Retired adventurer, head guard

Marlin Brady is in his early 50s, but a life of hard field work and harder fighting gave him a powerful build that has not yet gone to seed. His dark hair is shot through with streaks of white, and he speaks like a man used to commanding soldiers. Whatever his personal feelings about Mayor McMahon, he has a deeply ingrained sense of respect for authority, and he is reticent to talk about his superiors in an unfavorable light.

RETIRED SOLDIER.

Brady didn't choose the life a fighter - it chose him. He was enlisted in his youth, plucked from his father's farm and forced to fight in a war he didn't understand. He was good at it, though - or he stayed alive when others around him died, depending on his mood when you ask him - and he did well enough that he was able to retire to his own farm while he still had all of his own limbs. Now he spends his days keeping the peace - which is easy in a place like Concord - and keeping the forests and roads that surround the town free of bandits.

TRAITS

Ideal. I do what I must and obey just authority.

Bond. I fight for those who cannot fight for themselves, and would lay down my life to protect those I serve.

Flaw. I have little respect for anyone who is not a proven warrior.



TALKING TO BRADY

Though Brady has never heard of a bulette before, he trusts Gwint enough to take the old campaigner's word on the matter. He thinks McMahon is a fool, though he will be hard-pressed to admit that, and he worries that the Mayor isn't taking the threat to the town seriously.

BRADY'S INFORMATION

Two attacks have taken place - on a group of travelling gnomes on the edge of the forest, and the two girls in Barret's field.

The Huntsmen seemed confident and well-prepared. Their reputation as bounty hunters precedes them, and Brady shares the Mayor's confidence that this will be dealt with soon. Still, having more people hunting it can't hurt, and the party are welcome to help out.

Gwint claims to have lost his hand to a bulette, and will happily part with information about the beast in exchange for a drink.

Mr Barret had reported disturbances in the earth in the week before the attacks. Large mounds of dirt like enormous mole hills run in long, unbroken lines across his fields before disappearing.

DC 15 Charisma (Persuasion): The attack at the Barret farm left multiple smaller holes in the ground rather than the one large hole at the tinker's caravan. Gwint can't explain them, and says that bulette usually hunt alone, but Brady is worried that there is more than one creature in their midst.

STATS

Medium humanoid (human), lawful good

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

ACTIONS

Multiattack. Brady makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10+3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

CONCORD TOWN SQUARE

When the party arrive at the town square, read or paraphrase the following:

The square seems like it would normally be quite a plain space, a wide stretch of hard-beaten dirt with a simple brick well in the middle and little in the way of decoration. Today, though, it is full of color and bustle. Bright bunting flaps in a stiff breeze and merchants shout prices over one another, each trying to be louder than her neighbor. The smell of roasting boar fills the air, thick and sickly.

Here and there you spy posters nailed to some of the stands - a call for bounty hunters, the promise of gold, and an instruction to speak to Mayor McMahon should you feel up to the task. Two official-looking men stand on a raised platform by the well, overseeing a group of laborers driving long tubes into the ground in a space that seems to have been kept deliberately clear of traders.

DM Notes

The two men are **Marlin Brady**, the head of Concord's constabulary, and **Taryon McMahon**, the Mayor of Concord.

The laborers are setting up **fireworks** for the display the next evening, which will mark the start of the four-day-long festival.

WHERE NEXT?



The Red Barrel Inn



The Barrets' Farm



The Tinkers' Caravan

STATS

Medium humanoid (human), lawful neutral

Armor Class 15 (breastplate)
Hit Points 9 (2d8)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 10
Languages Common, Gnomish
Challenge 1/8 (25 XP)

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. Mayor McMahon adds 2 to his AC against one melee attack that would hit him. To do so, McMahon must see the attacker and be wielding a melee weapon. *Hit:* 5 (1d8 + 1) piercing damage.

MAYOR McMAHON

Mayor of Concord

Taryon McMahon is a robust gentleman decked out in plain, but fine, silk clothing. He wears a heavy silver chain around his neck that carries the key to the town - a purely ceremonial item, since Concord has no external walls. He has the nose of a man who is partial to whisky, which sits above luscious black moustaches that he keeps oiled to a luscious sheen.

MINOR NOBLE.

Mayor McMahon has ideas well above his station. He is an elected official, by rights only the first among equals (those equals being the rest of the small council that runs Concord), but he sees himself as a Lord and the people of Concord as his vassals. He believes that it is obvious that he is a cut above the unwashed masses who he oversees.

TRAITS

Ideal. Respect is due to me because of my position, and those who fail to show it will soon find that life can be much more difficult.

Bond. The common folk must see me as a hero of the people..

Flaw. The only language I speak is money. All principles can be bought, if you know the price.

TALKING TO McMAHON

McMahon doesn't particularly care about the deaths of the tinkers or the girls at Barret's farm, though he knows he has to put on a show of being concerned. His main fear is that panic will set in and the festival will have to be called off, which will result in a hefty loss to the finances of the town and McMahon himself.

McMAHON'S INFORMATION

Gwint identified the bulette's tracks. He is a retired adventurer who now lives in Concord.

The Red Barrel Inn is the place to find Gwint.

Lord Tanglewood's Huntsmen set off a few hours ago to hunt the beast, and they are sure to return before nightfall having succeeded.

DC 10 Charisma (Persuasion) Gwint is an old drunk who went too deep into the depths of the earth in his youth. He undoubtedly saw some horrible things, but they have warped him and caused him to see monsters everywhere. **(DC 15 if Brady is present)**

DC 15 Charisma (Persuasion): The bulette is nothing to be worried about. Brady and Gwint are paranoid, fearful men, Brady is a fool to trust Gwint's word, and they are making a fuss over something that poses little more threat than a wild boar. In fact, Gwint probably invented this 'monster'. **(DC 20 if Brady is present)**

