

RAIDERS

of the **LOST BARK**

Animal Adventures: Tales of
 **Dungeons
& Doggies**



Raiders of the Lost Bark

A Free RPG Day adventure for 3-4 characters of 3rd level (pregenerated characters included!). Before playing, make sure you've removed the map pages from the middle of the booklet! Download expanded character sheets with more information at steamforged.com

Welcome to the world of Animal Adventures! This introductory adventure is designed to be a brief and fun look into a world where dogs, cats and other animals fight alongside the races of Fifth Edition and tell epic stories of their own! More rules, adventures and details about our range of fantastic miniatures can be found at steamforged.com. Please note this adventure assumes the players have access to the core Fifth Edition books or the 5e Basic Rules found at <http://dnd.wizards.com/articles/features/basicrules>

Welcome adventurous dogs! You are all members of the League of Canine Adventurers, a noble and proud organisation that works to aid the two-legs in their quests to make the World a better place.

You have gathered to review a well chewed journal given to you by an elderly dog called Indy. It tells of an ancient magical artefact, the Golden Whistle of Calling, which can call forth the mighty Bark of Power, lost for generations and said to give dogs who hear it incredible gifts to help them in their noble missions.

Thought lost, it is now your quest to seek the Whistle and restore the power of the Lost Bark, so that dogs everywhere can be empowered to aid their friends and families in the world.

You are gathered in an old, half abandoned graveyard, in the dead of night, outside the Mausoleum mentioned in the journal. Its stone walls are carved with the growling faces of fierce dogs and each corner is decorated with a canine gargoyle growling into the night. The door sits slightly ajar and a strange mist curls out from within...

Encounter 1: The guardian at the grave

Inside the Mausoleum you find an earth floor trimmed with stone edging. The walls are further decorated with canine frescos and upon one wall, a pictogram shows three dogs, heads tilted back, with a fourth dog surrounded by lines of energy floating in front of them.

The walls of the chamber are dominated by a carving of three dogs, heads flung back, howling at the sky. Before them, a fourth dog seems to be appearing from the clouds, carried on waves of energy.

The floor has three large mounds of earth arranged in a rough triangle.

DM Note: *If the dogs explore the earth mounds before howling together, they will reveal piles of mouldering (and tasty!) bones, but these will do nothing until the Guardian Spirit is summoned.*

Puzzle- Summon the Guardian Spirit to start the quest. (Allow Arcana/ Investigation check DC 12 to notice the howling dogs image seems important.)

Solution- At least three dogs must howl in unison to summon the spirit guide.

If they summon the spirit before disturbing the mounds of earth, read the following:

"As the last notes of your howl die away the mist on the floor starts to be sucked into the centre and begins to emit a faint glow, the mist takes on the form of a dog standing proudly"

"You have summoned me and so have taken the first step upon a noble quest, but are you worthy to blow the Golden Whistle? We shall see... First however you must survive!"





As the guardian finishes speaking, it flicks its tail and the mist swirls aside to reveal bones, moving under mystic control! They swirl together into the centre of the chamber, and assemble themselves into a strange form. The new creature flexes its claws then turns its burning red eye sockets upon you!

Fighting the Guardian

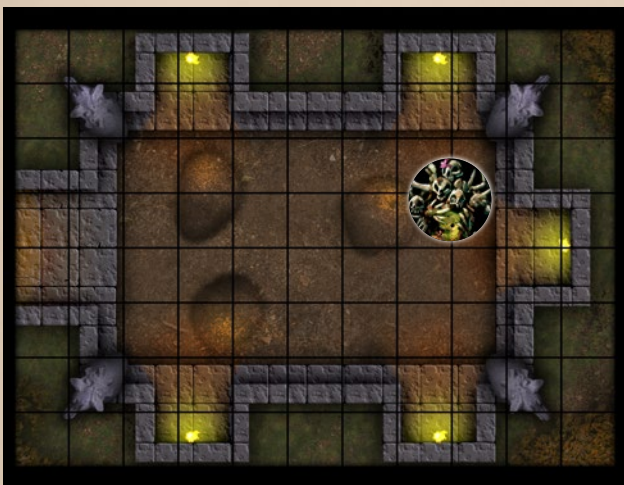
The Guardian can be defeated through weight of damage alone.. If any dogs decide to steal bones from the Guardian to bring it down in a more delicious way, a successful bite attack will allow DC 14 Strength check to pull away a limb bone!

