

VERI-10

FOR MAN NOR BEAST

A One-Round D&D LIVING GREYHAWK[®]
Verbobonc Regional Adventure

Version 1

by Ron Lundeen

Blinding snowstorms make strange bedfellows. A group of animal priests and a traveling menagerie would be ready to kill each other...if something wasn't already stalking you all. Did it come with the priests? Did it come for the caged monsters? What sort of creature is this Beasteater, anyway? An adventure for characters level 1-8.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2001 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil or as handy as a vinyl grid map and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
 - 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
- | CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |
- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
 - 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Poor	43 sp	-1
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

ADVENTURE BACKGROUND

This adventure ties the PCs to a traveling menagerie, a group of questing priests of Llerg, and a voracious predator called the Beasteater. This adventure should play out like a horror movie—the PCs know something is after them, and they collect clues to its nature, but won't confront it until the end of the adventure. The exact nature of this beast should not be discovered until the final encounter: tease the PCs with hints, but nothing more.

The other groups in this adventure are a traveling animal show named Tayber's Mundivagant Menagerie, three priests of Llerg on a quest to deliver information to a small cult of Vatun, and a huge, evil ethereal marauder called the Beasteater. All three groups are described here, and in the appendices.

Ghen Tayber has been a showman for decades. He delights in the wonder and excitement he can bring to the faces of townspeople. Years ago, he arranged a

traveling animal show with a tame owlbear and a malformed, horned horse. Tayber has been successful, and added other creatures to his show, including a hippogriff, a rust monster, a grick, and a dire weasel. He has taken his show all over the Flanaess. Tayber hopes to someday display even more exotic and dangerous creatures, like a cockatrice or a dragon. His animals are kept caged, and he owns a dozen oxen to pull the cages. The creatures in his menagerie are treated well, for purely economic reasons: people will pay more to see a large, healthy owlbear than a sickly, dying one. Tayber has over a dozen workers in his employ, mostly animal trainers and the like. Tayber's workers are all loyal to him, but tend to stay to the background; they know Tayber insists on being the only showman in the menagerie. Ghen Tayber and his traveling show are detailed in Appendix 1: Tayber's Mundivagant Menagerie.

Priests of Llerg, the crude Suel god of beasts and strength, and Vatun, the Suel god of winter, have good relations. Vatun has been imprisoned by a deific competitor, and his clerics seek to assemble an artifact to set him free. Three wandering priests of Llerg from the lands of the Snow Barbarians (who call themselves the Schnai) have discovered information on where a piece of this artifact may be found. They are traveling to the nearest shrine of Vatun to turn this information over to them. The three priests of Llerg are Hrulf, Jaegan, and Windrud. They are all Suel barbarian/clerics, with no real sense of manners or sophistication. They are opposed to the imprisonment of animals of any kind, but understand the importance of their mission. They are savage men, but savages with a noble purpose. For the last day or two, they have seen signs of some sort of unseen predator that leaves few tracks. They do not know what this creature is, but they have seen the shredded carcasses of its kills. In the last few days, the creature has slain and mostly devoured a large stag and a huge brown bear. Both carcasses were left right in the path of the priests of Llerg; the kills were only minutes old when the priests of Llerg discovered them. The priests of Llerg call the monster the Beasteater, and are afraid it will attack them soon. The priests are detailed in Appendix 2: The Priests of Llerg.

The Beasteater is an enormous ethereal marauder, a creature that stalks from the Ethereal Plane. Mostly mouth, these creatures can often be dangerous predators. The Beasteater is even more so, as it possesses a crafty intelligence surpassing most of its kind and a truly evil disposition. The Beasteater has learned several tricks to help it in combat, and enjoys inflicting fear upon its victims before it strikes. Although the Beasteater has been toying with the priests of Llerg at the beginning of this scenario, it changes its target to be the PCs, to give it the challenge of a truly satisfying hunt. The Beasteater is detailed in Appendix 3: The Beasteater.

ADVENTURE SUMMARY

This adventure begins with a sudden and violent snowstorm forcing the PCs to think about finding shelter. They are deep in the Lortmil Mountains, with no shelter handy. They hear a roar from up ahead, and shouts of men. When they investigate, the party discovers Tayber's Mundivagant Menagerie, also caught in the storm. Tayber will allow them to stay in the tent his workmen are setting up—provided the PCs help out, as well.

Once the tent is set up and the men and beasts are being brought inside, someone notices that the hippogriff has gone missing. Tayber asks the PCs to go and retrieve it, for it couldn't fly off in the driving snow, and it will surely die in the storm. While out searching in the storm for it, the PCs come across the tracks of some large beast. They discover the hippogriff, wounded but alive. However, it is menaced by hungry and freezing worgs, which the PCs must defeat or drive off.

As the PCs are returning with the hippogriff, three forms materialize out of the blizzard. These are the priests of Llerg. They want the PCs to set the hippogriff free, letting nature decide its fate. More importantly, the priests require shelter and ask the PCs if they have discovered any. The PCs should see to giving them shelter in the menagerie tent.

Once they see the caged beasts inside the tent, the priests of Llerg are irate. Tayber, as a response, orders the priests away to certain death in the storm. The PCs must negotiate between the two, to keep everyone alive and on good terms.

That night, the Beasteater strikes, slaughtering the rust monster before fleeing ethereally. The PCs can gain some clues of the monster from investigating the cage. The priests also know some things about the creature, since they have observed its kills in the last few days.

The next morning, the freeze has not abated. The priests are determined to press on, as they have prepared spells to ward off the cold. The priests declare they have an important mission, and they will ask the PCs to come along and protect them for the half-day of travel required to complete their task. Tayber is worried about his creatures, and not so keen to see the PCs leave his group unprotected; he asks them to stay. The choice the PCs make determines the order the rest of the adventure takes.

If the PCs go with the priests, they arrive at the shrine of Vatun a half-day later. There, they learn of the priests' mission, and the shrine of Vatun suffers an attack from the Beasteater. The PCs are given the means to defeat the creature, a pile of old bones that will prevent the creature from escaping. Unable to flee ethereally, the Beasteater fights to the death.