Go To Part 2: Bulette Wounds ▶

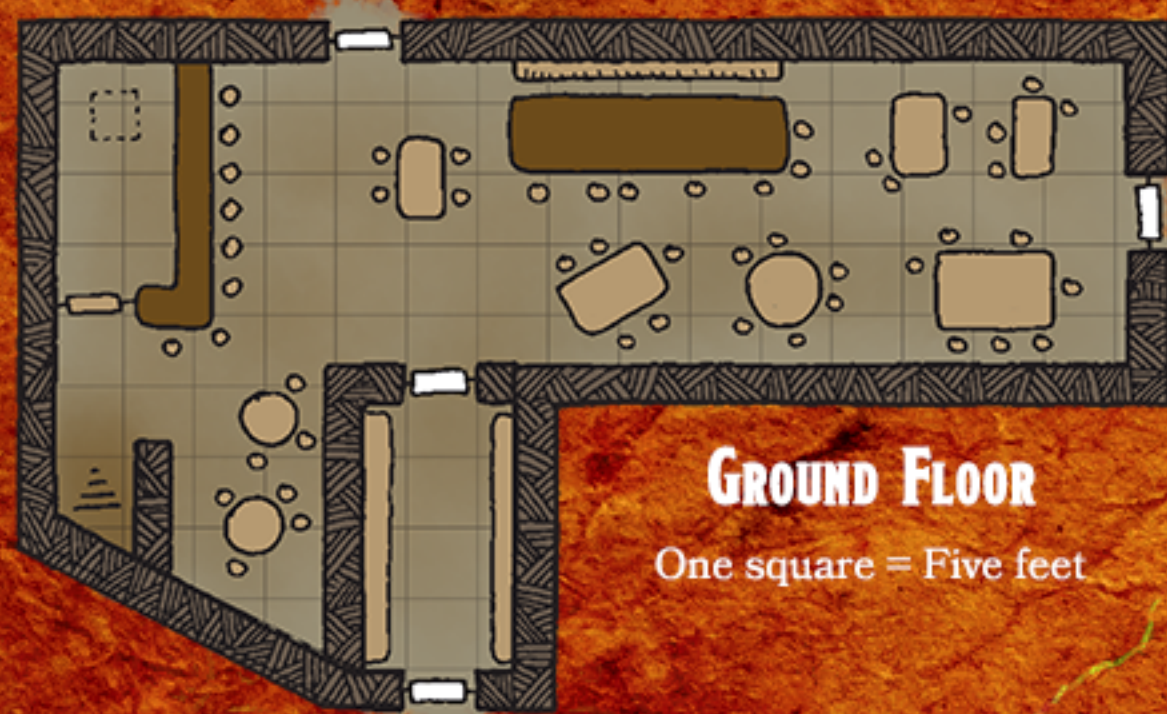


THE RED BARREL INN

DM Notes

The Red Barrel Inn is the only drinking establishment in Concord. It does well enough, but most of its trade is done during the week of the festival, when its 6 rooms get booked up fast and the establishment is forced to take on a number of local youths to act as bartenders and to clean up after close of business.

The NPC of note in the Red Barrel is **Gwint**, a retired adventurer who spends his time telling stories of his adventuring days. One such story is included here as an optional encounter, should the PCs wish to sit and listen to Gwint before approaching him directly. The bartender and owner is **Arotorin**.



GROUND FLOOR

One square = Five feet



UPPER FLOOR



WHERE NEXT?



The Town Square



The Barrets' Farm



The Tinkers' Caravan

THE RED BARREL

AROTORIN

GWINT

GWINT'S TALE

The Red Barrel Inn

Continue reading the following text, stopping to conduct the checks when required:

The old man sits in the corner of the room, his back to the wall and a large mug of ale clutched tightly in one hand. Though he sways in his seat slightly his face is a mask of stern determination. He came over to me then, smiling a smile that I still see in my sleep, and leaned down to me. The blade was cold against my throat, hard and sharp, and I figured it was done for. But he was stupid, and full of himself, and he had to go on his little victory as man because when the night falls out there the spirits are inflamed and due to the festival. A pitcher of adequate quality wine can be had for 2sp. A mug of ale will set you back 6cp. Meals of meat and bread can be had for 8sp, but Arotorin and his staff will encourage customers to seek out food at the market in the town square, since it is too busy to do so here.

How I got out that place is a story for another time. For now, let me leave you with two lessons. The first is this: never deliver a monologue when you're should be killing a man, and never trust a gods-damned priest. It was the tip of a buried pyramid of treasures. And there was loot in it, treasure, and gold, and magic. When the party first enter the Red Barrel Inn, read or paraphrase the following:

With Gwint's final shout, cheers and applause erupt from his small crowd, and as Gwint turns back to his ale they begin to disperse. It appears his tales are done for the evening, smile gone and a deep frown in its place, and his audience lean in to match him. Suddenly his voice is quiet, measured, but it carries even over the noise of the inn.

DC 20 Wisdom (Perception) check: The inside of the Red Barrel Inn is a riot of noise and activity. People are packed into every space - the scum at the bar has the bartender running back and forth, a sheen of sweat on his forehead. From somewhere near the back of the room the sound of late-accompanied singing drifts across the bar - competent, but nothing special. I feel serves the customers at the bar, a dark look passes between them, though it is impossible to be sure what it might mean.

It is clear that there are plenty of people from out of town here. Heavy backpacks are stuffed beneath tables, and fight up here and there you see the gleam of weapons and armor throughout the crowd. Still, there is no violence in the air - just expectation, revelry, and the smell of sweet ale.

Gwint's tale is done, and he looks to move away, but the players would like to, now is the opportune moment to speak to Gwint as just dark and falling for gods know how long. Then there was pain, and darkness.

When I woke, my team were dead. Most had died in the fall. One, like me, was hurt but breathing. I could hear him crying out, begging that priest to help him. Or at least, I thought so. Then I sat up. "Course, the old bastard swore us to secrecy, didn't he? Had us sign a blood pact to hold our tongues before he'd never. The damn priest was leaning over him, and I watched as he slid a knife across my buddy's throat like slaughtering a lamb. Then he turned on me - me with my legs pinned under fallen rocks, one arm broken under me, and only this ring as a weapon.

REACTIONS
It would be criminally stupid to hold the festival with a bulette in the area.

DC 15 Wisdom (Perception) check: On his right hand Gwint brandishes an onyx ring carved in the shape of a skull, with a two-inch spike of the same material emanating from its scabbing mouth. It is sleeve briefly falls back to his elbow. In the moment before he pulls it back up to his wrist, you think it might be the result of a spell intended to force Gwint to keep some kind of secret.

DM note: Gwint's ring isn't magical in any way. It's just nasty. If the PCs end up fighting Gwint for any reason, he can use it in combat. He is proficient with it, and it deals 1d4 points of piercing damage.

You only see the scarred rune for a second, but you think it might be the result of a spell intended to force Gwint to keep some kind of secret.

Lord Tanglewood's Huntsmen headed south to Barret's field. They were confident, but they are likely to die.