- **Arm-** Guardian has disadvantage on attacks
- **Both arms-** Guardian can only Slam once per turn
- **Leg-** Guardian has half movement and disadvantage on Dex checks
- **Both legs-** the Guardian cannot move from its current location

After the Bone Guardian is defeated, the Guardian Spirit speaks once more...

You have survived my Guard, now follow that which cannot be seen.

And a glowing paw opens a secret chamber on the far wall, from which comes a scrap of old blanket. The dogs can immediately detect strong smells impregnated into the cloth, undetectable to a non-canine nose. A clue!



Encounter 1: The guardian at the grave

Encounter 2: A Scent on the breeze

The strange dog has given you a clue- a well chewed piece of blanket which hides a secret! Your keen noses detect several strong scents emanating from its threadbare fibres...

The cloth holds the smell of the following things:

- Coal and Iron - Blacksmith
- Meat and Salt - Butchers
- Cinnamon and Flour - Bakers

Each of these scents hangs in the air, as detectable to your noses as a cloud of colored smoke would be to an elf or dwarf.

There are several places in the city that have each of these smells but only the trade square has all of them in the same place. Feel free to improvise other shops and locations the dogs may choose to explore first. Allow them to make Perception checks at DC 14 to follow the smells into the City. 2 or 3 successful checks should have them arrive at the trade square.

You arrive at the main trade square, now quiet at this time of night. The only sound is the breeze and the scurrying of rats picking over the day's leavings. At the centre of the square is the statue of Gourmand, a hero in these parts and his wolfhound companion, Sabot.

The square is surrounded by shop fronts, and market stalls which now lie empty. The area is crossed with many scents which make tracking difficult- the dogs may wish to work in pairs to Aid each other (advantage on Investigation checks).

A Perception Check at DC 15 reveals a scent trail to the statue in the middle of the square. Investigating the statue (Investigation DC 15) will reveal a hidden button on the collar of Sabot which opens a secret chamber on the statue!

Investigation DC15 Check to discover the hidden button on the statue's collar that will open Sabot's mouth to reveal the Golden Whistle.



The button clicks in and the Jaws of Sabot open wide, revealing a glinting metal object within. There, shimmering in the moonlight is the fabled Golden Whistle, long thought lost. As you reverently reach for it, there is a sudden sound of scurrying, beginning quietly but quickly reaching a crescendo. Before you can act, rats swarm from every direction, chittering triumphantly! This tide of vermin sweeps over you biting and scratching, and is gone into the sewers as quickly as it appeared. And, you realise with horror, the Whistle is gone with them!



Encounter 3: Many eyes, Many feet

The dark, dank sewers swim with evil smelling liquid and bubbling nastiness. As you enter its depths the stone floor and walls are slimy and the air is thick and heavy. Your ears can make out the sound of the rat swarm as it scurries away into the tunnels!

The rats have eluded the dogs in the maze of tunnels under the city! The group must make three successful DC 12 Perception or Investigation checks to track the rats. The dogs have Advantage on these tests as they are tracking a smell.

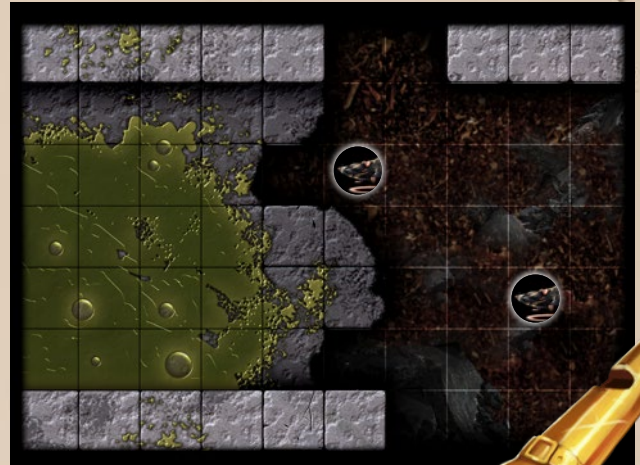
Each test they fail, they are lured into a dead end or away from the rat group! This will affect their next encounter!

