

L7

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Mini-dungeon Module L7

Morganna's Zoo

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 7-9



When the Queen of Farwood's prized unicorn goes missing a particularly resourceful elf manages to track it to an attraction on the outskirts of Wayfarer's End. Can you help him solve the mystery of Morganna's Zoo?

Morganna's Zoo is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module L7

Morganna's Zoo

When the Queen of Farwood's prized unicorn goes missing a particularly resourceful elf manages to track it to an attraction on the outskirts of Wayfarer's End. After being warned off by the city guard the elf returns to the attraction only to find the unicorn's gone. Now the elf turns to the party for help. Will they be able to find the missing unicorn and solve the mystery of Morganna's Zoo?

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Morganna's Zoo is designed for 4-6 adventurers of level 7-9. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

It is said that all roads lead to the city of Wayfarer's End. In truth it's only seven. But being a point where seven roads intersect, the city has become a haven for travelers and a repository for strange and wondrous attractions from all across the realm. One such attraction is Morganna's Zoo.

Built upon the remains of an old manor house and estate just outside the city, the zoo houses a collection of mundane animals, wondrous creatures, and magical beasts gathered from around the realm. But the zoo also houses a dark secret. The owner's a werewolf.

Morganna's in possession of an artifact known as the *Moonstone Collar* (see *New Magic*.) This item gives her precise control over her lycanthropy and the ability to influence others afflicted by the disease. She's gathered to her a group of hunters who she tasks with obtaining new additions to her zoo. She also tasks them with capturing specific creatures which she then sells to shady clients or sends off to black market auctions.

A client of hers recently requested a unicorn. Whether they intend to keep it as a pet or offer it up for sacrifice is unknown and none of her concern. She sent her hunters to search for one, a search which took them to Farwood and ultimately to the prized unicorn belonging to Shivarra Willowen, Queen of the Farwood elves.

Shivarra offered a reward to find her missing unicorn, a reward which brought Evenar Wildstride to the city of Wayfarer's End and the odd zoo that sits just outside its gates...

Set Up

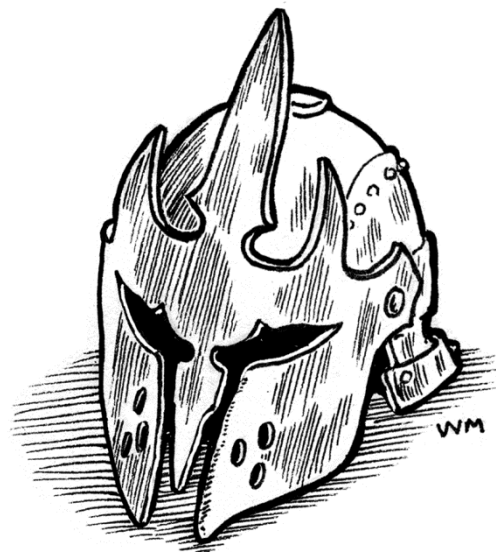
Evenar Wildstride will approach the party either before they enter or just as they're leaving Wayfarer's End, looking to avoid

the city guard. If there's an elf among the group he'll address them first. He explains that he's on a mission for the Queen of Farwood seeking her prized unicorn. He tracked it to a zoo a short distance away. When he confronted the owner yesterday he was chased off by the city guard. He returned to the zoo after nightfall only to find the unicorn gone. He believes it was moved into a stable elsewhere on the grounds but thought it best to enlist some additional aid before investigating further. Shivarra offered a 5,000gp reward for its safe return, which he'll split among the party. He also adds that they'll gain the Queen of Farwood's favor, which the group will find invaluable if they ever plan on traveling through Farwood...

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

Perhaps the party owes Shivarra Willowen a favor and she's tasked them directly with retrieving her unicorn from the zoo.



The Zoo

The grounds the zoo sits on were once part of a large estate with a dubious history. The estate took up roughly three acres of land just to the southwest of Wayfarer's End. Two acres have been converted into a park with walking paths and a small lake, while the third acre is home to Morganna's zoo. The zoo is built upon the former remains of the manor house. A few fragmented sections of its original stone walls are still standing and have been incorporated into some of its exhibits. There's also a large stable built upon the site of a smaller older stable that was once part of the estate.

