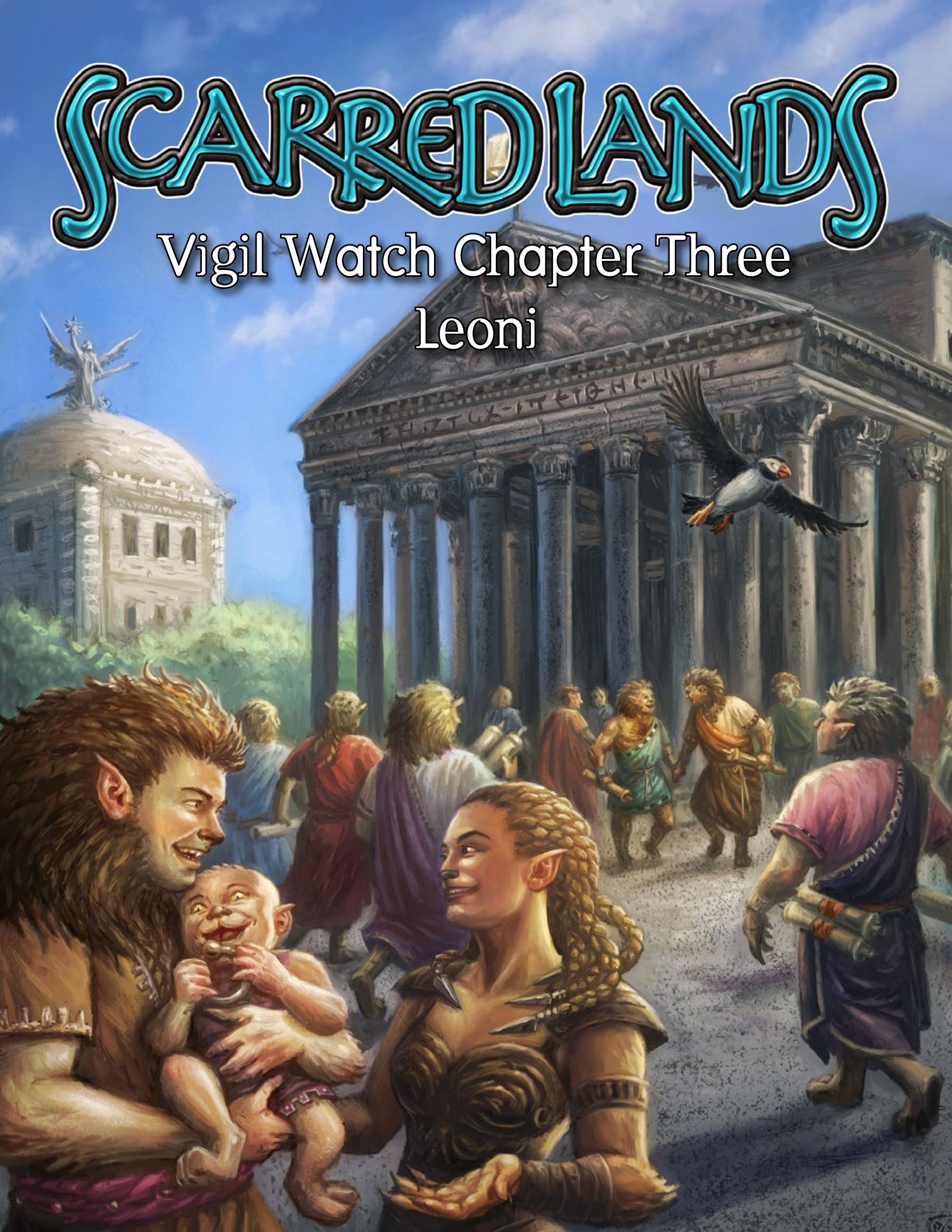


SCARRED LANDS

Vigil Watch Chapter Three

Leoni



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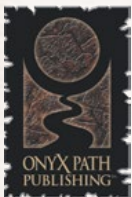
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CHAPTER THREE: LEONI