Eventually you reach a section where the sewer floor has collapsed into an older undersewer below. Strange markings have been scratched into the walls. The rats hiss and snap at you all as you draw close then attack in a tide of tooth and claw!

The rats have fled into a section of sewer partially collapsed and blocked by rubble. Most of the rats flee but some form into swarms to prevent the dogs from continuing.

- If the dogs tracked the rats with no failed checks, they face two swarms of rats and have a surprise round.
- If they failed one or two checks, they do not have a surprise round
- If they failed three or more checks, the rats have a surprise round!

The drop into the tunnel below is shallow and rubble filled, so is not hazardous and may be moved freely up and down. Once the rats are defeated, the dogs may pick their way over the rubble into the passage beyond.



Encounter 3: Many eyes, Many feet



Cornelius

*Big Dog
(Golden Retriever)
Wizard*

Spells

Cantrips:

*Mage Hand
Fire Bolt
Blade Ward*

1st: 4 Slots

*Burning Hands
Mage Armour
Sleep
Colour Spray
Shield
Thunderwave
Comprehend
Languages
Magic Missile*

2nd: 2 Slots

*Web
Flaming Sphere*

Equipment:

*Arcane Focus
1 Healing Potion
Dagger*

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier

Worse than the Bark- Natural Bite attack

Powerful Bite- Roll an additional damage die for Bite attack damage, pick the best result.

Faithful Friend- Once per short rest as a reaction, ally you can see within 30' rerolls a failed save, ability check or attack roll, or force an enemy to reroll a successful attack roll.

Digger- Gain advantage on ability checks to dig, in combat if terrain allows spend an action to go prone and gain half cover.

Cerysse

*Big Dog
(St Bernard)
Cleric*

Spells

Cantrips:

*Spare the Dying
Sacred Flame
Guidance*

1st: 4 Slots

*Cure Wounds
Healing Word
Shield of Faith
Bless
Guiding Bolt
Sanctuary*

2nd: 2 Slots

*Spiritual Weapon
Prayer of Healing
Warding Bond*

Equipment:

*Holy Symbol of the Good Mother
2 Healing Potions
Half Plate Armour
Mace*

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks.

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier.

Worse than the Bark- Natural Bite attack.

Powerful Bite- Roll an additional damage die for Bite attack damage, pick the best result.

Assistance Dog- Grant your Keen Senses to an ally you choose within five feet.

Snow Dog- You are adapted to cold climates as per Ch.5 of the DMG.

Companion Domain- Grants Aspect of the Amicable, Invoke Companionship.

Aspect of the Amicable- You may use your Best Friends ability 1/short rest.

Channel Divinity: Invoke Companionship- As an Action, choose any number of creatures within 30 feet. Each creature gains Hit Points equal to your cleric level.





Cerysse
Big Dog
(St Bernard)
Cleric

Armour Class: 16 (Half Plate)
 Hit Points: 27
 Speed: 30
 Size: Medium
 Init: +1

STR: 14 +2 DEX: 12 +1 CON: 17 +3
 INT: 9 -1 WIS: 18 +4 CHA: 14 +2

Abilities:
Keen Sense *Companion Domain*
Best Friend *Aspect of the Amicable*
Worse than the Bark *Channel Divinity-*
Powerful Bite *Invoke Companionship*
Assistance Dog *Channel Divinity-*
Snow Dog *Turn Undead*

Proficient Saves: **Proficient Skills:**
Wisdom, Charisma *Insight*
 Medicine
 Persuasion
 Religion

Proficient Saves: **Proficient Skills:**
Wisdom, Charisma *Insight*
 Medicine
 Persuasion
 Religion

Languages: *Common, Abyssal, Celestial*

Attacks:
Bite- Melee Attack +3 to hit damage 1d4+2 piercing.
Mace- Melee Weapon Attack +4 to hit damage 1d8+2 bludgeoning.