Morganna charges a single copper piece admission to her zoo. For the most part the zoo's attractions are animals of the common, non-magical variety. The exhibits on the grounds include a pair of apes, a black bear, a boar, a pair of lions, a camel, a trio of wolves, as well as a variety of birds and reptiles. The exhibits are well maintained and the animals appear to be content.

The zoo's real attractions however are the handful of uncommon creatures they have on display. Among these are a bulette, a pegasus, a fire beetle, and a carrion creeper. Up until yesterday there was a unicorn on display as well. A rather docile owlbear has taken its place in the exhibit. The unicorn is now nowhere to be found.

For the most part the zoo is staffed by young men and women from the city. Inquiries about the unicorn will be met with the statement that it's been moved to a more secure location to protect it from theft. The staff doesn't know where that more secure location is exactly. An investigating party who is persistent or aggressive with their unicorn related

questions will attract the attention of Morganna. The owner will ask the party to leave. If they fail to comply a couple of city guards will show up to escort the group off the grounds (Morganna makes regular payments to a handful of city guards to help police her zoo and look the other way while she engages in her more shady dealings.)

The best course of action is for the group to wait until nightfall after the zoo's closed to start their investigation. Evenar insist on accompanying the group and suggests they start by investigating the stable. The zoo's surrounded by a 10' high stone wall and protected by a locked iron gate.



Evenar: HD 7; HP 36; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 9; CL/XP 6/400; Special: Ranger abilities. Gear: +1 *short bow*, +1 *leather armor*, *potion of extra healing*.

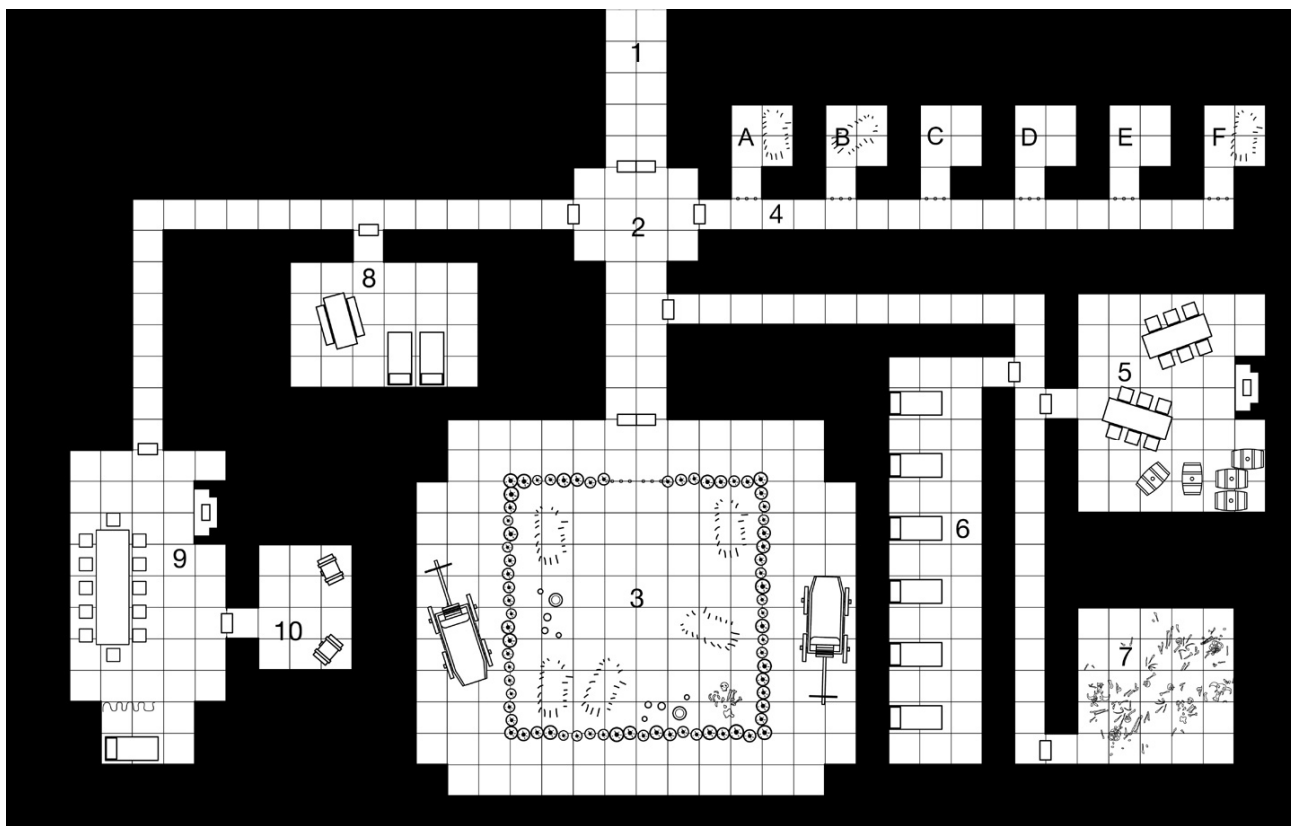
A group of wereworgs patrol the grounds at night (see New Monsters) in their human form. If they spot the party they'll confront them and ask them to leave. If the party refuses or they attack, the wereworgs will shift to their hybrid forms.