Once an outsider has gained the trust of the residents of Leoni, they are welcomed as if they have lived there forever. The residents warmly welcomed Kelane, a Veshian ranger sent to study the area and its peoples. It was fortunate, I think, that she arrived during the week of Tanil's Hunt and quickly made friends who happily shared the history and growing traditions of Leoni. So welcoming were the people of Leoni that Kelane elected to stay after her year-long appointment to study the city. She still sends back new information she finds pertinent, but she has made Leoni her new home, and the manticora have welcomed her.

THE CITY

Leoni appears relatively uninhabited for most of the year. While more and more manticora decide to settle here permanently, many of the lionfolk are still semi-nomadic and establish winter homes for themselves out of simple building materials like wood and mud. Those who have settled in Leoni year-round, however, have made great strides in stonework and brickmaking, and they showcased their

newfound knowledge in the great monument they built to Tanil the Huntress in the town hub.

This relatively calm city deals with little political intrigue or violence from within its own walls. The manticora value their newfound freedom from the tyrannical yoke of Vangal, and they wish to establish Leoni as a manticora cultural center. They attempt to settle all disputes within the city peacefully, and the Pridemother has taken to appointing official brokers to help facilitate discussions and calm disagreements among the citizens.

These brokers, often drawn from particularly impressive members of the army, are highly respected in much of Leoni, as their entire purpose is to help Leoni continue to prosper by preventing infighting. If there is even the smallest hint of corruption in a broker, they are stripped of their title immediately. This system is far from perfect, however, and there have been many manticora left feeling dissatisfied by the compromises they made for the sake of peace.

As Leoni is still relatively new, and the spiritual capital of the Manticora Confederacy, it has yet to establish a clear focus in commerce and activities outside of the Hunter's Library. Many in Leoni spend their time embodying the essence of Tanil, tending to extravagant gardens or sharpening their skills with the bow. For such a small city, Leoni boasts a truly impressive number of public gardens and training houses.

Within the city, there is little need for coin. These semi-nomadic peoples spent generations trading and bartering, and this tradition still encompasses most of the trade within the city. There are some trading stalls that have started to accept coins instead of trades to accommodate travelers, but they typically charge much higher than the items are worth because there are so few places within the city to spend their money. The only days no one in Leoni accepts coin as payment are during the various festival days.

SHOPS, STALLS, AND SCHOOLS

Most of the shops are temporary vendor stalls, built quickly and easy to tear down so the manticora who run them can return to their travels. A few shopkeepers have built more permanent storefronts for themselves, and those who live in the city year-round have plenty of options when looking for fishmongers and weapons sellers. And while most young manticora don't attend formal schooling—instead favoring learning through experience with some group homeschooling—there is a bardic college in town.

Many houses and huts dedicate space for teaching skills seen as valuable among the manticora. Though some do teach bardic traditions, most leave that for the college. Often, people open their homes to share knowledge about archery, combat, weapon making, and other skills that might come in handy to the local manticora who spend most of their time traveling.

Leoni sits in an area surrounded by forests and trees, making the city an ideal participant in the lumber industry. Despite how many manticora in the city chop down trees, there's no formal lumber shop within the city. Many manticora trade seasonal positions at the lumberyard at the edge of Leoni, and anyone in town who wishes to build a new home or building can barter with the workers for lumber and building materials. The workers also trade with travelers and nomads to deliver the lumber to allied cities who need it.

FISHERIES

Fishmongers abound in Leoni, and with quick access to Clarity Lake and attached river networks, collectively referred to as Tanil's Tears by the manticora, they manage to keep an almost year-round supply of fresh fish. Tanil's Tears, so named for the huntress goddess honored in Leoni, is the small body of water separating them from the Bleak Savannah.

Only so many fishmongers receive certification from the Pridemother to sell fish each season to avoid the market collapsing, and the fish business is the most highly regulated in town to discourage fishmongers gouging customers with unreasonable trades.

