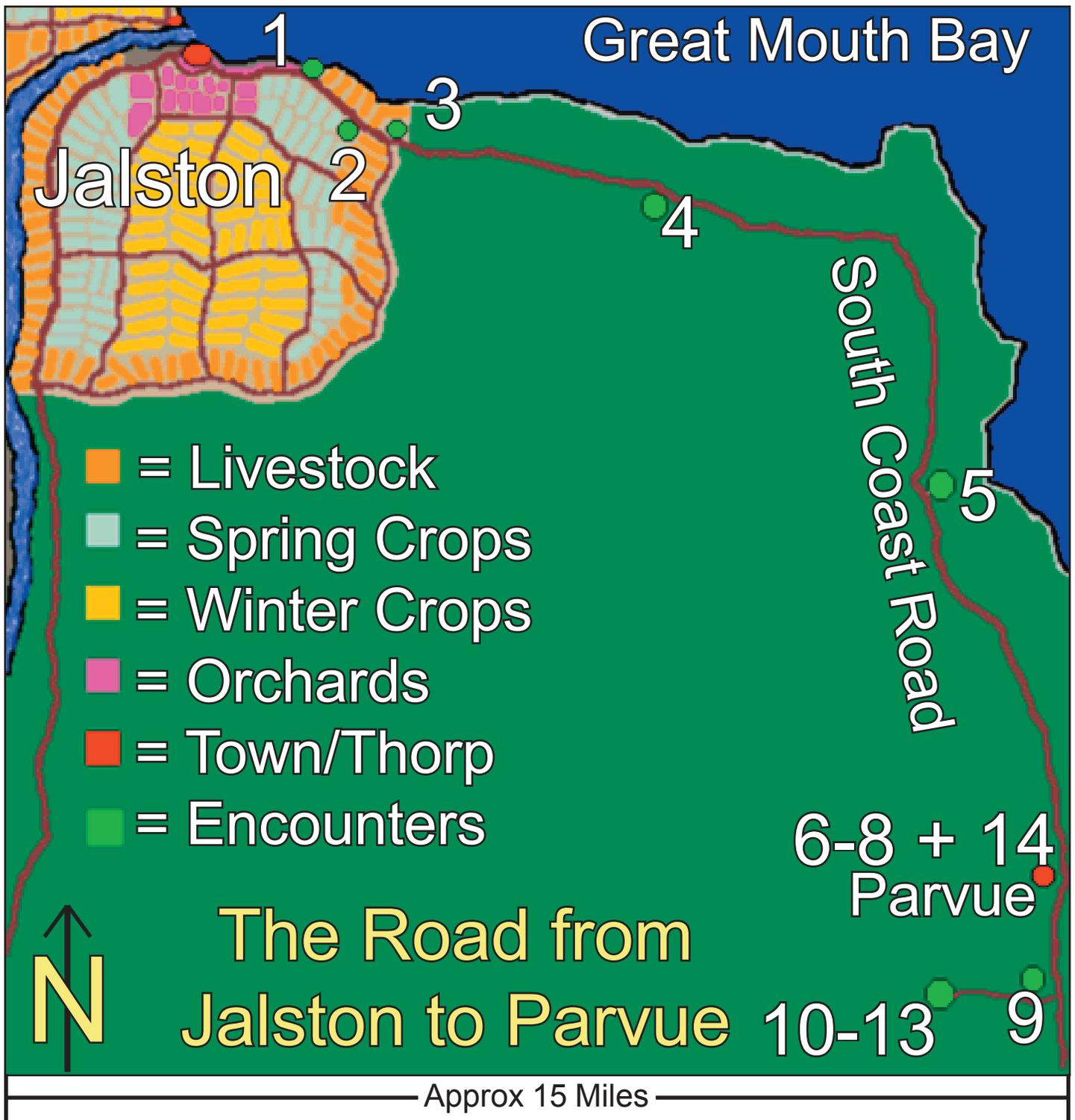


THE WHISPERING WOODWIND

A SCALABLE ADVENTURE DESIGNED FOR 2ND-LEVEL CHARACTERS

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Key to the Encounters

The Belly of the Beast ----- #1	The Stable Loft ----- #8
Hound Hutch of Farmer Lyle ----- #2	The Old Crone ----- #9
The Town Watch Outpost ----- #3	Beer Barn of Lorthalonville ----- #10
Horse, Bear and Cub ----- #4	Ambush ----- #11
The Trundlefolk Encampment ---- #5	Mopping Up ----- #12
Bullies at the Bar ----- #6	Lorthalon ----- #13
Pact with Parvue ----- #7	Settling with Parvue and Tardak --- #14

PREFACE

The lives of ordinary people seldom touch our own in significant ways until we choose to become involved. It seems that Contel, the Bard, has quit his day job, skipping out on a sizable debt. When an astute innkeeper of questionable practices enlists the help of heroes to cover his losses, it is only the beginning. The trail leads through a series of encounters; some germane, others less relevant but revealing. It is the sound of music that ultimately settles the score.