DC 15 Charisma (Persuasion): Brady is a good man but he is woefully unprepared - both to deal with McMahon throwing his weight around, and to deal with what is coming if the festival goes ahead.

PREVIOUS

Go To Part 2: Bulette Wounds

NEXT

MR. BARRET

Former, grieving father

Mr. Barret is a quiet man who wants nothing more than to be left alone. Like his wife, he has rarely left the immediate area of Concord. Usually he enjoys the Harvest Festival, but this year he intends to stay away and be with his wife. Though Gwint and Brady have warned him of the danger the bulette poses he, too, is practical. It's possible the bulette may kill him while he is out in the fields, yes - but if he doesn't get on with bringing in the harvest, he and his wife *will* starve.

RUSTIC HOSPITALITY.

Mr Barret was raised to always offer a roof, a bed, and a warm meal to those who need it. These are principles he firmly believes in, but the influx of bounty hunters to his land after the death of his daughter has caused him to reassess his priorities. For the time being, he simply wants to be left alone.

TRAITS

Ideal. People deserve to be treated with dignity and respect.

Bond. I do what I must to provide for those I love.

Flaw. Secretly, I think things would be better if I was in charge of Concord rather than that fool McMahon.

MRS. BARRET

Former, grieving mother

Mrs. Barret was born and raised in Concord, but she has always avoided the Harvest Festival. She went to a city once as a child and was overwhelmed by the experience, and the crowds that the festival brings in remind her a little too much of that for her to ever enjoy it. She is mistrustful of outsiders in the way only a person who has spent the best part of 50 years in the same ten-mile-area can be. That combined with her grief over the death of her only daughter mean that she is not exactly hospitable to visitors.

OF THE LAND.

Farming and family have been the two constants in Mrs. Barret's life. She has little in the way of a formal education. She claims to be able to read and write (she refuses to demonstrate these skills), she understands the land intimately. Though she doesn't know what a bulette is, she knows something dangerous has moved into the area; she has seen the signs in the land, in the behaviour of the animals and birds around the farm.

TRAITS

Ideal. I am brutally practical. Even distasteful, painful work is work that needs to be done, and there is no benefit to standing around talking about it first.

Bond. My family is my life.

Flaw. I am too proud for my own good. If somebody tells me I can't do something, I will go out of my way to prove them wrong.

TALKING TO THE BARRETS

The Barrets are parents in mourning, but they refuse to let their grief get in the way of practicality. Life must go on; the harvest must be reaped, because even in grief they will need to eat in the days to come. They know that they can do nothing to stop the bulette, and though they would like to see it killed, a desperate thirst for revenge helps nobody. At the moment, they just want to be left alone by the world.

THE BARRETS' INFORMATION

They weren't at the party. Janel threw it for her own friends, and the Barrets trusted her enough that they didn't feel the need to supervise the event.

Janel was involved romantically with Roth Carter, the girl who died with her. Janel had tried to keep it secret, but her parents figured things out. They never told Janel that they knew. Mr. Barret believed it to be a youthful fling, but Mrs. Barret was sure there was more to it.

The party - and the attack - took place in a field that is lying fallow, about half a mile from the farmhouse.

Neither of the Barrets have ever seen anything like the holes in the ground left by the creatures that killed Janel.

Brady has been out to the farm on three occasions since the attack. The first was with Mayor McMahon, who made a show of inspecting the holes and tracks and of offering his condolences. The second was with Gwint, who studied the tracks with the look of a man who knew what he was doing. The third time he came alone, offering sincere condolences and a promise to support the Barrets in any way he could.

Gwint said something about a "land shark", for failing to acknowledge the danger.

Gwint went with brady but neither of the Barrets know what that means.

Lord Tanglewood's Huntsmen came to the farm this morning, asking the same questions as the party. They were confident that they would slay the creature, and promised to bring Mrs. Barret its head when they are done.

Mrs. Barret has no desire to have the head of the creature that killed her daughter delivered to her.

Mr. Barret directed the Huntsmen to the field where the attack happened earlier that day. He has not seen or heard from them since, and his work today didn't take him near that field.

The Tinkers' Caravan caravan is about 4 hours' travel on foot to the east, where the road snakes around the edge of the forest. Mr. Barret has seen strange mounds of earth in long lines in the fields in that direction.

Mr. Barret is happy to direct the party to his fallow field, but he asks that they not investigate it once night has fallen. He and his wife need time to grieve their daughter, and he would rather not worry about groups of heavily armed mercenaries wandering his lands in the dark.

THE BARRET FARM

ARRIVING AT THE FARM

THE FALLOW FIELD

The Barret's fallow field is about half a mile to the east of the farm and takes about 15-20 minutes for PCs. Mr. Barret will not accompany the party to the field tracks that run where the party get to the site by Janel and Roth's old head or parapath. The following are included in this adventure, but you are free to introduce any encounters that suit your game.

The field is a stretch of dark, stony earth, not levelled or ploughed, with nothing sown in it. All that there is to see here is bare dirt, and three dark holes in the ground where you know the two young girls spent their final moments.

If it is day when the party arrives at the farm, read or paraphrase the following: These holes are the result of the bulette's calves attacking the two girls. The holes are only 5 or 6 feet in diameter, and less than 10 feet deep. PCs can drop into them without suffering any ill effects, though only one person can stand in each hole at a time. Each hole gives way to a low tunnel that stretches off to the north; these tunnels are only 5 feet high and anybody taller than that height will have to crouch to pass through them. The tunnels only stretch for 50 or 60 feet before collapsing on themselves and becoming impassable.

A successful **DC 12 Intelligence (Investigation)** or **Wisdom (Survival) check** shows clear signs of another group of humanoids having explored this area earlier in the day. These are the tracks of Lord Tanglewood's Huntsmen, and it is clear that once they reached the end of the tunnels they turned back and left the area. After climbing back out of the holes, the sorcerer with the Huntsmen - cast the spell pass without trace (PHB, p. 264) on her party before they continued tracking the bulette.

Unless the party have encountered a bulette before, they will have no way to determine what caused these tunnels. Any tales of bulettes that they have heard will refer to a creature much too big to have reached them. Allow the players as much or as little time as you like to interact with Mrs. Barret before her husband arrives. Mrs Barret has no desire to talk to any more bounty hunters or adventurers, though she will begin to open up once her husband invites the group to ask their questions. At that point, she will see no need to withhold information; to do so would only keep the PCs on her farm for longer than is necessary.