Cornelius
Big Dog
(Golden Retriever)
Wizard

Armour Class: 12
 Hit Points: 23
 Speed: 30
 Size: Medium
 Init: +2

STR: 10 +0 DEX: 15 +2 CON: 16 +3
 INT: 17 +3 WIS: 15 +2 CHA: 15 +2

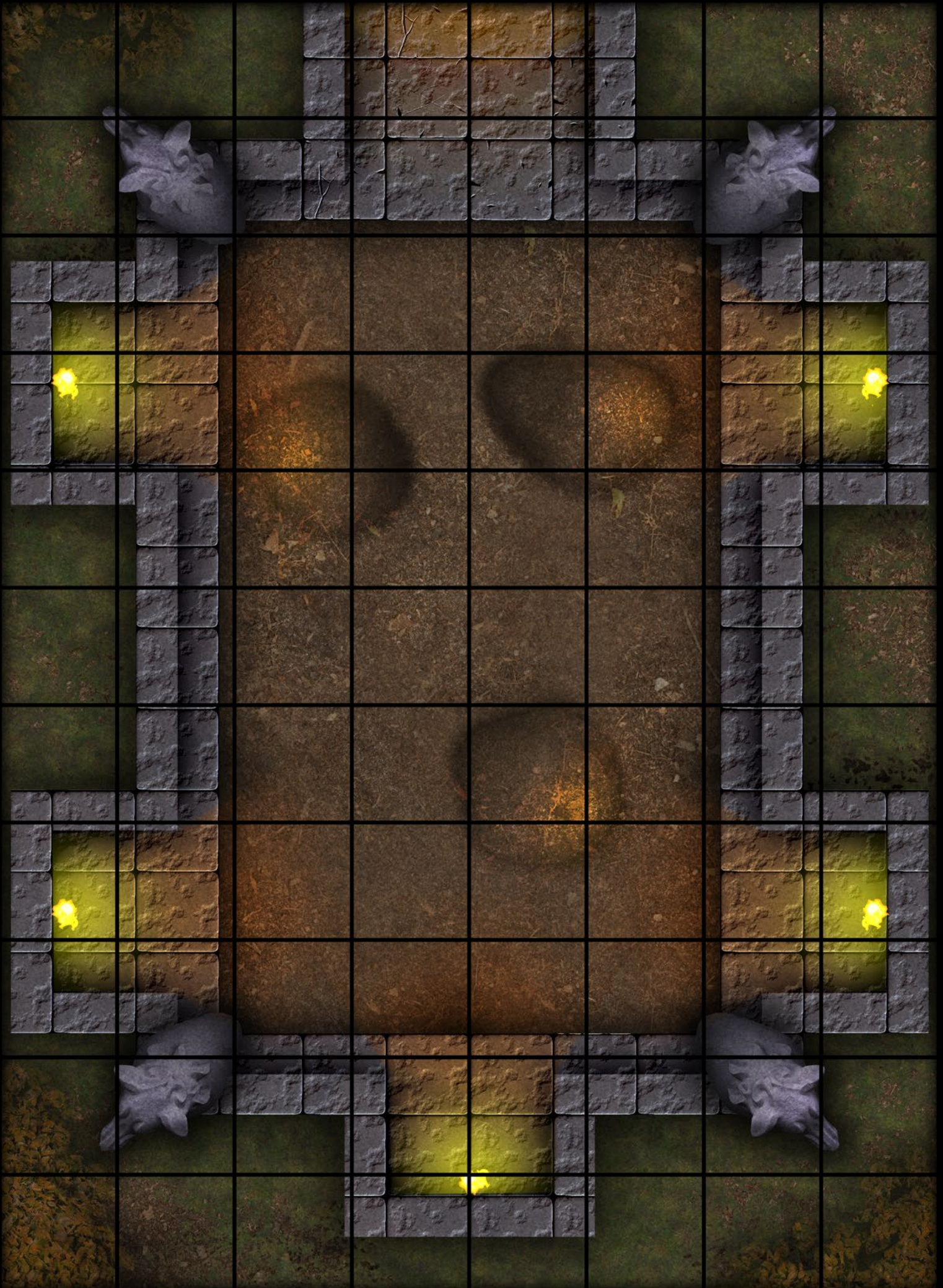
Abilities:
Keen Sense *Evocation Savant*
Best Friend *Sculpt Spells*
Worse than the Bark
Powerful Bite
Faithful Friend
Digger

