

Howl's Moving Dungeon

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1. Basic Info

- a. 2 parties of 3 monster hunters on a mission to hunt monsters being used for war by the opposing army.
 - i. Party 1 of Ingray: Princess (Mezbeth the Ranger), Mermaid (Erin the Sorcerer), Banshee (Bailey the Barbarian)
 - ii. Party 2 of Koriko: Prince (Jesse the Wizard), Werewolf (Mark the Monk), Vampire (Rogue)
- b. Basic plot is 2 warring nations, Ingray and Koriko, are at war over a perceived slight where they both blame each other for a missing royal descendant. The militaries of these 2 nations have strict anti-heretical policies and believe the opposite army is utilizing ungodly monsters to help them fight. Both parties are monster hunters being sent by their respective nations to find an artifact said to be able to easily find and "cleanse" monsters. As decreed by the Ingray queen or Koriko king you will receive five gold pieces for each monster brought to justice.

2. Outline of plot

- a. Party is sent to find the holy artifact.
- b. Funeral procession encounter. High pitched shriek comes from the banshee. For vampire party, they overhear someone saying the victim was drained of all their blood. Party can talk to the procession or not.
- c. Party enters no man's land and the party meets enemy soldiers. Fight 2x Thugs (1 humans and 1 half-elf): <https://www.dndbeyond.com/monsters/thug> and 1x Spy (Kobold) <https://www.dndbeyond.com/monsters/spysam>
- d. Destroyed village encounter. Almost all buildings are burnt to the ground. A woman and man are seen digging through some rubble. (Is it their house or are they scavengers? Up to you!). Some small children are sitting around a fire hunched together and starving. (Party offers them food they take it but if the party tries to bring them somewhere the kids scatter and lose them in the rubble)
- e. Reach Temple of Truth
 - i. They are each struck down in turn. The room has runes on the walls that say "Only a friend's knowledge of your truth will save you" Once the party figures out what they really are they will be revived and another person will fall unconscious.
 - ii. In the room will be "truth devices"
 1. Mirror (vampire has no reflection)
 2. Silver ring (werewolves are vulnerable to silver)
 3. Cup near fountain of water (mermaid has scales when splashed with water)
 4. Crown (prince or princess will transform into someone else?)
 5. A burial shroud (causes unconscious banshee to shriek loudly)

6. Gold coin (does nothing)
 7. 4 leaf clover (no one is a leprechaun)
 8. Knife (undead wouldn't bleed if we had one)
- iii. Once they have determined the truth of each character, the curses of the prince and princess are lifted, they may speak freely about their curse to anyone. As part of the curse being lifted, they suddenly remember the event of their cursing very vividly. They had been having diplomatic meetings in this very town when it was interrupted by a powerful genie. The genie cursed the prince and princess and then also cursed the rest of the diplomats in delegation to believe a false version of events where the other nation had kidnapped the royals. The curse is not just lifted for them but for all the diplomats who were in attendance as well. With so many people remembering the true events and the royals being able to go back home, the war will most certainly end soon. Huzzah!
3. Characters in depth
 - a. Mezbeth the ranger AKA secret princess of Koriko
 - i. Background - She is the lost princess of Koriko. She was cursed by a genie to be unable to return home. She woke up one day as a different person in a different life. She was in the Ingary army and could barely remember being a princess, almost like being a princess was a dream. When she attempts to tell people she is a princess or about her curse, she physically cannot do it and when she attempts to run away from this fake new life she falls asleep and wakes up back with her squad. She has recently heard rumors of a powerful artifact which can "cleanse" the unholy so she finagled her way onto the squad that is meant to seek the artifact out.
 - ii. Current - Ingary monster hunter
 - b. Erin the sorcerer AKA secret mermaid
 - i. Background - She is a mermaid who has come to the land to find a powerful holy artifact. She leaked the information about the artifact to the Ingary army so that they could assist her into no man's land to find the artifact. Due to the extra dose of paranoia that comes with war, the Ingary nation once allied with the mermaids now consider them monsters and are hunting them. Thus, she has disguised herself as dragonborn to walk among them. Being splashed with water will reveal her true form to anyone watching closely and being drenched in water will completely undo her disguise for minutes. She must be careful.
 - ii. Current - Ingary monster hunter
 - c. Bailey the Barbarian AKA secret Banshee
 - i. She is a banshee, a spirit appearing before the soon to be dead and giving a sorrowful wail in warning of their impending doom. As a banshee, she has been drawn to this war as there are many deaths to prophesize. However, due to a rise in wartime zealotry, Ingary has a very strong campaign against "unholy" beings. Out of an abundance of

caution, she has undergone a ritual to take a corporeal form for the time being. Being a creature of prophecy, she is drawn to this particular group on this particular quest not through planning but through instinct.

ii. Current - Ingary monster hunter

d. Jesse the wizard AKA secret prince of Ingary

i. Background - He is a Prince of Ingary who was cursed by a genie to become a frogfolk and be unable to talk about his curse or mention that he was ever a prince. Frogfolk are only native to Koriko so he cannot even go into his own kingdom in his current form due to the war. He started working as a monster hunter simply to find a magical being to break his curse. He knows that this war was started because his mother the queen wrongly believes he was kidnapped by Koriko but has been unable to do anything about it due to his curse.

ii. Current - Koriko monster hunter

e. Mark the monk AKA secret werewolf

i. Background - He was a quiet soldier doing grunt work and little fighting before the war began. His squad was doing a routine patrol when they were attacked by dire wolves led by one werewolf. Only he survived, but he had been bit and had become a werewolf himself. Realizing that being a soldier among large squads and in fitted armor that would not survive his transformation, he became a monk, able to wear lighter looser fitting clothing and spending more time in solitude. When the war started up, he was called back into service, but his veteran status and quiet authority allowed him to pick a more isolated role. Ironically, that isolated role was as a monster hunter, but as leader of this small band he is able to make sure he is never the one in the crosshairs.

ii. Current - Koriko monster hunter group leader

f. Mandy the rogue AKA secret vampire

i. Background - She is a vampire. She does not know and may never have known how she came into being, but she does know that she has lived many hundreds of years. She does not enjoy bright light but is not physically harmed by it, but holy relics or spells which are meant for the undead are very dangerous to her. Plus she is a creature feared and hunted by everyone so secrecy has always been her specialty. She has joined the army out of convenience: she trusts her own abilities to keep her out of harm's way from battle and the excess of dead bodies will hide her... nighttime habits.

ii. Current - Koriko monster hunter. She joined the group due to their need for a rogue and having an excessive amount of arrogance about her own sneakiness as a monster herself.