

BEAST OF DOGWOOD FOREST

The villagers complain about a screeching cry coming from the forest that spooks the chickens and turns the milk sour. A few days ago Nimrod the trapper offered to capture that screeching beast but has yet to return, and now the screeching have become more frequent.

When the heroes agree to rid the beast, Bjorn Always Wrong, the village know-it-all, will butt in and describe the beast (roll the BEAST CREATOR). The other villagers dismiss him.

1. Let the players pick a location in the forest. There is a small vermling camp here but no sign of Nimrod or the beast. When the heroes have dealt with the vermlings they hear a screech from the next location.

2. Choose one of the remaining locations. Apart from some traps and snares there is a cage on a broken cart. Inside the cage is a body of a trapper holding a scrap of paper and some items (the beast's weakness). The heroes can read the NOTE describing a different beast (roll the BEAST CREATOR again and write it on the NOTE). To get to the items the heroes need to break open the cage. The heroes can find odd tracks leading to the next location.

3. Choose one of the remaining locations. Following the tracks, the heroes find the beast hurt but aggravated. Apart from its weakness, weapons and magic don't seem to have much effect. If the heroes flee, the beast will attack again later. If the beast is captured or killed, the beast will screech one last time... followed by a screech coming from a different place. There is another beast!

4. The last location. This is the beast that Bjorn Always Wrong described. If the heroes don't engage the beast, it will stalk and attack them unless they release its mate. After this there are no more beasts. (Or are there...)

Conclusion. The villagers reward the heroes with a pouch of coin, a slap on the back and some sweet milk. The baron denies he ever talked to any trapper, and he's definitely not building a secret dungeon. He'll threaten to arrest anyone spreading these false rumors and confiscate any wondrous beasts.

Bonus Fun Points: Have the players draw the beasts.

BEAST CREATOR

	1	2	3	4	5	6
A) Head:	Bass	Heron	Weasel	Horse	Wasp	Crocodile
B) Horns:	Moose	Ram	Narwhal	Bull	Rhino	Antelope
C) Body:	Dolphin	Crab	Bear	Turtle	Snake	Kangaroo
D) Legs:	Frog	Beetle	Ostrich	Elephant	Starfish	Centipede
E) Skin:	Scaly	Woolly	Slimy	Thorny	Smooth	Scarred
F) Color:	Red	Black	Blue	Green	White	Yellow
G) Power:	Blind	Paralyze	Hypnotize	Dispel magic	Cause boils	Shoot lightning
H) Weakness:	Fire	Ice	Acid	Garlic	Mirrors	Copper Darts

NOTE

*A thousand curses on the baron and a thousand
curses more on me for my greed.
"Bring the creature alive" he said.
"Yes, sir" I said.
Never make guaranties.*

*I should have killed the beast when I first spotted it.
Twice the size of me, its head shaped like a [A]____
with horns of a [B]____.
Its body was that of a [C]____ with [D]____ legs.
And its skin [E]____ and [F]____.
It has a hidden third eye that can [G]____, but it
was its wit that I underestimated.*

*I wounded it using [H]____, but when it attacked
back I had to flee in the cage.
Then the beast damaged the lock and I can't escape.
It now stands there waiting for me to bleed out.
The trapper got trapped.*

*Don't trust that baron, and don't trust that beast.
A thousand curses...*

Nimrod.