Most manticora eat fish as their primary source of protein when they aren't hunting regularly, so receiving a certification to sell fish for the season is a high honor. Most fishmongers have temporary stalls they set up and sell from during their certified seasons, but several fishmongers who seek certifications during alternating seasons have teamed up and built a permanent storefront. Yma and Klah own one of the few permanent fishmonger storefronts in Leoni, and they're well known for providing quality fish throughout the year. During their off seasons, both Yma and Klah work in the Hunter's Library, teaching visitors about different kinds of fish and the most effective ways to catch them.

Yma and Klah's only real competition comes from Nyra's traveling cart during the festivals. Nyra travels most of the year but returns to Leoni for every festival, bringing with her rare and exotic fish to sell when fishmongers aren't required to have a certification. Because she brings fish from far off locations, Yma and Klah's more predictable stock can't compete, but Nyra only sells for a few days out of the year, and it's not enough to put Yma and Klah out of business.

COLLEGE OF LORE

The manticora don't have a long history, and so they value any and all history they create. They dedicate a day each season (though each day usually stretches into a full week) to the bardic tradition of telling stories and sharing myths, and many bardic colleges either have satellite campuses or recruiters stationed throughout Leoni. The recruiters typically operate out of the Hunter's Library, where they're able to practice their own craft while looking for interested bards.

A College of Lore for bards stands behind the Hunter's Library. While every year they continue to request an underground tunnel between the college and the library for quicker travel, neither the Head Librarian nor the Pridemother have heard a reason strong enough to justify this. Though the bards do recruit often from the library, the short walk between the college and the library doesn't justify a private passage to those who would be responsible for overseeing its construction.

Many manticora in Leoni study at the College of Lore, even if they don't become bards. This encourages the oral storytelling tradition they've built since the Divine War, and many manticora from Leoni are accomplished storytellers, even if they aren't bards.

The Leoni College of Lore attracts many of the nearby humans and orcs to study the bardic tradition as well, and Leoni produces many new bards every year from the college. This college helped Leoni secure allies in the region by encouraging visitors to take up formal study here. Many of these visitors ingratiate themselves to the locals by helping build the barracks where the students live while they study and fully immersing themselves into the barter tradition of Leoni.

WEAPON STALLS

While there are plenty of smiths and material shops established as permanent fixtures in Leoni, there are few permanent weapons shops. Most weapon sellers come through Leoni during the festivals or stop for a few days while traveling and open a temporary stall along the main thoroughfare near the Pridestone.

Though the stalls switch out fairly regularly, there is always at least one stall on Stall Road selling claw gauntlets. Claw gauntlets, the favored weapons of manticora, are always in demand. Since Leoni still has such a high population of nomadic manticora, sellers always find travelers coming through looking to replace or upgrade weapons, armor, and traveling gear.

TEMPORARY FESTIVAL STALLS

The road leading from the edge of town to the Pridestone, Stall Road, looks unusual compared to the rest of the city streets. When the city isn't celebrating a festival, this unusually wide road seems out of place. Though a stall may pop up on Stall Road occasionally, it's most often used to travel to the Pridestone, the Hunter's Library, or the College of Lore.

During the Leoni festivals, however, Stall Road is the center of activity in the city. The entire road fills with temporary stalls of all kinds, though the most prized spots are the ones closest to the Pridestone.

While any stall requires approval before setting up, the typical certifications for selling wares are far more lax during festivals, and anyone can set up any kind of stall, which means there's often an abundance of weapon and fish stalls. This also allows for sellers to show up with more unusual goods, such as homemade jewelry, freshly brewed potions, or rare monster parts.

Most of the sellers who set up during the festivals are manticora, orcs, and others who use the barter system, because no one in Leoni pays in coin during festivals. Some humans and other sellers may find luck with money from

others visiting Leoni only for the festivals, but no local vendor even carries money with them during these times.