Wereworgs (4): HD 8+2; HP 44, 41, 37, 33; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.



If care isn't taken the character's actions may disturb the creatures in the exhibits. If the creatures begin causing a commotion it may attract the attention of the patrol or city guard. The patrol shifting form will definitely set any animals in the vicinity off.



Slaver's Dungeon

Scale- 1 square = 5'

Key to the Slaver's Dungeon

The former owners of the estate that the zoo now sits on used to be involved in the slave trade. Unknown to most of the inhabitants of Wayfarer's End save for a guard or two, the entrance to a hidden underground base lies in plain sight in the floor of the stable. A pair of sturdy wooden trapdoors measuring 5' by 15' cover the entrance. The zoo's staff believe it to be storage space however opening the doors reveal a sharply sloping incline leading down into darkness.

If the party gains access to the stables a quick search reveals a slight trace of hoof prints in the hard dirt floor, leading to the edge of the trapdoors then stopping. Evenar (or another ranger, druid, or elf) identifies them as unicorn tracks.

1. Guard Post

The wide stone hall runs for about 30', the slope gradually leveling off before ending at a pair of sturdy looking closed wooden doors.

There are normally two wereworgs stationed here as guards. It's near impossible to open the trapdoors in the stable without making enough noise to alert the guards here. As a result the two guards are currently with their friends lying in wait in **Area 2**.

A resourceful party may attempt to use a combination of spells and/or skills to mask their entrance to the hall. In that case the guards may still be here.



Wereworgs (2): HD 8+2; HP 41, 37; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.

2. Main Hall

The double doors open into a 20' x 15' room. The western wall bears a simple wooden door while the eastern wall holds a more secure looking iron one. A ten foot wide hall runs south ending in another large set of double doors.

Two wereworgs are usually stationed here as guards for the prison cells in **Area 4**. Unless the party managed to be particularly stealthy the two guards from **Area 1** will be here as well, waiting to attack the intruders as they come through the doors.

The door to the prison cells (**Area 4**) is securely locked and impossible to pick. Morganna carry's the key for it on her person.



Wereworgs (2): HD 8+2; HP 44, 33; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.



There's a pile of bones in the room's northwest corner, discarded from snacks eaten by the guards stationed here. If the pile is searched the following items can be found: 10gp (loose), a bag containing 3 gems (worth 75gp each) and a gnawed ivory scroll case containing a magic scroll (*prayer*)

3. Corral

As the double doors swing open you're hit by the smell of animals. A corral comprised of wooden posts takes up the center of this large room.

The wagons are covered with canvas tarps. If investigated, the players will discover large iron cages beneath the tarps. Morganna's were-beasts use these wagons when they hunt and capture exotic animals for her clients.

The coral serves as home to several werebears. They prefer to be in their bear form when not "on duty" and can usually be found within the corral relaxing or sleeping.

When a wagon is required one or two of the werebears will pull it up to the stable while in bear or hybrid form where they'll hitch it to horses then switch to their human form before heading out towards the city gates. While the horses have grown accustomed to this transformation some of the other animals in the stable still get a little spooked.

There's a gate across the corral, a left over from the dungeon's slavers days when this area served as a stockade. There's no lock or means to secure it. Even if something could be rigged, the gate wouldn't last for long against an angry werebear looking to get out.



Werebears (5): HD 7+3; HP 47,37, 36,33,27; AC 2[17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; CL/XP 8/800; Special: Lycanthropy.