While Mr Barret is not present, Mrs Barret will not reveal any information without the party succeeding on a **DC 20 Charisma (Persuasion) check** made at disadvantage. Failed checks will result in her standing silently in the doorway to the house with her arms crossed, waiting for either her husband to arrive or for the party to leave. She is not a stupid woman, and knows that attempting to see multiple armed individuals off by force will probably end badly for her.

When Mr Barret reaches the farmhouse, read or paraphrase the following:-

"More of you, is it?" the man says as he climbs down from the cart. He pauses to inspect the blades of the rotating scythes attached to the back of the cart before continuing to meet you. "What's the matter? That first lot come back empty handed?"

He glances toward his wife, who gives him a hard look and shakes her head. He gives a brief sigh, wiping the sheen of sweat from his forehead as he does so.

"Look, this isn't the best time, right? We're going through some things right now. Normally I'd invite you in, but... I'm sure you understand. Ask your questions; I'll answer them, I'll point you to where it happened if you like, but let's be quick about this. I've work to do, and my wife and I are in no mood to entertain visitors today."

The Barrets are willing to answer any questions the party may have, and to point them in the direction of both their fallow field and the site of the attack on the Tinkers' Caravan. They will not allow the players into their house. You should assume that the manner in which the party deal with the Barrets gets back to Brady, and have his opinion of and attitude towards the party change to reflect it, should they speak to him again.



The Town Square



The Red Barrel Inn



The Tinkers' Caravan

WHERE NEXT?

Go To Part 2: Bulette Wounds ▶

THE TINKER'S CARAVAN

ARRIVAL

INTO THE HOLE

The site of the tinkers' caravan is about 15 miles southeast of Concord. At a normal travelling pace, it takes roughly 17 hours of travel to reach the site by road from Concord, 5 hours cross-country from Concord, or 4 hours cross-country from the Barret's farm. Full rules for travel speeds, including rules for the use of mounts, can be found on page 242 of *DC Dungeon Master's Guide*.
 Read or paraphrase the following boxed text, stopping to conduct the check when required:

Read or paraphrase the following boxed text:
 As the road heads south it rises gently, presenting you with an elevated view of Concord and the farmlands surrounding it. From here you can see vast fields, mostly brown and bare after the harvest, while others are still being worked. Farm hands the size of ants swing minuscule scythes, and off to the north you can make out a low white cloud rolling across the land that must be a shepherd moving his flock.
 The hole in the ground is dark and moist, but with no breeze the moisture in the air has turned to cloying humidity in the early autumn heat. There is an animal smell down here that makes your hackles rise, nasty and somehow faint. In a panic, a dark tunnel descends into the earth at a sharp angle. Mounds of dirt cover the floor, seemingly thrown behind whatever creature dug this passage.

DC 15 Wisdom (Perception) check: The Barret farm lies off to the west, and the more you look the easier it becomes to make out dark, uneven lines of earth running across the ground between the farm and the road up ahead. You can see that more of these lines snake out north towards Concord itself, though they stop a mile or two from the town.
DC 20 Intelligence (Investigation) check made at the collapsed end of the tunnel reveals a small leather pouch containing **17gp** which was dropped by one of the tinkers as she was dragged away to the bulette's den.

DM note: These lines of dirt are the result of the bulette and its calves burrowing beneath the ground. You know you have come to the right place immediately. It seems that the ground itself erupted here; a wide black hole leads down into the earth, and a few shards of broken wood and twisted metal still litter the ground at the edge of the forest. A little further along the road, many trees appear to have been torn out of the ground. The sounds of chattering birds and rustling undergrowth that accompanied you on your journey to this place have ceased; all you can hear is your own breath and the soft whisper of the wind.



ONE HEX = THREE MILES
 (One hour's travel at normal pace)

INVESTIGATING THE AREA

Brady and his constables have mostly disposed of the wrecked caravan. Some detritus remains along the edge of the forest, but there is nothing of use or value here.

The players can learn the following information by investigating this area (you can either give them all the information provided here, or also parcel it out depending on where they choose to search and the results of any **Intelligence (Investigation)** or **Wisdom (Survival) checks** you may ask for):

- **The hole in the ground** is nearly 10 feet in diameter and some 15 feet deep. It turns abruptly at the bottom, tunnelling into the earth in the direction of the Barret's farm.
- **The felled trees** show signs that something sharp or hard struck them violently, tearing deep gashes into the bark.
- **DC 10:** The damage to the ground wasn't caused by an explosion of any kind. It appears something large-tunnelled out of the earth at a rapid pace.
- **DC 12:** The trees probably weren't torn up but rather pushed over by something large and heavy running into them.
- **DC 15:** You find the only thing that remains of the tinkers - the small, child-sized foot of a gnome, still in its boot and missing the rest of the body. It was pinned beneath one of the felled trees, and appears to have been torn off as the body was pulled away from it, rather than severed by teeth or blades.
- **DC 20:** Dark trails in the dirt still show signs of where blood was spilled. Without fail they lead towards the hole in the ground, as though bodies were dragged into it while bleeding heavily.

WHERE NEXT?



The Town Square



The Barrets' Farm



Red Barrel Inn

Go To Part 2: Bulette Wounds ▶

PART 2: BULETTE WOUNDS

“**Bulette Wounds**” is a short series of encounters designed to lull the players into a false sense of security and to give them a small taste of what is to come in **Part 3, “Bulette Storm”**.

Begin this chapter either once the party have finished exploring Concord and investigating the attacks, or if you wish to skip that stage of the adventure. The first encounter “**The Return of the Huntsmen**” takes place just outside The Red Barrel Inn. The second encounter “**The Hunting of the Bulette**” takes place beneath the countryside a few miles from Concord.

THE RETURN OF THE HUNTSMEN: A CALL TO ARMS

Read or paraphrase the following boxed text:

Once the players are ready to settle down for the night, read or paraphrase the following:

The arrival of the mayor is announced by a rustle of clothing as the crowd parts to make way for him, and his far-too-jovial voice booming out into the night. Night draws in quickly here, and soon the daytime bustle of Concord is fading away, replaced with the cool quiet of late evening. The only real sign of life in town comes from the Red Barrel Inn, though the daytime crowds have dispersed somewhat.

As the night gets underway and the patrons get deeper into their cups, a sudden cry from outside shatters the stillness that fills the town. He calls, his voice weak and full of pain. “For the love of gods, help, we need a healer!”