If the PCs stay with the menagerie, they first hear the Beasteater scare the oxen (kept outside the tent, as the hardy oxen could survive the weather), and suffer an attack by the creature once they've split up to investigate the oxen. The Beasteater escapes before they can hurt it in any serious fashion. Later that day, the priests of Llerg return. They have given their information to the cult of

Vatun, and the head priest of Vatun has given the priests of Llerg the bones to entrap the monster. The priests, knowing the PCs have allied themselves with the menagerie, offer a trade: the priests will give the PCs the bones if Tayber agrees to set his animals free once the storm ends. Having no other choice, Tayber agrees with the plan, and the PCs entrap, and defeat, the Beasteater.

At the end of the adventure, the Beasteater has been defeated, and the storm has lessened to the point where all the groups, including the PCs, can travel on to their various destinations. Tayber, if negotiations were forced out of him, sets his remaining creatures free.

INTRODUCTION

No enemy is as pervasive or relentless as the weather.

You are on a path that, in good weather, would have shaved days off of your travel time. The track winds through a wild and abandoned area of the Lortmil Mountains, but with your skills you considered it safe enough. You even saw other travelers from time to time, who thought the trail worth risking, as well.

The temperature fell like a dropped stone earlier this afternoon, and icy sleet set in right after. Now, the cruel winds blow the ice around, stinging your exposed skin like needles. Darkness will be upon you in an hour, maybe two. If you can't find shelter for the night, you will die here as surely as if you'd taken a spear through the heart.

No cave or close copse of trees has presented itself for shelter, though you keep looking. Then, from around the next bend of the trail, you hear the roar of some kind of beast. It is followed by cries of men. It seems there are others out on this cold and deadly evening.

If the PCs ask about whether their equipment might save them, inform them that in most cases it will not. Winter blankets will not keep out the freezing cold well enough, and tents won't stay warm without a fire in them—and the PCs' traveling tents aren't designed to build a fire in. Spells like *endure elements* will keep the deadly chill away in the daylight hours, but the night chill may slowly overcome the spell. *Protection from elements*, *resist elements* and the like probably won't have sufficient duration. Clever attempts to keep warm may save the PCs this night, but they should be encouraged to see what's going on up ahead. Once they do, move on to Encounter 1. The rules for freezing in cold weather are found on page 86 of the *Dungeon Master's Guide*, but they are also summarized in the Being Outside section of Encounter 1.

ENCOUNTER 1: TAYBER'S MENAGERIE

Up ahead, you see a peculiar sight. A dozen men are working here, most setting up a huge tent striped in orange and silver. Some, however, are wrestling with a large owlbear, prodding it with long poles and maneuvering it back into a large cage.

Several oxen mill about, disturbed by the cold. A tall man dressed in orange and silver traveling clothes strides over in your direction, waving his hands in the air.

“Oy, there! Some help here, if you please!” he cries.

This man is Ghen Tayber, owner of this traveling menagerie, and he will introduce himself as such. Seeing the PCs are able bodies, he'll ask first if they'd like to share his tent and fire. Then he'll ask if they'd like to earn it with a little bit of work.

Tayber has his men erecting his thirty-foot wide performance tent. Inside, Tayber will cluster all of his men and his valuable animals—“beasts to thrill the young and delight the old” he'll rave, slipping into his showman's patter. He plans on lighting a fire inside the tent to keep everyone warm; by opening a few flaps in the roof of the tent, the smoke from the fire should vent nicely. Tayber sounds a lot more confident about his plans for the evening than he really feels.

However, Tayber knows he and his men could use some help getting everything settled. He'll ask the PC to help with erecting the tent, help to calm the animals, or go and fetch what wood is available. Any other inventive ways the PCs choose to help will suit Tayber just fine (except for “supervising.” Tayber wants to be the only supervisor here). Likely, the PCs will split up to help based on their individual abilities: fighters helping with the tents, druids going over to look at the animals, and so on. If the PCs don't want to help at all, they don't have to. Tayber won't let them freeze; once the tent's up, he'll invite them in. However, they miss out on the chance to get some information about their host. The information available is broken up by task as follows.

- The tent is over thirty feet in diameter, and takes a lot of work to erect. Helping with the tent allows the PCs to interact with the workers. As related in the description of Tayber's Mundivagant Menagerie in Appendix 1, the workers are mostly somber and taciturn. They deflect questions with as few words as possible, and don't initiate any conversations themselves. They are all dressed for the winter weather, but admit that this weather is unseasonable and took them by surprise. Tayber is taking them on a shortcut to the next town, and that's why they've wound up stranded here on this little-used road. They're glad Tayber uses oxen, not horses, to pull the wagons. Oxen can be left outside, even in this weather, where they'll huddle together and keep each other warm.
- Helping calm the animals allows the PCs to interact with the workers, as above, or to take a look at the animals. The menagerie consists of a dozen wagons, most used to hold supplies and feed and the like, but several of them are large cages. The cage wagons are solid wood on one side, and iron bars on the other three sides, roofed with solid wood. The cages look very sturdy. Three workers maneuver an owlbear into one of the cages as the PCs approach, and

lock it with a large lock. There are also two dozen oxen milling about as well, and the cold doesn't seem to bother them very much. The caged creatures are a horse with long, antelope-like horns, the owlbear, a slug-like creature with four barbed tentacles surrounding a sharp beak (a grick, if the characters have ever seen one), an enormous feral-looking weasel, and a large beetle-like creature with long feelers. The bars of the beetle-creature's cage are made of wood, not iron. This is the rust monster; if any metal-armored characters move to get a close look at it, the rust monster will lash out with an antenna through the bars, attempting to make a surprise touch attack on the character's armor. There is also another, empty cage with a few feathers in it. This is the cage that held the hippogriff, but the hippogriff has escaped in all the confusion. If the PCs bring the cage to someone's attention, move on to Encounter 2.