Lying on the bench seat of one of the wagons is a +1 *short bow* and a quiver containing 6 *sleep arrows* (see New Magic)

4. Prison Cells

There are a number of prison cells along the north wall of this long hallway. A set of sturdy looking iron bars seal the entrance to each.

The door to this hallway is locked. The key can be found among Morganna's possessions.



There are three wooden levers on the wall at the end of the hall. All three are in the down position. The only way to raise the bars on the cells is by setting these levers in the following positions:

Lever Positions			Cell
1	2	3	Opened
D	D	D	NONE
U	D	D	A
D	U	D	B
D	D	U	C
D	U	U	D
U	D	U	E
U	U	D	F
U	U	U	ALL

The indicated cell will open, its bars rising into the ceiling and locking in place. The cell will remain open until the levers are set in a different position, at which point the bars will lower. Open and closed are not instant states, the bars slowly rise and lower giving creature enough time to enter or exit a cell without getting hit by the bars. While the bars are raising or lowering the levers get locked in their current position, thus the levers cannot be repositioned until the bars of the activated cell have finished opening or closing.

Evenar (and Sharia the elf in cell A) will take offense to a party who decides to deal with the more threatening prisoners by attacking them through the bars. A group that proceeds in this fashion should

not be awarded any experience points for killing imprisoned opponents (this holds true for any other of the zoo's exhibits as well.) Adventurers don't level up by shooting fish in a barrel, or owlbears in a cage for that matter...

Key to the Cells

Cell A

This cell is occupied by Sharia Silvermoon an elven artisan. She traveled to the zoo looking to ask the owner if she could set up a stand and sell her animal wood carvings. While touring the zoo she spotted the unicorn identifying it right away as belonging to Shivarra. She made the mistake of confronting Morganna in private and was subsequently imprisoned here. Morganna intends to force the elf to make her animal carvings to sell in the zoo. If the carvings fail to sell she's confident she can find a buyer for the elf.

Sharia doesn't know that there's a reward being offered for the unicorn. If the reward is mentioned in her presence she'll become interested in collecting her share, after all she found the unicorn first...



Sharia: HD 1+1; HP 7; AC 5[14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; CL/XP 1/15; Special: None.



Cell B

Seems a king built a labyrinth to throw political prisoners in for sport. He's in desperate need of a minotaur and is willing to pay a good deal of coin for one. Morganna couldn't locate a minotaur so she polymorphed one of the zoo's staff into one. The elf in the cell next door suspects this to be the case and will plead with the group to find some way of reverting the staff member back to normal.



Minotaur: HD 6+4; HP 40; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; CL/XP 6/400; Special: Never get lost in labyrinths.



The minotaur is the son of a city shopkeeper who's offering a 500gp reward for his safe return.

Cell C

This cell contains a troll. Morganna has found them to be an easy sell at the auctions. Seems there's always an eager buyer or two seeking to study their regenerative properties.



Troll: HD 6+3; HP 36; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; CL/XP 8/800; Special: Regenerate 3hp/round.

Cell D

This cell is occupied by a female owlbear. Morganna was contacted by a merchant looking to match his male owlbear with a mate so he can raise and sell their cubs.



Owlbear: HD 5+1; HP 24; AC 5[14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; CL/XP

5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

Cell E

This cell contains Shivarra Willowen's unicorn. It wears a *disrupting harness* (see New Magic) which prevents it from teleporting.



Unicorn: HD 5; HP 25; AC 2[17]; Atk 2 hoofs (1d8), 1 horn (1d8); Move 24; Save 12; CL/XP 6/400; Special: double damage for charge, 25% magic resistance, teleport.

Cell F

This cell contains a member of the city guard, Ryan Ronnik. He knows the identities of at least two members of the city guard who are being paid off by Morganna. Unfortunately the guards found out he knew. They were unsure as to how to dispose of him so they handed him over to Morganna for "safekeeping". She plans on turning him into one of her lycanthrope minions. The only thing keeping him safe is the fact that she hasn't made up her mind what she wants to transform him into yet.



Ronnik: HD 7; HP 36; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 15; CL/XP 7/600; Special: None.



If the players have the scroll from **Area 10** showing payments made to the city guard, Ronnik will be able to use it as proof of the corruption. He'll be awarded 1,000gp for exposing the guards to his captain. He'll happily turn over half the amount to his rescuers (or all if he's pressed, only he won't be as happy.)