“The beast is dead!” he exclaims. “Here it lies, beaten and slain. The festival will continue!”

The voice belongs to Lady Rellen, an elven sorcerer who is a member of Lord Tanglewood’s Huntsmen. Once the party can see her head or paraphrase the following: she has returned victorious. Bloody she may be - we’ll see to that, don’t you worry - but once she has rested I am sure she will have a tale to tell!”

Kneeling in the street before you is one of the sorriest sights you have seen: an elven woman in once-fine leather armor, bleeding and broken and clearly only barely clinging on to consciousness. Her left hand has been torn away at the wrist; a leather belt is strapped tightly around the stump in a rough tourniquet. She hunches over the clearly dead body of a human male, clutching him close to her chest and begging you and the onlookers who are slowly stepping out of the Red Barrel to help him. Both his legs have been severed above the knee; it appears he bled out some time ago, probably while she was dragging him back to town. Lying in the dirt at her side is the severed head of what must be, a bulette. She will take quite some convincing to get him to admit that privately (and he will never thank them). Her voice says from somewhere among the villagers forming a tough circle around the scene: “And the beast!” another voice says: “Please, help.” she says again. It appears she is fading fast.

After McMahon leaves, **Brady** and **Gwint** approach the party. Read or paraphrase the following:

Once the party are done talking to Lady Rellen, **Next** approaches you with Gwint at his heel.

“A minute of your time, please,” he says, trying to guide you away from curious ears.

THE RETURN OF THE HUNTSMEN

THE HUNTING OF THE BULETTE

If the party agree to talk to Brady and Gwint, they should learn the following information:

- **The threat is by no means gone.** Gwint suspects that the creature Lady Rellen brought back is one of the bulette’s calves, though he seems confused by this. By all accounts, that means that there are more of them still near Concord, as well as an adult bulette.
- **Gwint fears that the adult bulette will become enraged** by the death of its calf and attack the town as a response. He has nothing to back this up beyond a conversation.
- **Brady asks that the party finish the work that the Huntsmen started**, and suggests that they go to where Lady Rellen says her group were attacked and begin trying to track the bulettes back to their lair.
- **Brady wants the party to head out immediately**, but Gwint urges a modicum of caution. Bulettes are dangerous foes at the best of times; hunting them in the dark would be nothing short of suicide.
- **Brady will make sure the party are paid** the 500gp bounty that was offered, even though McMahon has already paid Lady Rellen.

LADY RELLEN

Elven noblewoman, adventurer

Lady Rellen poses no threat, and will not fight should the party want to (for whatever reason): she has expended all of her spells and abilities for the day, and is hovering on the brink of death with only 1hp remaining to her. For all intents and purposes, any attempt to attack her will be nothing short of an execution.

MARLIN BRADY

Retired adventurer, hero

Marlin Brady is in and harder fight yet gone to seed of white, and he soldiers. Whatever McMahon, he has authority, and his unfavorable light.

RETIRE SOLDIER

Brady didn’t choose to enlist in his youth; he was forced to fight in it, though - or died, depending well enough that he still had all of keeping the peace and keeping the free of bandits.

TRAITS

Ideal. I do what I must and obey just authority.

Bond. I fight for those who cannot fight for themselves, and would lay down my life to protect those I serve.

Flaw. I have little respect for anyone who is not a proven warrior.

LADY RELLEN

To increase the urgency of the situation, you can make **DC 15 Constitution Saving Throws** for her as you see fit during the conversation. On a success, she remains conscious and able to talk to the party. On a failed save, she falls unconscious. It is up to you whether healing administered by the party can half this process.

TALKING TO LADY RELLEN

Lady Rellen is on the edge of consciousness. As the party speak to her, you should make it clear that she may pass out at any moment.

LADY RELLEN'S INFORMATION

She is a member of Lord Tanglewood’s Huntsmen. They were a party of five, but the rest of her group are now dead.

There was more than one bulette. Lady Rellen doesn’t know how many in total, because the fight was so chaotic. She doesn’t think the Huntsmen killed any more than the one whose head she has returned to Concord.

The party - and the attack - took place in a field that is lying fallow, about half a mile from the farmhouse.

None of the monsters that killed her party were any bigger than the one she brought back.

The creatures hit hard and fast. bursting out of the ground beneath her and her friends with their jaws open wide.

The Huntsmen investigated the Barret farm earlier in the day and attempted to follow the mounds of earth to wherever the bulettes were lairing. They never found the lair; they were ambushed by the creatures an hour or two ago, in the middle of a field barely a mile from Concord.

most severe of injuries, and has little sympathy for being teary-eyed when loved ones draw their final bite his cynicism, he is generous with his time experience - though not with his money, which he guards tightly.

TRAITS

Ideal. There’s no good in pretending to be something I’m not.

Bond. Concord has accepted me and allowed me to make it my home. If it comes to it, I will fight to protect it.

Flaw. I am slow to trust members of other races; the less human you look, the less I trust you.



PART 2: BULETTE WOUNDS

“**Bulette Wounds**” is a short series of encounters designed to lull the players into a false sense of security and to give them a small taste of what is to come in **Part 3**, “**Bulette Storm**”.

Begin this chapter either once the party have finished exploring Concord and investigating the attacks, or if you wish to skip that stage of the adventure. The first encounter “**The Return of the Huntsmen**” takes place just outside The Red Barrel Inn. The second encounter “**The Hunting of the Bulette**” takes place beneath the countryside a few miles from Concord.

THE RETURN OF THE HUNTSMEN

THE HUNTING OF THE BULETTE

3. THE BROOD

1. INTO THE TUNNELS

The place where the Huntsmen were ambushed is about a mile north of Concord, in the middle of a recently-harvested field. If it is daylight, it is easy to follow the tracks left by Lady Rellen the night before, only taking about 20 minutes of travel for the party to reach the site. Attempting to track Lady Rellen by night requires a successful **DC 15 Wisdom (Survival) check** and takes approximately an hour.

Once the party arrive, read or paraphrase the following:

The site of the ambush is impossible to miss. Three fresh holes mar the earth in this bare field, dark puncture wounds in the earth. Loose dirt and rocks cover the ground, along with a broken bow and a sturdy mace that doesn't appear to have contacted anything living before being cast to the ground. The slumped body of a large beast, something like an armored mole, lies in the dirt, conspicuously missing its head. Long smears in the ground leading into the mouths of the holes mark the places where the rest of the Huntsmen were dragged beneath the earth.