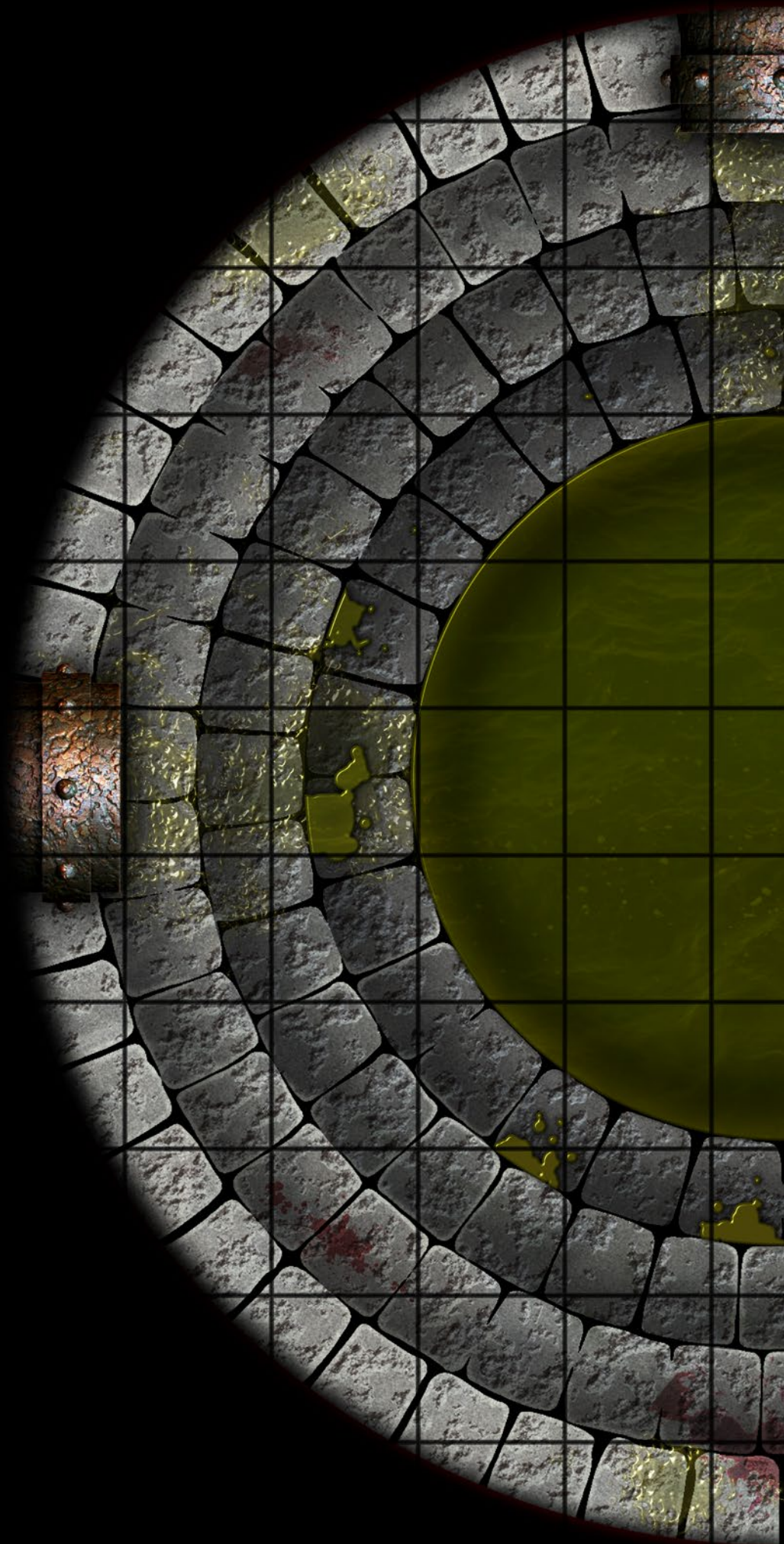
Proficient Saves: **Proficient Skills:**
Intelligence, Wisdom *Arcana*
 History
 Investigation
 Religion