5. Dining Hall

The smell of a nasty stew, watered down ale, and raw meat makes it evident that this is the dining hall.

A werebear and wereworg in their human forms are arm wrestling at one of the tables while two other of their kin look on. An obese wereboar in its hybrid form busies itself with a large pot of stew cooking in the hearth.

If the party manages to enter the room undetected they can take the group by surprise. If the party's spotted before they attack the werebear wrestler will use the distraction to transform into his hybrid form and win the match before turning towards the players and attacking.



Werebears (2): HD 7+3; HP 37, 36; AC 2[17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; CL/XP

8/800; Special: Lycanthropy.

Wereworgs (2): HD 8+2; HP 48, 31; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.

Wereboar: HD 5+2; HP 27; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 12; CL/XP 6/400; Special: Lycanthropy.



In order to make their match a little more interesting the two participants snapped the heads off a couple of silver arrows and embedded them point up in the table top, positioned to jab the loser. An additional 10 silver arrows can be found in a quiver lying next to the hearth.

The barrels contain watered down ale and fish bits stored in brine. One barrel contains an ale of exceptional quality and can be sold in the city for 50gp.

6. Bunk Room

Six disheveled bunk beds line the western wall of this room. Bits of torn cloth and discarded bones litter the floor.

This is where the wereworgs prefer to sleep, doing so in their human form. There are four of them currently relaxing in their bunks. A stealthy party may be able to take them by surprise.



Wereworgs (4): HD 8+2; HP 37, 30, 20, 17; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.



A copy of *A Plague of Tooth and Claw, the Perils of Lycanthropy* complete with charts showing the phases of the moon and notes scrawled in its margins by a shaky hand lies on one of the bottom bunks. It could be worth up to 500gp to a collector of old books or someone interested in studying the disease.

At the foot of each bunk sits an old footlocker, six in total, left over from the lair's slaver days. The wereworgs store their possessions in these trunks. For the most part they hold gnawed bones, mounds of torn cloth and pieces of chewed leather but there's still a chance of finding something valuable. For each footlocker searched roll once on the table below.

Roll 1d12	Object found
1-5	Nothing of value
6	One of Sharia's animal carvings (wolf) worth 2gp.
7	A few loose coins totaling 25gp.
8	A rotted leather sack containing 1d4+1 gems. (Worth 15gp each)
9	A piece of jade skillfully carved to resemble a wolf worth 50gp.
10	A moonstone pendant on a gold chain worth 125gp.
11	+1 dagger with nasty bits of food stuck to it.
12	A random potion*.

* see **Table 85: Potions** in the Swords & Wizardry core rulebook.

7. Trapper's Den

The floor of this 25' square room is covered with sparse layer of straw suggesting that it was once home to an animal of some sort. It looks like a few stones have been pried loose from the eastern wall.

This room used to serve as the slaver's treasure room. When Morganna took control of the estate above and first discovered this underground complex she entered this room to find several empty treasure chests. The former owners of the estate apparently had left in a hurry grabbing what they could during the process. She also found that several stones had been pulled away from the wall exposing a small niche containing a silver coffer. In their haste to leave the slavers failed to retrieve the coffer. Morganna finished removing the stones and added the silver coffer to her treasure room at **Area 10**. Nothing of value remains here.

The room is now empty save for a single hidden occupant; a trapper beast. Morganna is seeking a way of creating a weretrapper thinking that it could prove useful in her animal acquisition business. So far she's been unsuccessful.

The creature lies hidden close to the room's entrance.



Trapper Beast (10HD): HD 10; HP 65; AC 3[16]; Atk 1 enfold; Move 1; Save 5; CL/XP 11/1700; Special: Enfold and suffocate prey.

8. Guest's Room

This sparsely furnished room contains two simple beds, a table and a pair of benches.

At one time this room served as temporary lodgings for those seeking to do business with the slavers. Now Morganna uses it for a similar purpose allowing those seeking to arrange the purchase of specific creatures to stay here while the creature is being obtained.

The room currently has no occupants and there is nothing of value here.



9. Morganna's Chambers

This large room features a long wooden table surrounded by chairs. An old tapestry covers the wall far to the south.