The holes in the ground are only around 6 feet deep, and all lead to cramped tunnels that descend beneath the earth. Dropping into the holes doesn't require any skill checks, and PCs can jump down into them without suffering any damage. The tunnels can be followed easily, though players will have to travel single file. Any PCs more than 3 feet tall will have to crawl.

There are three tunnels to choose from, and players who choose to split up to explore them will be unable to communicate with those in the other tunnels without magical assistance. All of the tunnels are functionally the same, and all lead straight to the bulettes' temporary den half a mile to the north.

If the party stay together, it doesn't matter which tunnel they went down. If they chose to split up, randomly select one of the groups. Either way, somebody is about to find the body of **Lord Tanglewood**.

2. LORD TANGLEWOOD

Read or paraphrase the following to whichever PCs have come across Lord Tanglewood:

The tunnel doesn't wind or curve - it is straight as an arrow, clearly dug with purpose. The ground makes for rough going as you try to avoid stumbling over the mounds of soft, loose earth piled up along the bottom of the tunnel walls. Still-wet blood marks the path, though it doesn't matter - there is only one way to go here. North, and down.



After about half a mile you see a limp form slumped against the tunnel wall. It seems it was once the body of a proud warrior; silvered plate mail engraved with twisting vines and leaves speaks of the wealth its owner presumably enjoyed. There is no head to go with the body, though, and the legs are bent at an angle that makes you think this man could not possibly walk again even if the rest of him was intact and breathing.

This is the deceased body of Lord Tanglewood. Players who stop to investigate his corpse will find an **amulet of proof against detection and location** beside his body along with a leather pouch that contains **67gp**.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous Item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

Read or paraphrase the following:

The tunnel continues for another half a mile or so. As you descend into the earth the air grows warmer, and you realise that you have been able to smell something for some time now - the musk of wild beasts, and the dull copper tang of blood.

Ahead of you the tunnel suddenly opens, revealing a small chamber beneath the earth. More tunnels exit into it, and you can see clear signs that yet more openings have collapsed on themselves. At the back of the chamber there is a much larger hole in the ground - where it leads is anybody's guess. In the middle of the room is the same kind of beast that Lady Rellen brought back to town - this one alive, and engaged in eating something that was probably once human. The harsh crack of bones snapping and sharp teeth grinding against one another fills the air. You do not appear to have been noticed, for now.

The creature is a **bulette calf**. It has not currently noticed the party, but anybody attempting to move into the chamber should make a **Dexterity (Stealth) check** against the calf's **DC 14 Wisdom (passive Perception)**.

A successful **DC 12 Wisdom (Perception) check** reveals that the roof of this chamber is unstable; now and then loose rocks and trails of dirt fall from it.

Another calf is currently out of sight in the larger hole left by the adult bulette, who is out hunting. If the party attacks the calf or otherwise attracts its attention, it attacks immediately. The calf in the tunnel does not wait before getting involved - it is only ten feet below the surface of the large tunnel, and will act immediately once combat is begun.

Ready to roll initiative? [Click here!](#)



COMBAT: THE BROOD

MONSTERS

APL 3: 2 x bulette calf. Allow a round or two before the 2nd calf emerges from its hole. Do not use the **unstable roof** feature of this chamber. This is a **hard** encounter.

APL 4: 2 x bulette calf. They attack at the same time. This is a **medium** encounter.

APL 4: 3 x bulette calf (a **medium** encounter) or 4 x bulette calf (a **hard** encounter).

If the encounter is going badly, you may wish to allow the players to find the bodies of the Huntsmen - and their healing potions - before combat ends.

INITIATIVE

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

10TH:

BULETTE CALF

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 53 (7d8 + 21)

Speed 30ft, burrow 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	17 (+3)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +4

Senses darkvision 60ft., tremorsense 60ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Standing Leap. The bulette's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 3) piercing damage.

Deadly Leap. If the bulette jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space occupied by another creature. That creature must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 10 (2d6 + 3) bludgeoning damage plus 10 (2d6 + 3) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette calf's space into an unoccupied space of the creature's choice. If no unoccupied space is in range, the creature instead falls prone in the bulette's space.

BULETTE CALF TACTICS

Bulettes are not at all intelligent - they know only one thing, and that is the desire to hunt and kill. They attack the most threatening thing they can see - in most cases, this is simply the closest enemy. Whenever possible, they will make use of their deadly leap in order to knock enemies prone and temporarily neutralise them.

Bulettes are killing machines, but they also possess a sense of self-preservation. For a more challenging combat, calves that are not making use of their deadly leap should burrow as often as they move on foot. Their burrow speed of 30ft. means that they can just as easily tunnel through the earth and attack from beneath the feet of their targets as they can move across the room on foot.

UNSTABLE ROOF

The roof of this chamber is not at all stable. Any area of effect spells that deal bludgeoning, force, or thunder damage cause loose rocks and dirt to fall from the ceiling within the radius of the effect. After the third such effect, a portion of the roof collapses.

Any creature within a 15' radius of the center of the area of effect that triggered the collapse must succeed on a **DC 20 Dexterity saving throw**, suffering 14 (4d6) points of bludgeoning damage on a failed save, and half as much on a success. PCs who fail their saving throws are buried by the falling dirt, becoming **incapacitated** and **prone**. Buried PCs must succeed on a **DC 15 Strength (Athletics) check** at the end of each of their turns to pull themselves free.

Any bulettes in the chamber (i.e. not burrowing) when this happens must also make the save, taking damage as normal but not becoming buried due to their burrow ability.

The unstable roof effect only occurs once.

INCAPACITATED: An incapacitated creature can't take actions or reactions.

PRONE: A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.

The creature has disadvantage on attack rolls.

An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

LOOT THE ROOM

If the PCs defeat the bulette calves and the roof did not collapse, they may recover some items from the bodies of the fallen Huntsmen. A successful **DC 12 Intelligence (Investigation) check** reveals the following:

- **1d4 potions of healing** (there are 4 total, but depending on the die roll some may have been broken and rendered useless while the bulettes fed).
- **Two leather pouches containing 72gp** between them.
- **A thimble-sized ivory pot sealed with wax, containing thick black ink.**

Go To Part 3: Bulette Storm ▶

PART 3: BULETTE STORM

The final battle with the bulette takes place as night falls on Concord and the fireworks that mark the start of the festival are let loose.