LEONI FESTIVALS

Many of Leoni's festival days are newer in the manticora tradition. Since the Divine War, the manticora have started establishing cultures and traditions for themselves based on the aspects of themselves and their allies they most value.

TANIL'S HUNT

For one week every summer, the entire city of Leoni celebrates Tanil the Huntress with several great hunts and feasts. The manticora spread out into the forests and hills surrounding the city and hunt down anything and everything they can. The most successful hunters return with many new specimens for the Hunter's Library, but food and practical supplies also have great value to these hunters.

Though many manticora maintain semi-nomadic lives, any of the lionfolk with even loose ties to Leoni travel back to the city for the week of Tanil's Hunt to participate in the festivities. During this week, most barterers are made with the prizes the hunters retrieve. Vendor stalls, drying stations, and weapons booths set up tents all throughout the city to support the festival, and every night ends with a feast, often accompanied by a bard reciting poems or tales of manticora history.

Though this week-long festival was created to celebrate the manticora's history as fearsome hunters and Tanil's abilities as a skilled warrior, anyone in Leoni, manticora or not, may participate in the festival. Often, the more generous manticora welcome other races into their hunting parties if they see single travelers. At the feast each night, some manticora show off their most impressive prizes, but this is meant to be a celebration of freedom and ability, not simply a competition, so most manticora welcome newcomers to the hunt and allow them to join the fun.

NIGHT OF CHRONICLES

The manticora of Leoni value storytelling and history keeping, and they have entire wings of the Hunter's Library dedicated to archives detailing travel and history. At the beginning of every season, bards and storytellers arrive in Leoni en masse to participate in the Night of Chronicles.

Manticora huddle around campfires or roasting pits and listen as performers and poets weave incredible stories of fictional heroes or recount fascinating historical tales. Most participants receive payment in the form of offerings: those who come to listen to or watch the performances bring offerings of food, drink, or clothes to leave with the storytellers they liked best.

Occasionally, the performers organize contests within their ranks to see who can tell the longest story, or gather the largest crowd with the shortest story. Performers may

CITY ENCOUNTERS

pool the offerings they receive to give a prize to the bard who traveled the farthest since their last appearance at the Night of Chronicles or the one who brought a bard from the most remote culture to share stories of their own people.

Most of the contests organized among bards during the Night of Chronicles reward the inclusion of new stories or bards from underrepresented traditions. These nights are about sharing stories and ideas more, and the bards who participate try to bring the most interesting stories and people they can to encourage attendance.

HERALD'S FOLLY

One of the few official recognitions of Vangal's Herald, the denizens of Leoni use this day to celebrate their freedom from Vangal the Ravager. Vangal's Herald, a manticora who faithfully served Vangal until he left her for dead, spent many years of her life attempting to win back his favor. After finally managing to do so, she was rewarded by serving at his beck and call with no will of her own, not even to fight—she lifted her sword only at Vangal's command. The manticora of Leoni value their freedom from their former patron and feel no pride in the Herald's story, but it serves as a strong reminder of who they once were and what they hope never to return to. They celebrate that they have not followed in the footsteps of the Herald's folly, and they have found their freedom and growth in Leoni.

Even within the relatively small city of Leoni, many vastly different celebrations take place during this midwinter holiday. Some use the day to meditate on the gratitude they feel for their freedom and newfound cultural achievements. Others host or join in huge revelries, sharing food and music, and performing traditional dances throughout the city. Though there isn't an official parade associated with Herald's Folly, many groups spread their celebrations through the streets, playing instruments and dancing throughout the entire city.

Those who feel a close connection to Tanil may spend the day in her temple, praying or celebrating with other devotees. Since Tanil values freedom and the hunt, the manticora of Leoni feel a particular connection to her on the day they celebrate their own freedom.