The Whispering Woodwind is a 2nd-level player characters. Those who survive have the opportunity to advance to the next level per the rules outlined in the *Adjusting the Bar* Guidelines in the section entitled *Adjusting the Bar* detail ways to modify this adventure to accommodate higher and lower level player characters.

OVERVIEW

Prior to using this supplement, it should be read thoroughly at least twice. There are three types of boxed text within Creative Mountain Games releases; shaded boxed text without borders, shaded boxed text with borders, and boxed text with borders but not shaded. Shaded boxed text without borders should be read or paraphrased to the players as each encounter is revealed. When paraphrasing, be sure to touch on the key points. In most cases, simply listing key points can give away information that should be less than obvious to the players, so paraphrasing should be done judiciously. Shaded boxed text with borders is information solely for the DM. It is set apart from regular text information to highlight it as important. Boxed text with borders but not shaded is Open Game Content and can be reused in other releases as provided by the Open Game License included with this supplement.

NPCs and monsters in this supplement are detailed in the sections in which they first appear. Their descriptions are accompanied by statistical blocks that define their abilities and level of power. The shaded boxed text without borders will help you to introduce the encounters. Encounters are set to encounter levels suited to a party of four 2nd-level player characters for which this adventure is designed. While reading through this adventure, prior to running it, be sure to keep in mind the abilities of the player characters that will be playing and plan for ways to keep it challenging.

There are additional guidelines for running encounters included with CMG supplements; *Adjusting the Bar* and the *CMG PROSE System*. Each is detailed in its own section but briefly *Adjusting the Bar* helps you to scale encounters and the *CMG PROSE System* assists in the portrayal of NPCs during interaction. Both will be of great use while running this adventure.

BEHIND THE SCENES

Twenty years ago, a merchant ship named the Beast was tossed about in the Great Mouth Bay and severely crippled. In an attempt to save her crew and cargo, the captain ran the Beast aground on the shore near the town of Jalston. Even though many lives and much of the cargo were saved, the ship was irreparable. However, the captain's misfortune was to the benefit of an enterprising young man named Tardak. As part of the effort to save the cargo, he earned the right to salvage the ship. Convincing the tired workers to help him drag it further ashore, by plying them with ale, he went about the task of converting it to an inn and tavern. Not a pretty sight, it was still an expensive building regardless if it was no longer seaworthy. In an ironic twist on its name while on the water, Tardak renamed the vessel the Belly.

Meanwhile, the sentencing of a gang of men who had fallen afoul of the law was interrupted by the events surrounding the Beast. Seeing the chance to impress his superiors with his ingenuity, a sergeant of the Main Keep Guard pressed the defendants into service for the recovery operation. When the task of rescuing the crew and cargo was at an end, the suspects were regrouped and marched back to the courtroom, but one person was missing. The leader of the gang, a young but dangerous man named Lorthalon, had apparently drowned during the salvage operation, though his body had not recovered. Sentencing proceeded for the remaining members of the gang of cutthroats, they were found guilty of their crimes, and hung by their necks until dead the following day.

In unrelated events, a son was born to a wealthy family in the capitol city of the kingdom. Although quite musically talented, his parents wished for him to carry on the family business, even though he was not suited to such endeavors. After their deaths, he did his best to follow the path they had set for him but those plans were not to be. As the business slowly declined, he opted to follow his own dreams and cashed out of the life his parents had arranged. Purchasing an expensive and magical flute, he began to tour around the kingdom, seeking happiness in his music. Unfortunately, the flute carries a curse. While it increases one's natural ability to render beautiful music, it dooms that musician to a life of poverty and wandering.

This brings us to the present. In the town of Jalston, in the county of Jals, people are going about their everyday business. Tardak is sole owner and proprietor of the Belly, a rundown shell of a ship. Known for serving cheap ale to the indigent of society, he also provides inexpensive lodgings to those who do not mind sleeping in hammocks stretched between the rotting timbers in the galley of a shore-bound vessel. Contel has been seen lately catering to the crowds in the Belly with his fine flute playing but gleaning only small rewards for his efforts. Two paths have crossed and fate has spun a web from the strands of their lives. It only remains to be seen what other lives might yet be intertwined.

