

Unusual House Pet - 438SuUnHoPe

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Owning a pet is hard for children regardless if they are looking after it themselves or have someone looking after the creatures on their behalf. But when this pet goes missing and rumours of a monster are flooding into the city the party is called in to be discreet in returning a noble's pet before someone makes a mistake.

In a race against time the party searches for the missing pet of Anazia, the nobleman's daughter, which smashed through a door to escape its pen. Can they find it before it gets itself into trouble. Meanwhile stock, pets and even a beggar are rumoured to have been taken by a monster that is roaming the streets. Could the two be connected? What type of pet can smash through a door like that and what roams the streets?

DM: (The party take a job from a nobleman, Tyson Blackmane, to find his daughter's missing pet, a young manticore, offering a reward that would indicate it's a small domesticated animal but they are only provided that it responds to the name of Samsone but not what it is. At the same time a large creature, a manticore Alpha, is hunting in the Tortue Farmlands (the city nearby) and some people suspect that it could be the Blackmanes who have a history of collecting unusual house pets. The Young manticore is not the thing hunting the sheep near the city nor the few beggars who have gone missing, but there is a fear that it is.)

Tyson Blackmanes estate is well known for collecting oddities and having a large amount of wealth. When a job appears offering a large sum of money to locate a missing pet the party enquires as the only other job isn't paying half as much, but it's infinitely more dangerous. Tyson explains that his Daughter, Anazia, has a pet that she has been training and is besotted with that was revealed to be missing this morning. He doesn't explain what it is only that they will be paid a fairly large sum for finding the animal that's about the size of a large dog.

DM: (The young manticore attracted an alpha, who was looking for its missing brood and it managed to break open the fortified door and free the juvenile who, upon seeing the huge manticore, fled away, managing to avoid the alpha. Refer to **438MoAnPe**)

Seeking out the owner, Anazia, to see if they could get more information from her they had a great deal of difficulty in locating her. Many of the servants and house guards misled them and when questions apologised letting them know that they assumed she would be there. Eventually a nanny took them to a hallway where a large gallery housed immaculate, rare weapons and armours from several decades and centuries. Many portraits showed a well armed and trained man standing in military uniform.



The party was then shown to see Anzia who was sitting down and having tea. Anzia Blackmane proved to be a more commanding and charismatic version of her father who held herself like she knew how to hold a sword as well as the tea cups she held currently. "Do come in, I do hope you are making good progress in finding my Samsone, it's hard to brush his long fur especially around his pointed ears, whiskers and long twitchy tail. I do fear for his safety as my servants have reported that a beast has been seen in Tortue and it's a fondness of cute animals - to devour that is. I do worry about my little kitty."

DM: (Anzia insists that her kitty was stolen, someone broke in and destroyed Samsone's pen in the attempt to extract the rare pet. Refer to **438TuAnBi**)

The party is able to finish the tea with Lady Anzia and they are then greeted by a house guard shortly after finishing. Anzia asks the guard to show them to where Samsone slept, a building just for him at the edge of their property overlooking a field. The guard, Bruce, answers truthfully to

the extent that he knows answers to. He has not actually seen the creature but understands that it is Lady Anzia's favourite pet.

The party found that the pen that housed Samsone was fortified from the outside and in, however large claw marks had shredded the stone and



doorframe which caused the door to hang awkwardly from its hinges. Inside they find smaller scratch marks on beams that supported the structure, a few mounds of hay, a horse saddle and a large dish that appears to have had meat in it at one point.

Whatever had been in here was long gone but it appeared to indeed be a large cat judging by the hair, the musty smell and claw marks on the wooden beams, the stone and the inside of the door. Either someone had tried to break their way out of the pen or the creature had itself.

DM: (The party finds large cat-like (manticore) footprints that lead out of the pen and towards the city of Tortue (refer to **438MoAnPe**). There are also a set of much larger footprints that are nearly identical near by which, judging by the size, could have caused the damage to the door. The party should be drawn to the city if possible.)

The party make their way down towards Tortue down the main road and come across a strange sight. A farmer herding his sheep, some of which appear to be gravely injured, away from the village.

"There is a beast out there that has a taste for sheep. They called me crazy when I claimed that my animals had started being taken by a monster but I've seen it. Large scaled wings, a long tail with a barb. I've heard the stories. It's a wyvern for sure." he said with conviction.

DM: (The creature is the Alpha Manticore as no one has had a good look apart from its tail and size as it flew over. It was trying to coax the juvenile manticore, Samsone, out of its hiding place to hunt with it - but Samsone is too fearful of the alpha.)

The party continue their way down towards the city of Tortue and find the farm that the man had fled. A large barn can be seen with the large doors moving slightly in the breeze. A pile of dead sheep lie in front of the barn, all of them covered in blood.



The party investigated the pile of dead sheep and saw, from the corner of their eye, that the door to the barn closed and a large amount of noise could be heard from within. Approaching the barn carefully they quickly find a large cat-like creature trying to hide in the hay bales within. However it is quickly revealed to be a juvenile manticore wearing a sky blue collar with an "S" emblem. The party had found Samsone. As they

pondered what to do, they hear large wingbeats from above and a menacing growl that shook the ceiling of the barn, suggesting a huge creature nearby. Anzia Blackmane's pet was a young manticore and there was something outside that this creature evidently feared.

DM: (Refer to the map on the next page as well as to **438ThFaBa**, The creature is a **very challenging** Alpha Manticore that is more sturdy and battle experienced than a normal Manticore. Larger, more powerful and battle scarred it has more combat responses (see *Legendary Actions to the equivalent in your system*) which give it an edge in battle. (refer to **438FrMaGa**))

After defeating the alpha manticore the party are able to coax Samsone out and he follows them well enough, responding when called and bounding to follow the party with his wings beating to gain a bit of speed periodically. He appears to be quite domesticated but spooked by the large creature that was hanging around it and the barn.

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