The Pridemother observes the holiday by meeting with her most trusted advisors and planning. This is a day to review the accomplishments of the last year and make plans for the coming one. Soldiers and sentries report on any activity that has yet to be addressed, merchants and shop owners may present their concerns and suggestions for improvements, and the Head Librarian sits in on the meeting with her assistant, chronicling everything that occurs and providing commentary and suggestions when asked.

- The standing army bring you before the Pridemother to question your presence in Leoni. While strangers are not unwelcome, these are dangerous times and Leoni has many enemies. The Pridemother asks that you prove your intentions by venturing out and retrieving a new specimen for the Hunter's Library. Your reward for this is unrestricted access to the Library and all its resources.

- An orcish emissary from Tu-Drog-Na arrived in Leoni with a contribution to the Hunter's Library, but while she was on her way, a human attacked her and stole the specimen. She doesn't know who this human was or why they stole the creature, but she reveals this is a dangerous creature that shouldn't be allowed to roam freely within the town. She asks for help finding the thief and retrieving the creature quietly, so as not to create a panic (or a political scandal).

HIGH PRIDEMOTHER VELLASHUL

Though some would call the benevolent dictator of Leoni ruthless, she does no more or less than she must to keep her people safe and help them flourish. She is driven and dedicated, certainly, and there are those who see a proud and powerful manticora woman and call her cruel despite knowing nothing about her, but Vellashul doesn't let these words bother her. She has a cultural renaissance to shepherd and order to maintain.

Despite being generally well-liked by the citizens of Leoni, the High Pridemother knows someone who views her as weak or past her prime may step forward any day and attempt to challenge her for the role. She keeps those she trusts close and shuns those she doesn't. When she isn't running Leoni or hearing concerns from its citizens, she trains to keep her mind and skills sharp. When she was younger, Vellashul took the traditional manticora path to become a ranger, but as she grew stronger, she found her calling as a spellbow.

HIGH PRIDEMOTHER VELLASHUL

Medium humanoid (manticora), chaotic neutral

Armor Class 16 (leather armor)

Hit Points 126 (14d10+24)

Speed 30 ft.; 40 ft. if she moves on all fours

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	12 (+1)	17 (+3)	15 (+2)	10 (+0)

Skills Animal Handling +7, Arcana +8, Insight +7, Nature +8, Perception +7, Stealth +9, Survival +7

Senses Darkvision (60 ft.), passive Perception 17

Languages Darakeene, Ledean, Leonid, Orcish

Challenge 14 (11,500)

Energy Arrows. Upon completing a short or long rest, Vellashul can choose one of the following damage types: acid, cold, fire, lightning, or thunder. When she hits a creature with a ranged weapon attack using a bow or crossbow, she can cause the attack to deal an extra 1d6 energy damage of that type to the target. Her bow attacks deal damage of that type until she chooses a new type.

Hide in Plain Sight. Vellashul can spend 1 minute creating camouflage from naturally occurring materials. Once camouflaged, she can attempt to hide herself by pressing herself against a solid surface, such as a tree or wall. She gains a +10 bonus to Stealth checks as long as she remains there without moving or taking actions.

Magic Arrows. Nonmagical ammunition Vellashul fires is considered to be magical.

Summon Arrows. When Vellashul draws her bow, a nonmagical arrow appears on the string, ready to fire.

Spellcasting Vellashul is 14th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She knows the following ranger spells.

1st level (4 slots): call animal*, hunter's mark, multiply missile*

2nd level (3 slots): find traps, mass true strike*, pass without trace

3rd level (3 slots): animal spy*, nondetection, winged mount*

4th level (1 slot): beast rider*

*see **Scarred Lands Player's Guide**

ACTIONS

Multiattack. Vellashul makes two claw gauntlet attacks, two longbow attacks, or an imbue arrow attack and a longbow attack.

Claw Gauntlet. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+4) slashing damage.