Morganna will be here seated at the table along with a selection of her minions, planning their next hunt or auction trip. Her latest creation, a werebasilisk is among their number. The were-creatures shift to their hybrid forms and attack once the players are detected.

Morganna wears the *moonstone collar* (see New Magic.) The item grants her unique control over her lycanthropy, making her harder to hit and damage and allowing her to manifest a claw which she uses in melee combat. The collar also allows her a degree of influence/control over her lycanthropic minions. Morganna has the following spells prepared: 1st

level- *charm person*, *magic missile* x2, *shield*; 2nd level- *detect good*, *detect invisibility*, *pyrotechnics*; 3rd level- *dispel magic*, *slow*; 4th level- *confusion*.



Morganna (half elf magic user) HD 7; HP 32; AC 7[12]; Atk 1 claw (1d8); Move 12; Save 15; CL/XP 7/600; Special: Half damage from non-silver/non-magical weapons, Magic user spells.

Werebear: HD 7+3; HP 30; AC 2[17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; CL/XP 8/800; Special: Lycanthropy.

Wereworg: HD 8+2; HP 36; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.

Werebasilisk: HD 10; HP 52; AC 4[15]; Atk 2 claws (2d4), 1 bite (1d6); Move 12; Save 10; CL/XP 11/1700; Special: Half damage from non-silver/non-magical weapons, Lycanthropy, Petrifying gaze.



As stated above Morganna wears the *moonstone collar*. She also possesses the key to the door to **Area 4** and the keys to the treasure chests in **Area 10**.

The tapestry hanging on the south wall hides Morganna's bed. The tapestry shows a shorthand version of the history of the estate. An image of the grounds in their former glory stands at the top while a group of men and women in chains are herded through underground corridors to a trio of dark elves waiting far below. It could be worth as much as 500gp to a local historian, possibly more

to city authorities looking to keep the fact that such things happened so close to their walls a secret.

10. Treasure Room

Two wooden chests sit against the eastern wall of this room.

This is Morganna's treasure room. There are two locked wooden chests here. The keys to these can be found on Morganna's person.



Chest #1 contains the following: One large sack containing twenty smaller sacks of 500gp each and an ivory scroll case worth 75gp. The case holds a list of the city guards that Morganna's been paying off. Beneath the large sack is an ornate oak box with silver inlays worth 50gp. The box holds 6 scrolls with 1 spell each (*stone to flesh* x2, *speak with animals* x2, *hold person* x2.) A coiled *rope of climbing* lies next to the box. Concealed beneath the rope is a silk pouch containing 50 white pearls worth 100gp each.

Chest #2 contains the following: A quiver holding 12 *sleep arrows*. A **silver coffer** studded with blue quartz (worth 500gp) which contains a *censer of controlling elementals* wrapped in a *+1 cloak of protection*. A wooden box containing 2,500cp. A slightly singed leather pouch containing 15,000gp and a bill of sale for hellhounds, quantity 3, to someone named Ralthanar. A clay urn sealed with wax. The outer surface is etched with a contract written in dwarven for the purchase of an

invisible stalker. The urn holds 7,000gp however they've been turned invisible. Apparently the purchaser has an odd sense of humor. There's also a musty backpack which holds 6,000gp, 20,000sp, and a sack containing 20 gems worth 100gp each.

Lying between the two chests is a sack which holds 20 wooden animals worth 2gp each. These belong to Sharia in **Area 4**.

Wrapping Up

After Morganna's dealt with, Evenar will be quick to want to return the unicorn to Shivarra. Evenar promises to return to Wayfarer's End with the party's share, which he will, after four day's travel (he's an elf of his word). He won't be offended if the heroes insist on accompanying him. Sharia may insist in going as well if she feels as though she's entitled to part of the 5,000gp reward.



The party may wish to travel into the city first since they may be entitled to a reward if they successfully change the minotaur back into the shopkeeper's son. They may also wish to be present when Ronnik presents proof of certain city guards being paid off to his captain.

The party will gain the Queen of Farwood's favor for their aid in returning her unicorn. This takes the form of the party always knowing what direction they're heading in when traveling through those twisted woods. Attempts to use healing magic while in her woods will result in the maximum amount of hit points the magic can restore being restored. They may also gain their very own unicorn escort while passing through.

And then there's the question of what happens to the zoo now that its owner and her nefarious activities have been exposed...