- Searching for firewood isn't hard to do, but it will take about an hour. If the characters searching for firewood have winter clothing or some form of protection from the cold, they are unharmed. Otherwise, have the firewood-gathering characters make a Fortitude save, DC 15, or sustain 1d6 subdual damage from cold and exposure. See the Being Outside rules summary later in this encounter.
- Any character that is outside the activity of the camp (which includes PCs gathering wood, and may also include idling PCs as well) should make a Spot check (DC 19). Success means the character spots something moving quickly away from the camp, quite some distance away from them. It looks like a horse with bird wings, but it keeps its wings folded and its head down in the cold. This is the menagerie's hippogriff, escaping. At a speed of 50 feet per round (and occasional flying hops at a speed of 100 feet per round), it is unlikely any of the PCs have the ability to catch the fleeing hippogriff. They can, however, bring it to Tayber's attention; proceed to Encounter 2. If the PCs do manage to somehow catch the fleeing hippogriff, then in the confusion the dire weasel escapes as well, and it's the weasel the PCs will go after in Encounter 2.
- Once the tent is erected and a fire is built inside, Tayber will invite in any PCs that wouldn't help him earlier. He doesn't seem to like doing so, however. Tayber will invite the characters to sit with him around the fire, with the workers moving back and forth among the supply carts and cage carts, checking on things. Having the silent workers milling about behind them should make the PCs a little nervous. Tayber will chatter with them amiably until the missing hippogriff is discovered; proceed to Encounter 2.

Being Outside: This unseasonably frigid temperature can kill. By the time night approaches, the temperature has dropped below zero. The Cold Dangers rules are found on page 86 of the *DUNGEON MASTER's Guide*, but they are also summarized here. Cold and exposure do subdual damage to characters out in the weather. This subdual damage will not heal naturally unless the character gets somewhere warm. If the character goes unconscious from subdual damage, the cold starts to deal real damage at the same rate. Once the character is someplace warm, subdual damage will heal at the normal rate (one point per character level per hour). A character that has taken subdual damage from cold is also fatigued (-2 penalty to Strength and Dexterity, cannot run or charge) from frostbite and hypothermia. Characters without good winter clothing must succeed at a Fortitude save every ten minutes (DC 15, +1 per previous check made) or take 1d6 points of subdual damage from the cold. Characters who have good winter clothing only need to make the check every hour. Any character may make a Wilderness Lore check to receive a bonus to his Fortitude save, and may even be able to help others. A character may make a Wilderness Lore check once every 24 hours (DC 15). If the check is successful, the character gains a +2 bonus to his Fortitude save, and for every 1 point by which the check exceeds 15, the character can give the bonus to another character. Fortitude save bonuses from multiple characters don't stack. Some spells, like *endure elements (cold)*, will come in very handy if a spellcaster thought to prepare them.

ENCOUNTER 2: HIPPOGRIFF IN DANGER

Once the tent is safely erected and the fire is blazing away, the workers begin to see to the animals. They quickly observe that the hippogriff has gone missing, and a short worker approaches Tayber to whisper the fact in his ear. Of course, if any PCs spotted the fleeing hippogriff in Encounter 1, they may already have told Tayber about his loose creature.

Either way, once Tayber is aware that the hippogriff is gone, he will ask the PCs to find it and return it to him. If the PCs helped in Encounter 1, then Tayber will offer to reward them if they return the "valuable creature" unharmed. If the PCs did not help in Encounter 1, then he will insist they perform this service, in exchange for his hospitality for the night.

Tayber will point out a few things about the hippogriff; work the following facts into a conversation with the PCs:

- If the hippogriff is not found and returned, and soon, it will surely die in the cold.
- None of the workers, or even Tayber himself, are likely to be successful hunting around out in the cold. The PCs are simply more qualified for this hazardous work.

- The creature likely couldn't fly in the icy wind, and will have to run. It could be reasonably tracked.
- To lure the creature, Tayber will provide a sack of oats. He will also provide a blanket for the hippogriff, and a bridle. He will also provide winter clothes for any PCs that don't have any; his men don't need them now that they're inside.

If any character saw the hippogriff flee in Encounter 1, then that character knows right where to begin searching for the creature. If not, the party will have to fan out and look for the trail (Search check, DC 15). If no character finds it, the PCs can retry; however, each search takes ten minutes.

Once the start of the trail is found, it is easy to follow; the hippogriff was darting about and churning up chunks of frozen mud as it fled. Following the trail will require a Wilderness Lore (for characters with the Track feat) or Search check, DC 10. One check must be made per ten minutes, and every failed check indicates ten minutes of looking around for it.

Use the rules for Being Outside from Encounter 1 here, as well; unprotected characters may swiftly succumb to the freezing cold. Only have protected characters make Fortitude saves if they're outside for over an hour.

After twenty minutes of following the trail, have the PCs make Spot checks (DC 12). Those that succeed spy another set of tracks, running parallel to the hippogriff tracks. These tracks are very different. Every footstep is over three feet long, and appears to be a three-toed foot with enormous claws. None of the PCs have ever seen a track like it. The tracks follow the hippogriff's trail for only fifty yards or so; at either end of that, the tracks simply end. It is as though the beast simply appeared, ran for a while, and disappeared again.

Ten minutes further on, the PCs encounter the strange tracks again. This time, the frozen mud is churned up with claw prints (of the hippogriff) and the huge three-toed tracks of something else. There is also blood everywhere. Here, the Beasteater appeared and attacked the hippogriff, but didn't kill it. It is, right now, watching the PCs from the Ethereal Plane with a great deal of interest.

The hippogriff tracks and blood lead off in the direction of a shallow depression about 20 feet in diameter, but the huge three-toed tracks don't seem to go anywhere. Ask the PCs for Listen checks (DC 15). Successful PCs hear the sounds of wolves, nearby.

In the center of the depression, spattered with its own blood, lies the hippogriff. It is still alive, with only 6 of its 25 hit points remaining.

A pack of worgs has been forced out to hunt this dismal night; the Beasteater has been scaring away or devouring all the local game, and the worgs are very hungry and very cold. They have located the hippogriff by the smell of its blood, and are surrounding the depression it lies in. The worgs notice the PCs, and decide to include the PCs in their meal. The worgs will

try to circle quietly around the PCs (Hide +7) and attack from several directions at once, gaining flanking as much as possible.

TIER 1 (EL 4)

➔ **Worgs (3):** hp 30 each; see *Monster Manual* page 184.

TIER 2 (EL 6)

➔ **Worgs (5):** hp 30 each; see *Monster Manual* page 184.