Imbue Arrow. *Ranged Weapon Attack:* +11 to hit, reach 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage, plus 3 (1d6) energy damage (see energy arrows, above). Vellashul also casts a spell she knows as part of this action, imbuing that spell into the arrow. If the arrow hits the targeted creature, the creature takes the weapon's damage, then the spell takes effect, centered on the target. If the spell targets an area, it spreads outward from the target, affecting all eligible creatures within its area. If the spell normally extends outward from a point, then Vellashul may choose a point within the target's space. If the attack misses, the spell is lost.

Vellashul may instead target an empty five foot square within range of her bow, which does not require an attack roll. In this case, the spell takes effect in the targeted square, resolving as if she had targeted the spell on that location.

Longbow. *Ranged Weapon Attack:* +11 to hit, reach 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage, plus 3 (1d6) energy damage (see energy arrows, above).

THE HUNTER'S LIBRARY

Leoni, more than being a cultural center for manticora, is also a way for them to distance themselves from their kin who still worship the Ravager. Aside from the Pridestone, no monument stands as a greater testament to this than the Hunter's Library, a sprawling center of several buildings and open areas filled to the brim with shared knowledge, fascinating creatures, and plants from across the continent.

The many buildings that make up the library showcase all the manticora of Leoni have learned of wood and stone working; these buildings are the most creative and sturdy in the entire city. The library started as a way to catalogue the exotic flora and fauna from across Ghelspad, but as manticora returned to Leoni from their travels with new specimens every season, the library exploded in size, demanding new techniques and initiatives to accommodate the ever-growing collection.

While the library boasts a collection from many faraway lands, it has the most flora and fauna from the places from which the manticora who settled Leoni emigrated: the Bleak Savannah, Haggard Hills, and Blood Steppes. The librarians continue accepting new specimens from these regions, but they particularly appreciate specimens from unusual and faraway places they've never seen before.

LIBRARY GROUNDS

The Hunter's Library encompasses several buildings and open areas all connected by various paths and tunnels, and it continues expanding every season. The main building houses the archives, where every specimen in the library is catalogued and mapped. This building sits at the foot of the Pridestone, and the rest of the library arcs out behind the main building to the edge of town.

MAIN BUILDING

The main building houses the archives as well as the Head Librarian's office. Near her office are several smaller rooms used as temporary offices for the rest of the library staff. Staff are most often found throughout the library, updating parts of the catalogue, feeding the animals in the zoo, taking groups on tours, or teaching classes. Anyone who works in the library in a permanent, seasonal, or volunteer position has access to these offices.

The main building has one large, open window along the east side to allow for food stalls to set up outside the building and sell food to those inside the library.

THE STACKS

The stacks comprise several large buildings connected with paths and brick halls, and these contain all of the books and written accounts in the library. The stacks are not generally open to the public, as books can be somewhat fragile and easy to misplace. If someone wants to look through the stacks, they must make an appointment in the main building to join one of the daily study tours into the stacks, and they can only stay in the stacks for as long as the accompanying librarian allows them to.

Those who work in the library have unrestricted access to the stacks, and many who wish to study history and lore try to fill any open library roles so they can study in the stacks whenever they wish.

HUNTER'S HALL

The Hunter's Hall has two main wings: weapons and art. Many great hunters and smiths have donated their weapons since the creation of this hall, filling it to the brim with weapons of all shapes and sizes from as many cultures as their contributors have visited.

Each weapon has a placard explaining its function, how it was made, and thanking the donor. Several times a week, skilled fighters come to the weapons wing of Hunter's Hall where they put on demonstrations and teach others to use their favored weapons. Visiting fighters with unusual weapons are always welcome into the weapons wing, especially if they're willing to put on a demonstration with their own weapons.

The art wing contains statues, paintings, and reliefs of various hunters. Some are more famous and well-known than others, but all earned their place in Hunter's Hall. Along the far wall stands a case with several brief books, each one detailing the adventures of the various hunters represented in this wing.