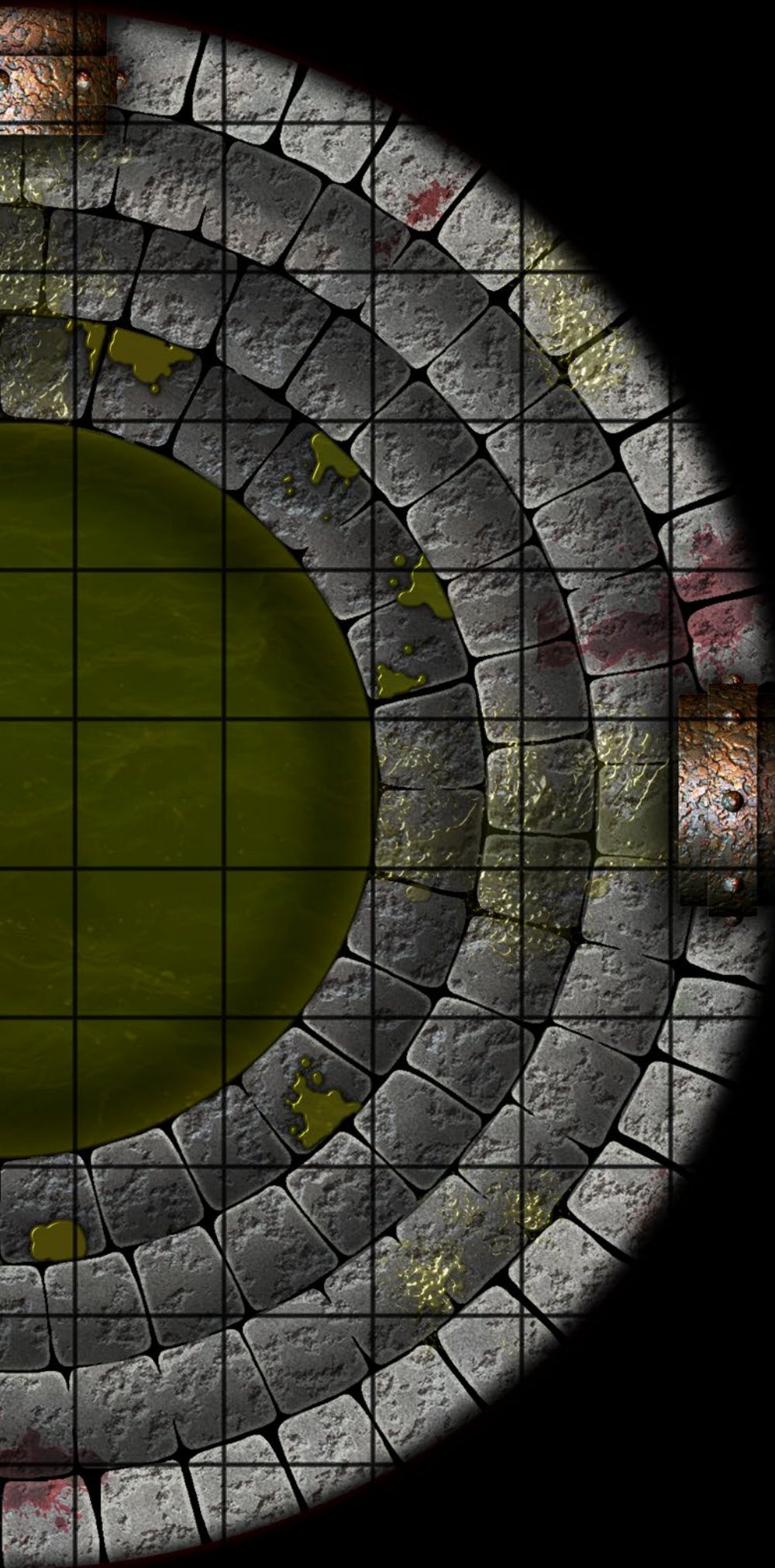
Sage Background
Languages: *Common, Draconic, Elvish*

Attacks:
Bite- Melee Attack +4 to hit, Damage 1D4+0 Piercing.
Fire Bolt- Ranged Spell Attack +5 to hit, 120',
 Damage 1D10 Fire.