TIER 3 (EL 8)

➔ **Worgs (7):** hp 30 each; see *Monster Manual* page 184.

Once the worgs have been defeated, the PCs can see to the wounded hippogriff. The hippogriff has an enormous, single bite taken out of its left flank. The hippogriff can be healed, if the PCs choose to do so; it is currently at 6 hit points (out of its maximum of 25). The hippogriff, terrified by its ordeal, will meekly follow PCs who lead it. If the PCs can speak with the hippogriff, it is too shaken by its attack to remember anything except a pale creature with a huge mouth. Even without healing, the hippogriff can walk with the PCs back to the menagerie. Move on to Encounter 3.

ENCOUNTER 3: GHOSTS IN THE STORM

Once the PCs have acquired the hippogriff and begin the return to the menagerie tent, read:

Three forms take shape out of the blowing wind. They at first appear to be huge furred men—perhaps beasts of some kind. As they approach, however, you see that they are normal, if muscular, Suel men wrapped in fur cloaks. They appear to be braving the weather as best they can, but you know their cloaks will be insufficient to shield them once true night sets in.

The three forms see you, and the hippogriff you are leading. One raises a spear and points it in your direction. Over the crying of the wind, you hear him shout, “Set the beast free!”

This is the first of two diplomatic encounters the PCs will have with Hrulf, Jaegan, and Windruld (described in the Appendix 2: Priests of Llerg). Hrulf is the one speaking, and will glare menacingly until the PCs respond to his request. Any PC who makes a Knowledge (religion) check (DC 12) will recognize the trappings of the men that mark them as priests of Llerg, bestial Suel god of animals and strength.

If the PCs ignore Hrulf, the priests will try to move to intercept them, and ask again why they have imprisoned a natural beast. They will insist on an answer.

If the PCs attack the priests of Llerg, the priests will fight defensively and flee into the blizzard, to follow the PCs

back to the menagerie; the priests are anxious to find shelter for the night, and assume that the PCs have some.

If the PCs set the hippogriff free, it will try to follow them anyway (to the amazement of the priests of Llerg). The poor creature is still terrified, and knows the PCs mean it no harm.

If the PCs parley, Hrulf will speak sternly with them about natural creatures being free to live or die as nature intends. By “natural creatures,” Hrulf means any kind of animal or beast. He will *not* accept the following points:

- The hippogriff will surely die in the storm (“such is nature’s will,” Hrulf will claim).
- The hippogriff belongs to someone else (“no natural beast is property of another,” Hrulf will insist).
- The animal was stalked by worgs (“animals of all kinds need to eat,” argues Hrulf, who remains unswayed even by arguments about worgs’ evil disposition).
-

However, Hrulf will admit to the following points, and consider the PCs to be acting in the best interests of the creature:

- The hippogriff isn’t here of its own will; it was brought here by another man. It shouldn’t be out here at all.
- The hippogriff was stalked by some creature that left suspicious tracks. Hrulf will comment that a creature that leaves such tracks is no creature of the natural world.
- The hippogriff is badly wounded. If allowed to investigate the wound, Hrulf will look at it and turn back to the other priests with a significant look. They nod at each other, and Hrulf moves on to talk about finding shelter for the night.

You should arbitrate other arguments the PCs pose based on your own judgment, but remember that Hrulf and the priests are somewhat fanatical about the natural rights of natural animals.

If the PCs can convince the priests of Llerg that the hippogriff shouldn’t be set free to die in the storm, Hrulf will change the topic to one of more immediate and personal interest.

“I am Hrulf of the Schnai, and my warrior brothers are Jaegan and Windruld,” says the fur-clad man in a heavy accent. “This winter’s night will kill us all without shelter. Do you have shelter? We wish to share.”

The PCs may mention that they do have shelter, in an evasive manner, or they may admit to staying with a traveling animal show. The priests seem disturbed by the idea, but they won’t freeze themselves to death in protest, either, and will follow the party back to the menagerie tent. The PCs may try to deny responsibility for the

shelter, and tell the priests they'll have to ask Tayber himself about having a place to stay.

If the PCs ask about what they might get in return, the priests immediately offer any healing the PCs may need. The priests also point out that, after their morning prayers, they can protect the entire group of PCs from the cold for an entire day (with *endure elements* spells).

Denying shelter to these priests would be a cruel and evil act; it would be the equivalent of sentencing them to die in the winter night. Remind PCs of this only if they seem unwilling to mention the existence of the menagerie tent to the priests.

The PCs can return to the tent, with hippogriff and priests in tow. The oxen mill about beside the tent, keeping close to each other for warmth. The garish orange and silver tent is lit from within, and seems warm and inviting. The priests are glad to see it.

Remember, the cages were all brought inside the spacious tent. The PCs may have warned the priests that there are caged animals within, or they may have neglected to mention it. Either way, once the group steps inside, move on to Encounter 4.

ENCOUNTER 4: A CLASH

If the PCs slip inside the tent with the intent to warn Tayber about the priests before the priests come into the tent, you may have to modify the description below accordingly.

The inside the tent is warm enough to chase away the chill. Tayber stands and moves toward you, clearly excited about the return of his valuable creature. The three priests move into the tent as well, and as they see the cages of animals their spears appear to leap into their hands. They stand silently, long enough for Tayber's men to crowd around him defensively wielding makeshift clubs. For a moment, the two groups eye each other. Then Hrulf speaks, his tone wary.

"What evil is this place?"

The priests have never seen a traveling menagerie before, and don't like it at all. They are ready to fly at Tayber and the workers, in order to free the caged beasts. As for Tayber, he doesn't like the look of smelly northern barbarians brandishing spears in his tent. Initially, he orders the priests to get out of his tent, adding, "may the night winds freeze your carcasses solid!"

This tense situation will only be defused by skillful intercession of the PCs. This is a diplomatic encounter, where the PCs will have to speak to both sides (the priests and Tayber) and convince them to come to peaceable solution, if only for the night. You might call for Diplomacy checks (DC 15, modified up or down by 2 based on roleplaying), or roleplay the negotiations entirely, without rolling dice. To help you roleplay this encounter, here are some pertinent points to both sides:

- Tayber, remember, owns the tent; however, he really doesn't want to send the barbarians out into the freezing night. He just wants peace.