THE VIEWING HALLS

The Hunter's Library is equal parts library and zoo. The viewing halls don't have a clear organization technique; when the library's collection was first started, the librarians

BASILISK ENCOUNTERS

- A new librarian took you on a tour of the viewing halls, but he forgot the exact procedures to ensure no one made eye contact! Half of the tour group is petrified, and he doesn't want to have to admit his mistake without first fixing it. He asks for help un-petrifying the tour group while keeping his mistake hidden from other librarians and library visitors.
- You peer into the basilisk enclosure from the carefully positioned mirrors...and see only the flora in their habitat. The three basilisks are missing! The tour guide attempts to maintain calm, but three basilisks loose in the library can do a lot of damage. Help find the missing basilisks (and avoid being petrified and eaten) before they escape into Leoni. And after you find the basilisks, you might want to investigate the enclosure. Did they escape, or did someone let them out?

attempted to group flora and fauna by region. They assumed that, since these life forms coexisted in the wild, they could also do so in captivity, but they discovered quickly this was not the case.

The librarians do try to keep creatures of similar classifications near each other for ease of study, but most creatures that can't coexist have their own enclosures, while animals that don't mind others (usually herbivores) are able to roam more freely in larger, shared areas.

Each animal enclosure has a nearby building with a large window into the enclosure to view the animals, and some of the animals deemed safe to be near people live in large, open areas that allow for viewing from many angles.

Several librarians work in constant rotation to keep the animals fed, cared for, and happy, and several more librarians and bards work to catalogue and learn the stories of every kind of plant and animal in the viewing halls. Librarians lead tours to the viewing halls of some of the more interesting animals every day.

MAZE OF MIRRORS

One of the most dangerous viewing halls to enter is the Maze of Mirrors. This enclosure houses the basilisks, and the viewing area contains mirrors in every part so visitors can look at the basilisks through them and avoid becoming petrified through eye contact. Even with the mirrors, no one is allowed into the Maze of Mirrors without a librarian present, and they have strict rules about where the librarians can stand to ensure they don't accidentally become petrified.

BLADE BEAST ENCOUNTERS

- You arrived on storytelling day! Several bards gather in the Bed of Blades exhibit, and they invite you to participate in their stories. Each character should focus on one blade beast (each beast has 1d6 weapons protruding from its back) and create a story explaining how it found each one. If the characters refuse to participate, the bards insist they at least stay to judge the contest.
- The placard in the viewing hall lists all six blade beasts, with a list of weapons protruding from each one. But when you look into the enclosure, you see seven. The seventh beast has no weapon spikes, and it appears to be fully grown. The librarian guiding your tour asks for your assistance in discovering where this new beast came from and if it's even a blade beast at all.

BED OF BLADES

The blade beast enclosure has a room outside the viewing hall for visitors to leave any metal items. Since blade beasts can absorb them, the librarians don't want to take the risk that the beasts may go after any metal if they somehow manage to escape. Still, many of the captured blade beasts have several weapons visible in their forms.

Many bards love the Bed of Blades enclosure because the various weapons make for great storytelling practice. They look at the weapons making up the beast's spikes and attempt to weave stories about how the beast retrieved each one.

THE TALKING TREES

Throughout the many large, open areas where the friendlier animals have more space to roam, awakened shrubs and awakened trees move freely about. Though not officially part of any one exhibit, they have placards in the viewing areas where they're most likely to be found. The librarians don't attempt to contain these awakened flora, though, and should one attempt to escape the library, many of the librarians would simply let them move on.

AWAKENED TREE ENCOUNTERS

- An older mantichora exploring the viewing halls sees a tree and expresses some familiarity. When he sees the tree move and realize it's an awakened tree, he insists it's the same tree under which he buried his partner several years ago. He thought someone had chopped the tree down, but he sees now, it left on its own. He wants a librarian to escort the tree back to his land to stand over his partner's grave, but the librarians insist they can't control the trees. The old man refuses to leave, adamant that the tree be returned to his land.
- An awakened shrub seems to have taken a liking to a constrictor snake and managed to smuggle the snake out of its enclosure hidden in the branches of the shrub. The librarians attempted to separate the two, but the shrub keeps wandering back to the snake area, finding a way in, and taking the snake back out. The librarians worry the snake may attack other creatures in the library, and they want to find a more permanent solution to separate the two without harming either and would appreciate any help you're willing to give. They're also curious about the shrub's peculiar behavior because they've never seen an awakened shrub behave in such a manner.