Continuing the Adventure

Here are some suggestions for further adventures:

✕ A powerful organization determined to prevent new forms of lycanthropy tasks the party with destroying the *moonstone collar*. Unfortunately the only way of doing so is to have it eaten by a weredragon.

✕ Sharia decides to stay in Wayfarer's End and sell her wooden animal carvings. It isn't long before the group hears stories of animals running amok through the city. At first they're thought to be escaped from the zoo however the guards claim that fighting one is like hacking into a tree...

✕ The city decides to do away with the zoo and requests that the party helps return the zoo's various attractions back to their natural habitats.



✕ The party hears of a king desperate to heal his son's ailing wife. The recent marriage was brokered to maintain peace between two kingdoms. Her death will plunge them into war. The healer needs a unicorn's horn to concoct a cure. The party knows where to find one...

✕ The party is asked to help out with a sudden outbreak of lycanthropy within the city. It seems to be affecting people who recently visited Morganna's Zoo.

✕ The city of Wayfarer's End awards the party Morganna's zoo. They do so under the guise of rewarding them for putting an end to Morganna's activities when in truth they don't want to deal with burden or expenses of running it. This becomes a losing proposition for the players. Caring for these creatures turns out to be a lot more difficult than slaying them.

✕ The tapestry in **Area 9** contains a series of encrypted directions which lead to a treasure belonging to dark elf slavers.

✕ The book *A Plague of Tooth and Claw, the Perils of Lycanthropy* found in **Area 6** contains a chapter that mentions something about a cult of werigators operating out of the sewers beneath Wayfarer's End.

NEW MONSTERS



Werebasilisk

A werebasilisk can assume the form of a human, basilisk or a hybrid form of both. They take half damage from normal weapons, and full damage from silver or magic weapons. While in its were-form its gaze is slightly less powerful. Anyone meeting its gaze gets to roll their save twice, only turning to stone after failing at both attempts. Of course in its hybrid form it can also be a bit more resourceful when it comes to making an opponent meet its gaze, by grappling with them for instance. It's also immune to its

own gaze while in this basilisk-man form.

As with other lycanthropes there's a chance of a character being turned into one if their hit points fall below 50%, however werebasilisks are extremely rare and reports of one passing on its unique form of the disease rarer still.

Werebasilisk: HD 10; AC 4 [15]; Atk 2 claws (2d4), 1 bite (1d6); Move 12; Save 10; CL/XP 11/1700; Special: Half damage from non-silver/non-magical weapons, Lycanthropy, Petrifying gaze.

Wereworg

A wereworg is easy to tell apart from a werewolf. It's larger and nastier than it's "cousin" in its human, worg, and hybrid forms. They take half damage from normal weapons, and full damage from silver or magic weapons.

Like other lycanthropes, characters engaged in combat with them have a chance of contracting the disease if their hit points drop below 50% however only those with either a strength or constitution of 18 or higher have a chance of surviving the initial transformation.

Wereworg: HD 8+2; AC 4[15]; Atk 2 claws (1d4), Atk 1 bite (1d6+1); Move 14; Save 13; CL/XP 9/1100; Special: Half damage from non-silver/non-magical weapons, Lycanthropy.

New Magic

Disrupting Harness

This harness can magically change its size to fit a variety of beasts. It's used to prevent creatures such as blink dogs or unicorns from teleporting. *Dispel magic* must be cast into a gem mounted to the harness to activate it. The harness will prevent the creature's teleportation for 24 hours after which the spell must be cast again to recharge it.

Moonstone Collar

This item only functions for wearers who suffer from lycanthropy. The wearer takes half damage from non-silver/non-magical weapons and gains a unique level of control over their affliction. This allows them to manifest certain attributes of their were-form, for instance an animal claw, without fully shifting into their hybrid or animal form. The wearer also gains the ability to influence the thoughts of others suffering from the disease, though it's more like a suggestion than a charm.

The collar is rumored to be instrumental in the performance of certain profane rituals designed to create new lycanthropic were-forms although the exact nature of these rituals are unknown.

Sleep Arrows

Ranged attacks made with these arrows gain a +1 bonus to hit. Unlike standard arrows, sleep arrows are blunt and deal no damage to their target. Instead each time a target is struck by a range attack made using one of these arrows there is a cumulative 15% chance that the target will fall asleep.

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