Hartley
Lap Dog
(French Bulldog)
Fighter

Armour Class: 17 (Splint)
 Hit Points: 25
 Speed: 30
 Size: Small
 Init: +3

STR: 16 +3 DEX: 16 +3 CON: 12 +1
 INT: 10 +0 WIS: 10 +0 CHA: 9 -1

Abilities:

| | |
|---------------------------|---------------------------|
| <i>Keen Sense</i> | <i>Dueling Fighter</i> |
| <i>Best Friend</i> | <i>Second Wind</i> |
| <i>Slippery</i> | <i>Action Surge</i> |
| <i>At Their Heels</i> | <i>Champion- Improved</i> |
| <i>Dogged Persistence</i> | <i>Critical</i> |

Proficient Saves:

Strength, Constitution

Proficient Skills:

Intimidation
Nature
Insight
Survival
Persuasion

Awakened Animal Background

Languages: *Common, Orc*

Attacks:

Shortsword- Melee Weapon Attack +5 to hit, Damage 1D6+5 Piercing Crit 19-20.
Bite- Melee Attack +5 1D4+3 Piercing.



Tedric
Lap Dog
(Chihuahua)
Rogue

Armour Class: 14 (Leather)
 Hit Points: 15
 Speed: 30
 Size: Small
 Init: +3

STR: 12 +1 DEX: 17 +3 CON: 9 -1
 INT: 14 +2 WIS: 11 +0 CHA: 15 +2

Abilities:

| | |
|----------------------------|-----------------------------|
| <i>Keen Sense</i> | <i>Expertise - Stealth,</i> |
| <i>Best Friend</i> | <i>Sleight of Hand</i> |
| <i>Worse than the Bark</i> | <i>Sneak Attack</i> |
| <i>Slippery</i> | <i>Thieves Cant</i> |
| <i>Frenzied Fighting</i> | <i>Cunning Action</i> |
| <i>At Their Heels</i> | <i>Fast Hands</i> |
| | <i>Second Story Work</i> |

Proficient Saves:

Dexterity, Intelligence

Proficient Skills:

Stealth
Sleight of Hand
Deception
Acrobatics
Insight
Investigation

Charlatan Background

Languages: *Common, Draconic*

Attacks:

Dagger- Melee Weapon Attack +5 1D4+1 Piercing.
Dagger- Bonus Melee Weapon Attack +5 1D4 Piercing.
Bite-Melee Attack +5 1D4+1 Piercing.



Tedric

*Lap Dog
(Chihuahua)
Rogue*

Equipment:
*Leather Armour
2 Daggers
Thieves' tools*

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks.

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier.

Worse than the Bark- Natural Bite attack.

Slippery- If you score a critical hit you may dodge as a free action after resolving the attack.

Frenzied Fighting- Once per long rest, each creature in a 15'cube takes a Constitution save or take 2D8 Piercing damage and be pushed 10' away from you, successful save is half damage and no push.

At their Heels- If you hit with an opportunity attack you may move up to half your movement towards the target.



Hartley

*Lap Dog
(French Bulldog)
Fighter*

Equipment:
*Short Sword
1 Potion of Healing
Splint Mail*

Bun Bun of Soothing- Chewing or stroking the Bun Bun as an action casts Calm Emotions, DC12 + Cha Modifier. The Bun Bun has 2 charges that reset after a long rest.

Keen Sense- Advantage on smell or sound based Perception/Investigation checks, disadvantage on color based checks.

Best Friend- Cast Charm Person 1/long rest at DC 8+Cha modifier.

Worse than the Bark- Natural Bite attack.

Slippery- If you score a critical hit you may dodge as a free action after resolving the attack.

At their Heels- If you hit with an opportunity attack you may move up to half your movement towards the target.

Dogged Persistence- Once for short rest as a reaction you gain resistance to the triggering attack.





Encounter 4: Conclave of Rodents

The party track their way to the rats' lair and must force their way into the chamber and battle the Conclave of Rodents for the Whistle.

Ahead, you see the tunnel opens into a larger, circular chamber that drops away in stepped tiers. The sounds of chittering and chanting can be heard coming from the entrance and a sickly green luminous glow comes from within. The smell of rats, water and corruption is very strong...

The chamber itself is filled with rats. A large pool of green water lies at the centre with three water channels feeding fetid liquid into it.

A particularly large rat holds the whistle as the party enter. He turns it in his claws greedily and rubs it against his face. As soon as he is aware of the dogs, he cries out!

"Attack, my children! They must not get the shiny!"

