

A Nightly Visitor

Near a swamp or marsh (Vast Swamp - East of Cormyr)

PCs - Level 1+

Mheoow is a hungry, lonely mongrelman who is the only survivor of a small clan of mongrelmen that lived in the Vast Swamp. His home was attacked by lizard men, and he survived only because he had to relieve himself and was not in the hut when the attack happened.

He was terrified and hid himself in the bushes. When the lizard men had left, he walked away from the ruins of his home and from the Vast Swamp. However, he has not been able to find any real food beside some roots and berries.

He is now quite hungry and willing to try and steal whatever he can. When he spotted the group of wanderers, he figured them to be suitable targets. He waits until night falls, then he will sneak into the camp and take any food he can manage. He has met humans before and knows that humans are dangerous. He will not try to talk to anyone, afraid of being killed or enslaved.

Mheoow has a lot of a cat in his blood, and he has some skill at moving silently (40%) and hiding in shadows (55%). If the adventurers has a guard, it is very likely that Mheoow will be detected and captured. If he is not detected or they have no guard, he will steal whatever food he finds and can carry and then flee away to a temporary hideout.

His hideout is camouflaged and only 20% detectable at ranges closer than 50 feet. Any character with the tracking proficiency can follow Mheoows tracks, and should notice that the creature they are tracking leaves a right print of a human left print of a paw. The adventurers should be able to find Mheoows hideout.

It is when Mheoow has been captured that the real encounter starts.

Mheoow looks like a human with many cat-like features. His left hand and foot are cat paws, and he is dressed in filthy rags and a tattered cloak. He has a rusty long sword strapped to his back, and he will try to use the sword in self-defence. Any character who looks at Mheoows sword swinging will notice that Mheoow is not very skilled with the sword.

Mheoow will surrender immediately if given the option. If the adventurers just try to kill him, he will drop his sword and plead for mercy.

Here the Dm has an opportunity to play upon the players feelings, tell them how hungry he is and that there was no great harm to them (no matter if he took all their rations). Test their alignments, and test their patience with Mheoow's whining and bootlicking. Mheoow has no pride and his only priority is to survive.

If the adventurers ask about Mheoow's past, he will tell them of the lizard men that attacked his home and killed his family.

This encounter can easily lead into another adventure in the Vast Swamp, if the adventurers wants to seek for the lizard men camp.