FEARSOME FOG

One of the most dangerous enclosures features a creature the librarians have dubbed the false flower. Initially classified as flora and kept with plants, they quickly discovered these creatures disguise themselves as flowers and lie in wait for their prey. They can even work collaboratively if needed, but they do well for themselves on their own.

The false flowers' most dangerous weapon is the constant stream of *poison spray* they release. The librarians had a particularly difficult time creating an enclosure that would allow the flowers to flourish without harming any other creatures

FALSE FLOWER ENCOUNTERS

- The venting system crashes, and the poison spray the false flowers release is spreading toward Leoni. The characters must find a way to stop the fog, save the city, and repair the enclosure so the dense fog of poison doesn't kill everyone in Leoni.
- While your tour group examines the false flowers, one of them opens their mouth wide and spits up what appears to be a large pearl. The librarians haven't witnessed this behavior before, and they had no idea the false flowers could produce pearls. They ask for your help in entering the enclosure to retrieve the pearl and the false flower that produced it so they can study it in the main building and attempt to learn more about it.

or library patrons. The Fearsome Fog enclosure is a large enchanted case with a window that vents the fog out and away from Leoni. Only one door leads into the enclosure, which librarians use to lead small critters like frogs and mice into the area for the flowers to consume.

False flowers typically plant themselves in one spot and let their large fins fall around them, giving their mouths the appearance of flowers. They can, however, move around at will, and when in motion these creatures look almost like large frogs with fins surrounding their faces and spikes down their backs; they use the latter to dig themselves into the ground for their disguise.

CATALOGUING DAY

The only festival to take place entirely within the Hunter's Library, the librarians dedicate two days each year to cataloguing. With the explosive growth of the library and the constant influx of new specimens, the librarians sometimes lose track of everything inside. Librarians and volunteers spend the entire day walking the halls of the library, reviewing and cataloguing every plant, animal, and piece of information they find.

To make the day of work more interesting, the librarians often lead tours during their cataloguing. Anyone is welcome to follow a librarian while they search their designated wing, and the librarian explains the flora and fauna found in that area while reviewing them.

Many manticora who are unable or unwilling to go out on a hunt use this day as a sort of hunt all of its own. The extensive and detailed archives list every item that should be in each section of the library, and some manticora use this opportunity to create a scavenger hunt for themselves or their companions.

ENCOUNTER HOOKS

- At the end of Cataloguing Day, a harried librarian reports back to their supervisor and admits they lost track of part of their tour group. Since so many tour groups travel through the entire library during Cataloguing Day, more exhibits and rooms are open than usual, and the lost group could be anywhere. Help the tour guide find their lost group before they end up getting into an exhibit that could put them in real danger.
- A guard caught a unitaur sneaking into the Hunter's Library and accused her of attempting to tamper with the specimens. However, the unitaur claims she wanted to escape her tribe and join the city of Leoni, and she's asked for the assistance of outsiders to help her make her case. She claims she has new information about some of the rarer creatures in the library, and she wanted to see what the librarians had to say about them before sharing it. She offers to share this information in exchange for a chance to prove herself in Leoni.

During Cataloguing Day, the library doesn't accept new entries to the library so they can keep the archives organized. As a result, a sort of unofficial contest started up among the more adventurous manticora of Leoni: they leave the city at dawn the day after Cataloguing Day and whoever returns first with a never-before-catalogued item for the library wins. The library allows these groups to have their celebratory feast in a large, open room in the library because they receive so many new specimens this way.



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