- Tayber's animals are well-fed and cared for, even if they are caged up. The priests want to inspect them for signs of mistreatment.
- There's plenty of space in the tent for everyone.
- Hrulf and the priests will admit that there are many customs in the "warmer lands" that they do not understand or like very much.
- The priests admit that releasing all the caged animals, on a night like this, isn't fair to the animals, particularly because they are here by Tayber's will, not their own.
- The priests know, ultimately, that their survival through the night depends on making a peace with Tayber. However, they aren't the sort to back down or make peace easily.

Feel free to add any kind of conditions you think the parties may add to reach a peace (for example, the priests may have to leave their spears outside, or the priests may insist on seeing to the feeding and care of the beasts while they stay in the tent). Meanwhile, Tayber's workers will lead the hippogriff back into its cage.

The PCs should be able to negotiate for the priests to stay without setting loose a bunch of dangerous animals. In the very worst case, the priests will stay outside the tent with the oxen, trusting the heat of the oxen to keep them warm through the night.

ENCOUNTER 5: THE BEASTEATER STRIKES

The Beateater will strike suddenly and without warning about two hours after dark, biting the rust monster in half before retreating. The Beateater is only trying to scare the PCs...for now.

Tayber, the priests, and most of the workers have turned in by the time of the attack, although a few workers still move quietly about the tent. If the PCs have set any watch of their own, then anyone on watch will see the following.

As the cold wind rages outside, your eyes trail across the animal cages. One of them contains a new, huge creature. It is mottled, sickly white and is mostly talons and fangs. You have never seen such a creature before. It practically fills the cage with its bulk. In an instant, its great maw closes over something, and then the white creature is suddenly gone.

Only then do you notice the cage the creature appeared in once held the rust monster. Now, only the front part of the rust monster remains, bitten savagely in half. Some kind of ichor drains from the torn creature, pooling in the cage. The antennae still twitch from the sudden attack, as if the rust monster is unaware it is now quite dead.

If the PCs don't have a watch of their own, they hear the cries of the workers and awake. The other animals are terrified by what they saw, and start screeching and spitting. The workers will tell Tayber what they saw.

Tayber will relate to the PCs; only in extreme cases will the workers answer the PCs' questions directly.

Note that if one of the PCs on watch is under the effects of a *see invisibility* spell, she sees the creature "fade out," then launch itself into the air, through the roof of the rust monster cage and the roof of the tent, where it cannot be seen. Remember, ethereal creatures can move in any direction, and through solid material objects.

PCs may be concerned that the creature is invisible or otherwise still present, but the Beasteater has left for the night. Searching the rust monster's cage is dangerous, as the creature's blood covers the floor of the cage and maintains its rusting ability for several minutes. However, a Search check will reveal some clues. A Search check above a DC of 12 will discover a broken, black fang near the carcass of the rust monster. If the Search check is a 18 or higher, in addition to the fang the PC discovers claw-grooves in the wooden floor of the cage (this requires that the rust monster blood be cleared away, hence the high Search DC) that indicate this was the same three-clawed creature whose tracks the PCs identified trailing the hippogriff. If the PCs think to examine the body of the rust monster itself, a Heal check of DC 16 will show that whatever bit the creature had three mobile sets of teeth, not just two.

If the creature is described to Tayber, he claims to have never seen such a creature in all his days of dealing with exotic beasts. If the priests of Llerg are questioned about the creature, they look meaningfully at each other, and Windrulf speaks.

"We call the creature the Beasteater. It has hunted us for days, although we have never seen it. It has killed powerful animals—a stag and a large bear—with a huge bite and rending claws. Its very presence causes great terror in animals. At first, we stumbled accidentally upon it's kills, but of late the Beasteater leaves the kills in our path, so that we know it stalks us. Its tracks, with three claws on each foot, never lead more than a few paces before disappearing, as if the creature can fly. Now, without thinking, we have brought it here."

This encounter should leave the PCs with several unanswered questions (although players very familiar with the *Monster Manual* might be able to identify the Beasteater as some kind of ethereal marauder; of course, players shouldn't peruse the *Monster Manual* during play). Although it takes a long time to settle the animals and get back to sleep, nothing else eventful happens this night. Move on to Encounter 6.

ENCOUNTER 6: A HARD DECISION

The weather has not substantially improved from the previous day by the following morning. Snow is heaped in drifts, blown about by the winds. Nevertheless, the Priest of Llerg make preparations to leave. They will ask the PCs to accompany them on their travels. If he can't

approach them directly (for instance, if he isn't allowed in the tent), then he will ask one of the workers to fetch the PCs to talk.

Hrulf approaches, his shaggy furs tied around him and what little gear he has packed. The other priests also look ready to leave.

"Brave ones," he addresses you, "We would ask from you a favor. An urgent task has brought us into these mountains, and it is one that cannot wait. We travel to a small shrine of Vatun, the North God, friend of the mighty Llerg. It is no more than a half-day of travel from this place. We bear news important to the clerics of Vatun there; it is this task that has us in weather so dire. Clearly this Beasteater hunts us, and we fear we may not reach the shrine of Vatun without protection. If you will come with us, we can promise no reward beyond our thanks and the good will of our gods. With our spells, the mighty Llerg will protect you from the weather. Will you travel with us?"

The PCs can agree to travel with the priests if they choose, or they may not; this will depend on interactions between the priests and the PCs thus far. If the PCs intend to leave with them, or even if they intend to leave on their own, Tayber finds out and rushes over to beg them not to go.

Tayber runs up to you, his face pale. His orange-and-silver attire is disheveled, and concern is written large upon his face.

"You're not leaving?" he asks. "But we need you...the attack...please, I beg you, there is something dangerous happening here, some sort of monster that has struck once and may return! I'm not a warrior, and neither are my workers. We would all fall to this creature, if it came for us! We must just wait out this cold snap, no more than a few more days. I beg you, stay with us and protect us. I have little to pay, but all that I have is yours. Please, don't leave us!"

The PCs may feel as though they are in a difficult position here, since they don't know whether the creature will follow the priests of Llerg or strike at Tayber's animals again. They may even think the monster might have moved on entirely.