OUT OF TOWN

If the players are out hunting the bulette when the fireworks begin, read or paraphrase the following:

You have hunted and searched all night, following tracks that lead nowhere or circle around to where you began, finding nothing but mounds of dirt and holes in the ground that lead nowhere, or the days-old corpse of a deer or boar that fell to the bulettes.

You pause for a moment as distant pops and crackles fill the night air, turning towards Concord in time to see red and green sparks filling the sky. A few seconds later the low roar of hundreds of voices cheering in unison reaches your ears. Then you turn back to the hunt - there is work to be done.

More fireworks follow - but the roar is changing. Now you can make out shrieks and screams above the cheering and clapping, until the joy is gone and only the terror remains. Concord is under attack!

Use the map of Concord to determine where the players are currently searching and how long it will take them to get back to town. It will take less than an hour for the bulette to utterly destroy Concord and kill everybody within the town; if the players cannot return to Concord in time, they will be unable to help save the people there and they will have failed in their mission.



THE HARVEST FESTIVAL

If the players are in Concord when the fireworks begin, they are going to have to face the bulette.

When you are ready to begin, read or paraphrase the following, pausing to make the check when required:

As night falls on Concord, the crowds in the Red Barrel Inn begin to spill out into the street. Word is spreading quickly that the fireworks - and, thus, the festival proper - are about to begin, and excitement at the prospect of a four-day holiday is beginning to reach its apex.

As the crowds move past, you find hands clapping you on the shoulders, and words of congratulations thrown your way from faces you don't get a chance to see before they disappear into the throng. The crowds flow into the town square, filling every conceivable space around the raised platform where the fireworks have been set up. Mayor McMahon stands atop the platform, arms outstretched as he addresses the crowd.

"Ladies, gentlemen. Good people of Concord and welcome guests! We have had a trying few days - a tragic few days - but that is behind us now. For tonight, at least, let us cast our worries aside. Let us celebrate the new harvest. The festival has begun!"

As he speaks, the laborers have been lighting long fuses on the ground behind him. With his last words McMahon throws his hands to the sky, and with almost perfect timing it begins. With a dull crackle, the flames along the fuses reach the bottom of a group of long tubes set into the ground, and muted pops mark the launching of long, slim cylinders into the sky above Concord. There is darkness for a second - then the heavens erupt into a riot of noise and color, gold and red and green sparks bursting out into the dark.

The fireworks go off in waves, their light pushing the fire aside, and a roar of applause rises up from the crowd. A low rumble fills the air, almost seeming to shake the ground itself.

Give the players a few moments to mill around, making small talk with the crowd and maybe buying some street food from the stalls. If you are feeling generous, you might allow a **DC 12 Wisdom (Perception) check** to notice that the ground is beginning the shake.

Then you realize that the ground is shaking. From the crowd on the other side of the square, behind the stage, you hear the first shocked screams. The market stalls over there are beginning to tip and fall over as the ground beneath them rises in a shape you have seen before - a long, earthen mound that cuts across the town square.

As the screams spread a dark shape breaks the surface of the mound, almost like a fin cresting through waves, before it plunges beneath the earth again. The mound stops moving, but the rumbling begins as the creature moves deep in the earth below you.

There is a second of stillness. Then with a bestial roar the ground beneath the platform splits apart, revealing ten feet of hot, monstrous death. Earth cracks and wood splinters as the bulette rises out of the earth, jaws open wide, jagged teeth gleaming with reflected sparks. The Mayor has but a second to look down, horrified, into certain death, before the jaws snap shut and his legs disappear.

Behind the Mayor, more fireworks streak up into the dark sky. **Roll initiative.**

FIGHT!

PART 3: BULETTE STORM

Part 3: Bulette Storm begins after the PCs have defeated the bulette calves and returned to Concord. Depending on how the fight with the calves went, the PCs may decide to try hunting the adult bulette. Due to its tunnels collapsing behind it and the depths that it has burrowed to, it is impossible to track the bulette without relying on magical means. The bulette is approximately 20 miles away, beneath the forest to the east of Concord, where it is currently hunting a group of bandits who are planning to assault a merchant caravan heading to the festival.

This chapter is the climax of the adventure. The party have a chance to claim their reward and take some rest (long if they went after the calves at night, short if they set out in the morning) before the festival begins with the fireworks display later that night and the bulette attacks.

There is a chance that the party may be out hunting the bulette when it attacks. Where possible you should try to avoid this - as with the end of **Part 2**, non-magical means of tracking the bulette will prove fruitless. After returning from its (successful) bandit hunt, the bulette finds its calves dead and burrows deep beneath Concord. It waits there, listening to the vibrations in the ground as the crowds gather during the day and striking once the commotion reaches its peak.

If the party seem intent on heading out to hunt the beast, you should have Brady or Gwint approach them with concerns that the **fireworks will attract the bulette's attention**, and plead with them to make sure they are back in town before nightfall.

If the PCs are not in Concord when the bulette attacks, they are likely to fail this adventure. Decide whether you want this to be possible, and what ramifications this may have for your ongoing campaign

GETTING PAID

Use this section if the PCs return with one or all the bulette calves and seek out either Brady or McMahon in search of their reward.

BRADY

Brady will be impressed and grateful that the party managed to neutralize some of the threat, but he knows that the work is not yet done. The adult bulette is still out there and still poses a huge threat to Concord. He will encourage the party to hunt the bulette, but he is an experienced man and is not unreasonable. He recognizes that the party need to be at full health to bring down the beast.

Brady will be reluctant to pay the reward he offered with the adult bulette still at large, but he can be convinced to part with the money on a successful **DC 15 Charisma (Persuasion)** check should the party threaten to simply leave Concord to fate if he refuses. Make a note of this if you intend for the party to return to Concord one day; while Brady will still be grateful if they succeed in killing the bulette, he will remember that they held Concord to ransom in their time of direst need.

To help you roleplay Brady in this interaction, consider the following questions:

- What became of the Huntsmen?
- Are you sure all the calves are dead?
- Was there any sign of the adult bulette?
- Is there any danger that the fireworks will attract the attention of the bulette?

THE PEOPLE OF CONCORD

Unless the party try to extort money from McMahon and he creates a public outcry, the people of Concord will be ecstatic that the party have brought back the dead calves. While there will be a few doomsayers who fear the vengeance of the adult bulette, the overall mood will be that of jubilation and celebration.

Allow the players to feel like heroes, even though they know the job isn't done yet. The festival is about to start, the party have done a great boon to the town, and there is a sense in the air that whatever is coming can be worried about in the morning. The party are practically guaranteed to drink for free in The Red Barrel Inn, especially if they keep telling the story of how they slew the bulette calves.