The rats gather into rat swarms (6, or 2 per party member if the party is smaller than four dogs) arrayed around the leader. In addition, a monstrous giant rat hides in the water and will rise up to battle the group on its turn in the first round of combat.

The rat swarm will attack unless the leader is slain at which point they will flee leaving the Monstrous rat to fight on.



Encounter 4: Conclave of Rodents

Encounter 5: Celebration

The party are victorious and the golden whistle is now theirs.

With the rat fiend slain, the Whistle is yours once more. The Guardian Hound appears to you again and nods approvingly...

If a dog blows the whistle, a great spectral dog appears to them. It tips its head back and unleashes a deafening, spirit lifting bark that echoes around the chamber.

Any dog that hears the Bark receives the effects of **Beacon of Hope** and **Bless** for one hour. In addition, the Bark acts like a level 3 Cleric using **Channel Divinity: Turn Undead**.

With the blessing of the Lost Bark and the Guardian Hound upon you, and the rat conclave defeated, your minds turn to the future. Gathering the various treasures secreted around the room, you discover enough coin for new equipment, hot food, a warm fire and a comfy place to curl up for the night. Tonight is a night for belly rubs and biscuits. Tomorrow, you can set out to greet whatever fresh challenges await you.





Bone Guardian

Large construct, neutral

| | | |
|----------------|-------------------------------|---------------|
| Armor Class: 9 | Hit Points: 93 (11d8 + 44) | Speed: 30 ft. |
| STR: 19 (+4) | CON: 18 (+4) | WIS: 10 (+0) |
| DEX: 9 (-1) | INT: 6 (-2) | CHA: 5 (-3) |

Damage Immunities: Necrotic, Poison
Damage Resistance: Piercing, Slashing
Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses: Darkvision 60 ft., Passive Perception 10
Languages: Understands the languages of its creator but can't speak.
Challenge: 5 (1,800 XP)
Holy Aversion. If the guardian takes Radiant damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
Immutable Form. The guardian is immune to any spell or effect that would alter its form.
Magic Resistance. The guardian has advantage on saving throws against spells and other magical effects.
Magic Weapons. The guardian's weapon attacks are magical.

Actions

Multiattack. The guardian makes two slam attacks.
Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.



Swarm of Rats

Medium swarm of Tiny beasts, unaligned

| | | |
|-----------------|-----------------------------|---------------|
| Armor Class: 10 | Hit Points: 24 (7d8 - 7) | Speed: 30 ft. |
| STR: 9 (-1) | CON: 9 (-1) | WIS: 10 (+0) |
| DEX: 11 (+0) | INT: 2 (-4) | CHA: 3 (-4) |

Damage Resistances: Bludgeoning, Piercing, Slashing
Condition Immunities: Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses: Darkvision 30 ft., Passive Perception 10
Languages: None
Challenge: 1/4 (50 XP)
Keen Sense. The swarm has advantage on Wisdom (Perception) checks that rely on Smell.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.



Giant Rat Leader

Medium beast, unaligned

| | | |
|-----------------|-------------------------|---------------|
| Armor Class: 12 | Hit Points: 31 (7D8) | Speed: 30 ft. |
| STR: 7 (-2) | CON: 11 (+0) | WIS: 10 (+0) |
| DEX: 15 (+2) | INT: 2 (-4) | CHA: 4 (-3) |

Senses: Darkvision 60 ft., Passive Perception 10
Languages: None
Challenge: 1 (200 XP)
Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.
Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The guardian makes two slam attacks.
Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.



Monstrous Rat

Large beast, unaligned

| | | |
|-----------------|-------------------------------|---------------|
| Armor Class: 12 | Hit Points: 68 (8d12 + 16) | Speed: 30 ft. |
| STR: 19 (+4) | CON: 14 (+2) | WIS: 10 (+0) |
| DEX: 9 (-1) | INT: 2 (-4) | CHA: 4 (-3) |

Senses: Darkvision 60 ft., Passive Perception 10
Languages: None
Challenge: 3 (25 XP)
Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 18 (4d6 + 4) piercing damage.





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There has been an awakening...

Dungeons & Doggies was just the Beginning!



Sonya,
Maine Coon Fighter



Indy,
Rag Doll Bard



Kai,
Shiba Inu Ranger



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