Encourage the PCs not to split up their group. If the monster should strike, having two or three PCs present is only a little better than having none at all; the entire group of PCs will be needed to bring the Beasteater down.

Both the priests and Tayber feel they really need the protection the PCs can offer, but Tayber is unwilling to move and the priests are unwilling to stay. Roleplay these requests to the players; they should feel as though they are making a hard choice, and should be concerned at the fate of the group they don't protect.

In fact, the PCs can't make a wrong choice between the two groups. Whether the PCs travel with the priests of Llerg or stay with Tayber's Menagerie, they creature will follow them. Move on to Encounter 7 if they go with the priests, or Encounter 8 if they stay with the menagerie.

If the PCs choose to travel off on their own, and assist neither group, it will almost certainly spell their

doom. After about six hours of hard travel through the day (remember to use the Being Outside rules from Encounter 1), the Beateater will move in for the kill. It will make all of its attacks by shifting in to the Material Plane from the Ethereal, attacking with its bite, and shifting back to the Ethereal again. It always tries to attack with surprise (virtually guaranteed, since Ethereal creatures are invisible, inaudible, and scentless). If it finds out a PC can see it (using *see invisibility*, for example), it will back off for an hour or two and then return. It will not attack near anyone with a readied melee attack action; it is far too clever and patient to fall for such tactics. It will simply retreat and attack a half hour or so later, probably again with surprise. If the PCs manage to defeat the Beateater even while it enjoys such advantages, congratulate them for their luck and move to the Conclusion.

ENCOUNTER 7: TEMPLE OF VATUN

The priests of Llerg cast *endure elements (cold)* on any PCs that need it, and leave the warm tent for the windblown ice. Windruld will lead the way along a narrow and little-used animal track. About two hours into the journey, the traveling group comes upon remains left by the Beateater.

Your eyes are squint nearly shut in the face of the blowing ice, and all you have seen for hours is white snow and gray rock. Up ahead, you see a splash of color: bright red.

The PCs may approach as a group, or send a single person or two forward. Once the PCs can investigate the scene, they see a man torn to shreds. He was once wearing furs, and a Search check (DC 15) reveals a medallion carved with a sun setting over a snowy forest. A Knowledge (religion) check (DC 18) can reveal that which the priests of Llerg will provide: this was a follower of Vatun. The medallion is carved from some large bone. He also carried a handaxe. The priests of Llerg did not know this man, but they seem concerned.

A Heal check (DC 12) will show that this man was killed not more than five minutes ago, and a Wilderness Lore or Search check (DC 10) of the area will reveal the same huge three-clawed prints. They parallel the trail the PCs are on, just on the other side of the rocks and trees, for several hundred yards. Another Wilderness Lore check by a character with the Track feat (DC 14) shows that, for the last hundred yards, the man was running at a full sprint.

This acolyte of Vatun was out hunting this morning when the Beateater, ranging ahead of the PCs, decided to kill him. Appearing just off the path, the Beateater stalked the man until he noticed the creature hunting him. The acolyte tried to run from it. Minutes before the acolyte would reach the PCs, the Beateater veered out of the forest, caught him, and killed him. The Beateater is trying to unsettle its new prey, the PCs.

Hrulf will be anxious to move along, and just after noon the group will reach the shrine of Vatun, high in the Lortmils.

A small natural cave here has been widened by skilled stonework. Flanking the cave are two sheltered alcoves, no more than a foot wide and two feet high, in which large torches blaze. Just inside, the cave makes a hard bend to the right.

The priests of Llerg call out in Fruz, the language of the northern barbarians, to announce their presence (for those who skill in that obscure language, he calls ‘the Great Bear seeks to calm the Icy North and speak of his freedom’). In a few moments, there is an answering cry of welcome, echoing from within the cave. Hrulf moves forward, motioning the PCs to follow. Jaegan and Windruld remain outside, unless the PCs suggest otherwise.

The cave makes several tight turns, and warms considerably. Soon, Hrulf sheds his furs, and after about thirty feet Hrulf and all the PCs are dripping with sweat. The winding passage opens into a huge cave with a large fire burning in the middle. The cavern is roughly a sixty-foot hemisphere, with a ten-foot diameter fire pit at the center. Across the fire pit from the PCs is a low altar, and around the rooms are the pallets and belongings of four people. Only two are here now, an old dwarf and a human.

This shrine is home to an ancient dwarven priest of Vatun named Grobb Winterbeard. Mostly blind and arthritic, Winterbeard oversees three acolytes. One is a human raised in the Lortmils, and the other two are humans that came from the land of the Frost Barbarians with Winterbeard himself two decades ago. Even then, Winterbeard was old.

The human, a young man from a Lortmil mountain community nearer the Kron Hills, is named Aran. Aran helps Winterbeard to his feet, and the ancient dwarf draws himself onto a wooden seat near a small bookcase of old Dwarven texts. Hrulf introduces himself and the PCs in Common, and then speaks rapidly in Fruz. He tells the Vatun priest that he and his companions have found a map that may lead to one of the five Blades of Corusk, required to set Vatun free. Hrulf produces a crude map with much writing upon it, and gives it to Winterbeard. They will not let the PCs see the map.

Once this business with Hrulf is done, Winterbeard turns his craggy face to the PCs.

“Yer brave to venture out in this weather, and braver still to venture out when you are...hunted like ye are,” croaks the old dwarf. “These half-blind eyes still see, and the creature that stalks you is...”

The old dwarf is interrupted by a war cry from outside, followed by a scream.

Ask each PC how they respond; most will run outside. Keep track of those that do not, since this is a trick of the Beateater.

Jaegan and Windruld, if left outside, are still present. They hold their axes in hand, and dart their eyes around the small clearing in front of the cave. On the ground before them is the body of a third man, bitten badly and shredded by claws. He carried a battle-axe, a bow, and the body of a slain rabbit. He has been dead only moments. Jaegan and Windruld relate:

- Another acolyte of Vatun stepped out of the woods, returning from a hunt. Jaegan and Windruld greeted him, and he stopped to talk.
- Suddenly, a huge white creature with a body made mostly of mouth appeared behind the acolyte, and leapt upon him with its teeth and claws, shredding the man in seconds.
- By the time Jaegan and Windruld could ready their weapons, the creature had vanished into thin air right before their eyes.