McMAHON

McMahon's opinion hasn't changed since Lady Rellen returned to Concord, and he will not be happy that the party sought him out for payment. He knows nothing of their deal with Brady, and wants nothing to do with it.

If they attempt to hold the town to ransom over the money he will create a scene, shouting and attracting the attention of anybody nearby, making anybody who will listen aware of the threats the party are making. The more they try to extort him, the more obstinate he will become.



The players may wish to spend some time unwinding at the Red Barrel Inn before facing the bulette. Click the tavern sign to return there.

GO TO THE FINAL BATTLE

COMBAT: THE BULETTE

INITIATIVE

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

10TH:



ONE SQUARE = FIVE FEET

MONSTERS

One does not simply *scale* a bulette encounter, and we will make no attempt to make things easier for underpowered parties.

APL 3 or 4: 1 x bulette. This is a **hard** encounter.

APL 5: 1 x bulette and 1 x bulette calf. This is a **hard** encounter.

BULETTE TACTICS

Kill. Everything.

SOME ACTUAL BULETTE TACTICS

The adult bulette is more intelligent - and more experienced - than its calves. It exists to do one thing - kill everything in its path. It will not waste time on defenseless prey when it is facing aggression from the PCs. Feel free to describe it casually tearing through the crowd to get to the party once combat is joined, but the bulette should not waste its actions attacking people that don't pose a threat to it.

Make full use of the bulette's abilities. Whenever possible, it either uses its **deadly leap** to knock enemies prone or else **burrows** to evade attacks, reappearing from directly beneath the feet of whoever you feel like terrorizing this round.

Because this is a sole monster against a full party of adventurers, this combat may be over quickly. Don't pull your punches; bulettes are pure aggression, and the party should be made to feel that. Every round it gets to attack should be a round where the party feel like they are being punished for failing to kill it sooner.

STATS

BULETTE					BULETTE				
<i>Large monstrosity, unaligned</i>					<i>Large monstrosity, unaligned</i>				
Armor Class 17 (natural armor)					Armor Class 17 (natural armor)				
Hit Points 94 (9d10 + 45)					Hit Points 94 (9d10 + 45)				
Speed 40ft, burrow 40ft					Speed 40ft, burrow 40ft				
STR	DEX	CON	INT	CHA	STR	DEX	CON	INT	CHA
19 (+4)	11 (+0)	21 (+5)	2	2	19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)
Skills Perception +6					Skills Perception +6				
Senses darkvision 60ft., tremorsense 16					Senses darkvision 60ft., tremorsense 60ft., passive Perception 16				
Languages —					Languages —				
Challenge 5 (1,800 XP)					Challenge 5 (1,800 XP)				
Standing Leap. The bulette's long jump is up to 15 feet, with or without a running start.					Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.				
ACTIONS					ACTIONS				
Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 30 (4d12 + 4) piercing damage.					Bite. <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 30 (4d12 + 4) piercing damage.				
Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is in range, the creature instead falls prone in the bulette's space.					Deadly Leap. If the bulette jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. That creature must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 10 (2d6 + 3) bludgeoning damage plus 10 (2d6 + 3) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette calf's space of the creature's choice. If no unoccupied space is in range, the creature instead falls prone in the bulette's space.				

BULETTE

BULETTE & CALF

CONCLUDING THE ADVENTURE

The adventure ends when the PCs defeat the bulette and its calves or leave town. If they were successful, the people of Concord will remember this deed for the rest of their days. Word of the slaying of the bulette will spread in the local area, and the party will be recognised as local heroes whenever they return to this area.

If he has not already done so, Brady will pay the party the reward that he promised them (minus any balance that he has already given to them).

THE ISSUE OF LOOT

Aside from the reward offered by Brady and the small bits of treasure that the party may have scavenged from the fallen Huntsmen, this adventure does not offer much in the way of tangible rewards for slaying the bulette.

The following magic items are not intended as loot in the immediate aftermath of **Bulette Storm**. Instead, these should be presented to players as possibilities - items that could be created from the remains of the bulette, should the party be willing to put in the work (and by that, of course, we mean "go on another few adventures"). Gwint or Lady Rellen are ideal NPCs to present these possibilities to the party.

THE PRICE OF FAILURE

If the PCs fail to heed the warnings that the bulette will strike during the festival and are out of town when the attack happens - or if they decide not to get involved at all - you should decide what ramifications this will have for them. There may well be survivors in Concord who will remember the adventurers who promised to help and then vanished into the night.

There are also plenty of NPCs in Concord who might wish to see the party brought to task for abandoning Concord in its time of need - Brady and Gwint are both experienced men who have seen combat plenty of times, and if Brady paid the party any money prior to the attack he may decide it's time he took it back. Artorin could well turn back to his god in the wake of the attack, regaining his abilities and swearing vengeance on both the bulette and the so-called heroes who failed Concord. Similarly, Lady Rellen may still be alive.

However you choose to deal with it - even if nobody actively seeks out the party - it should be made clear to them that they failed, and that word of their failure will stick to them as their reputation grows.

EARPLUGS OF THE BULETTE

Wondrous item, uncommon
Value: 500g

These heavy earplugs are made from the smoothed and filed 'teeth' of a bulette. While wearing these earplugs, you have tremorsense out to a range of 40 feet.

GAUNTLETS OF BURROWING

Wondrous item, rare (requires attunement)
Value: 4,500g

These gauntlets are made from the front claws of a bulette. While wearing these gauntlets, you can burrow through earth as easily as you can walk on land. You can speak the gauntlets' command word as an action to gain a burrowing speed equal to your walking speed for 1 hour. Once used, this effect can't be used again until the next dawn.

In addition, you can use the gauntlets to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

BOOTS OF DEADLY LEAPING

Wondrous item, rare (requires attunement)
Value: 5,000g

These boots bear the giant claws of a bulette. When you wear these boots, you can jump three times your normal distance, though you can't jump further than your remaining movement would allow.

In addition, if you jump at least 15 feet as part of your movement, you can use an action to land on your feet in a space that contains one other creature that is one size larger than you or smaller. This creature must succeed on a Strength or Dexterity saving throw (target's choice) or be knocked prone. The DC for this saving throw is equal to 10 + your Athletics modifier. On a successful save, the creature isn't knocked prone, and is pushed 5 feet out of the space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in your space.

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