If Jaegan and Windruld were encouraged to come inside by the PCs, then there were no eyewitnesses to the Beasteater's attack on the acolyte, but the three-toed tracks make it plain what happened here.

Meanwhile, the Beasteater makes an attack on those within the shrine. Remember, due to the twisting passage between the outside and the inside of the shrine, characters outside cannot see what is happening in the shrine at all.

If there are several PCs in the shrine, the Beasteater attacks the one nearest the fire pit with surprise. If no PC has declared themselves nearer the fire pit than any others, assume they are all about ten feet from it, and the Beasteater attacks the largest PC. The Beasteater appears opposite the fire from that character, and charges him, attempting to bull rush him into the fire pit (see page 136 of the *Player's Handbook*, and remember that flat-footed characters can't make attacks of opportunity unless they possess the Combat Reflexes feat). The Beasteater then shifts back to the Ethereal Plane. A character pushed into the fire takes 2d6 points of damage from the flames, and will catch fire unless he makes a Reflex save (DC 15). A character that catches fire will continue to take 1d6 points of damage each round until the flames are extinguished by succeeding at a Reflex save (DC 15). See the datching on fire rules on page 86 of the *DUNGEON MASTER's Guide*.

If there are only one or two PCs in the shrine, the Beasteater will attack the strongest looking one with its bite attack. It will make a surprise attack by shifting in to the Material Plane from the Ethereal, attacking with its bite, and shifting back to the Ethereal again. It always tries to attack with surprise (virtually guaranteed, since Ethereal creatures are invisible, inaudible, and scentless). If it realizes a PC can see it (using *see invisibility*, for example), it will back off through the wall of the cave. Furthermore, it will not attack near anyone with a readied melee attack action.

If no PCs remained in the shrine, the Beasteater will attack the first one to reenter the shrine through the

twisting passage, appearing just as the character enters the sweltering room, and then shift away again.

Winterbeard and Aran are shocked to see the creature in their shrine, and react too slowly to respond to its presence before it is gone again.

Once the Beasteater has left, Winterbeard walks slowly and carefully over to an old chest, and removes a coarse sack. He motions over the PCs, and hands the sack to the nearest.

"Heh! I'd forgotten I wasn't the only old bag of bones around here. Whatever it is that's attacking you, you can't beat it if it keeps fluttering in and out like that. Yeh need to trick it, and to trap it in our world. For your goodness to Hrulf and his battle-brothers, you can have these to use as you'd like. Vatun blessed these bones, which means you'll need to have a fire burning to use them. They'll cover a fair area, and anything that enters it can't leave our world for, oh, an hour or so. Use them to kill the beast that's stalkin' us all."

If the PCs ask if they can use the bones right in shrine, Winterbeard says he doesn't see why not. Otherwise, the PCs can take and use the bones anywhere they'd like. Move on to Encounter 9.

ENCOUNTER 8: DEFENDING THE MENAGERIE

This encounter is for PCs who elected to stay with the menagerie. The morning passes without incident, and Tayber will chat amiably but nervously with any PC who will listen. There is a sense of foreboding in the air that even Tayber's beasts can feel.

Just afternoon, the Beasteater decides to make a strike on the PCs to unnerve them a bit and perhaps kill one of them. Note whether the PCs are inside or outside of the tent; they may even be taking shifts, rotating in and out of the cold. Remember to apply the Being Outside rules from Encounter 1. The Beasteater will try to split up and harm the PCs, depending on their location.

A lone PC: If there is just one PC alone (either alone outside, out scouting for some reason, or inside the tent with no one but NPCs), the Beasteater attacks that lone PC. It will make a surprise attack by shifting in to the Material Plane from the Ethereal, attacking with its bite, and shifting back to the Ethereal again. It always tries to attack with surprise (virtually guaranteed, since Ethereal creatures are invisible, inaudible, and scentless). If it realizes a PC can see it (using *see invisibility*, for example), it will back off for an hour and then return. It will not attack near anyone with a readied melee attack action; it is far too clever and patient to fall for such tactics. It will simply retreat and attack a half hour or so later, probably again with surprise, and possibly on another lone PC. The Beasteater will only attack a lone PC once; it's still toying with them.

More than one PC outside: If there is more than one PC outside, the Beasteater will try to stampede the oxen into them. It does this by shifting into the Material Plane on the other side of the oxen from the PCs. The terrified oxen will immediately start bellowing and bolt from the beast. The Beasteater will follow the oxen, nipping at them, and herding them in the direction of the PCs. Any PCs that stand their ground may attack the Beasteater, but since it's opposite the herd from them, it enjoys half cover from most attacks.

PCs caught in the stampede (remember, the Beasteater "steers" the stampede into the PCs, even if they move away from the tent or back into it) take the following damage:

Tier 1

➤ **Stampeding Oxen:** 1d12 damage, Reflex save for half (DC 16).

Tier 2

➤ **Stampeding Oxen:** 2d12 damage, Reflex save for half (DC 16).

Tier 3

➤ **Stampeding Oxen:** 3d12 damage, Reflex save for half (DC 16).

After the stampede, the Beasteater will shift back to the Ethereal Plane again and skulk away to harass the PCs later. Bringing the frightened herd back under control once the Beasteater has gone will take a Handle Animal check, DC 18. If the PCs don't round up the scattered oxen right away, then Tayber will ask some of his men to venture out and do it.

More than one PC inside: The Beasteater attempts to lure PCs inside the tent outside, and then attack any PCs that remain inside the tent.

First, it shifts from the Ethereal Plane into the middle of the huddling herd of oxen, and attacks one with a mighty bite (probably not killing it; oxen have 37 hit points each). The oxen scatter, bellowing and pawing the ground. PCs inside can see the creature:

The bright, cold day throws shadows on the orange tent walls. You can see the dark forms of the oxen outside, huddled together for warmth. Something far larger than an ox appears among them, and shrieking bellows fill the air. The oxen scatter in a panic, and the shadow of some great two-legged thing falls black upon the tent wall. It moves slowly from side to side, as though it were looking around.

The Beasteater waits to see if the PCs come rushing outside to face it; once it sees PCs leave the tent, it makes a quick count to see if any of them are left inside the tent.

If only one or two PCs remain inside, it shifts back to the Ethereal Plane and moves to the PC(s) inside through the tent wall. The next round, it shifts into the Material Plane, makes a single bite attack, and then shifts back

again. Given the option of two PCs, it prefers to attack the stronger-looking one.

While the Beasteater waits outside the tent, some clever PCs may attempt to attack it through the tent wall, since they can see its shadow. This is possible only with non-thrown ranged weapons; it is not near enough to the tent wall to jab at it with a melee weapon, and thrown weapons will probably not have the strength to penetrate the tent canvas. Bows and crossbows, however, might; apply a +4 cover bonus to the Beasteater's armor class, and allow for a 50% miss chance for firing blindly through the side of the tent. If the Beasteater takes a hit in this way, it will walk far enough away that its shadow doesn't fall on the tent anymore. It walks away, rather than moving off Ethereally, since it wants to lure most of the PCs outside.

Other Attacks: The Beasteater is a cunning predator seeking to split up the party and terrorize them. Use the following facts and techniques in this encounter:

- The Beasteater does not intend to kill any PCs just yet. It's trying to scare them.
- It never remains in melee for more than one round, and reacts to plans the PCs have to trick or trap it with obvious intelligence.
- The Beasteater will not attack Tayber, his workers, or any of the menagerie beasts in this encounter unless it would serve to distract or demoralize the PCs (Tayber shouldn't be killed in any case, though).
- Some PCs may assume that the creature's mottled white coloration and hunt in the snowstorm means it is susceptible to fire. This isn't the case; the Beasteater doesn't fear fire at all.
- Furthermore, its tough hide and hardy constitution means it isn't harmed by the cold weather, either.
- The Beasteater is mostly unfamiliar with magic, but learns quickly.
- If a PC manages to shift into the Ethereal under his own power (by spell or magic item, for example), the Beasteater attacks him to the death. If many PCs do, it flees for a couple of hours.
- Throughout the day, alternate the sorts of attacks described above to harass the PCs. Don't attack them more than two or three times, though.
- Give the PCs the impression that this monster can come and go as it pleases, and it is only toying with them. The players should be frustrated at their inability to corner the Beasteater.
- Note any damage the Beasteater takes in this encounter, as it will still be damaged in Encounter 9. For all of its abilities, the Beasteater heals at a slow rate.

About two hours before sundown, the priests of Llerg return. They hail the PCs, and Hrulf speaks to them:

“Brave ones. The Beasteater does not hunt us this frozen day. How did you fare?”

If the PCs explain their attacks, or the signs of the attacks are obvious (slain oxen, ground churned in the stampede, or badly wounded PCs), then Hrulf looks grave.

“I spoke to the elder priest of Vatun about your courage, and he told me you have become prey to a monstrous thing. He also told me these old bones will trap the creature if laid in a large circle on the ground.” Hrulf reveals a sack containing several lumpy items.

“These bones I will give to you, to trap and slay the Beasteater, if you can make the Animal Keeper vow to set free his beasts when the weather warms again.”

Hrulf is absolutely insistent that he will not give the PCs the bones unless Tayber vows upon the lives of his men (the workers) to set all of his animals free once the weather is warm enough for them to survive on their own. If the PCs insist, Tayber will do so. When the PCs have the bones of Vatun in hand, move on to Encounter 9.

ENCOUNTER 9: TO TRAP THE BEASTEATER

This encounter can occur in any of several places. The PCs must lay the ancient bones from the old priest of Vatun in a large circle on the ground. The PCs may lie out this circle within the shrine of Vatun, outside the shrine, within Tayber's tent, or outside of Tayber's tent. Any terrain they may wish to inscribe (if they seek a tall tree for archers to perch in or a pile of logs and rocks to hide behind) they can find nearby, but it must all fit within a 30-foot diameter circle. The bones can be used to make a smaller circle if the PCs desire.

Although there may be NPCs present (including the priests of Llerg, Winterbeard, or Tayber and his workers), none of them will help fight the Beasteater except in the most extreme of situations. They are all terrified of it.

The sack of bones detects as magic of moderate strength, with the school of Abjuration. Once the bones are spread (all of the bones must be used), the area encircled by the bones is affected by a *dimensional anchor* spell for 70 minutes. Furthermore, any creature entering the circle is also bound by a *dimensional anchor* for the 70 minute duration. However, due to the peculiarities of Vatun's imprisonment, the bones will only work if a fire of at least torch size is within the circle of bones. Hrulf knows this restriction to Vatun's magic, and can suggest it. Otherwise, a Knowledge (religion) check (DC 18) will serve to remind a PC of the restrictions on Vatun's magic.

Once the bones are spread and contain a sufficient fire, PCs inside feel a slight, unfamiliar weight and everything inside the circle emits a pale emerald glow. The PCs are free to enter or leave the circle as they see fit, but the emerald glow lingers on them for the duration of the magic (it shows they are bound by the *dimensional anchor*).

The Beasteater, of course, is nearby. It can see the emerald glow, even on the Ethereal, and is curious about what trick its prey is trying to perform.

Now, the PCs must lure the Beasteater into the bone circle. Once it crosses into the circle, it is also limned in a green glow and cannot use its innate *ethereal jaunt* ability. Remember that the monster is clever, and the circle is only active for just over an hour. Use your discretion, but the following tactics are likely to be successful at luring the Beasteater:

Lone PC. Any PC that stay in the circle by himself, or leaves the area by himself, will draw the attention of the Beasteater. It loves to stalk lone targets, as shown by the hippogriff assault, the acolyte slaughtered near the shrine of Vatun, and the attacks it may have made on lone PCs during the day at the menagerie. You may allow the PCs an Intelligence check (DC 15) to recall these clues about the Beasteater. A PC that travels more than 300 feet from his companions (or more than 10 feet out of sight of them) will lure the Beasteater out. It will appear near him, but not attack unless attacked first. It will gladly chase any PC that runs away from it. The Beasteater will chase a PC right into the circle, whether there are other PCs around or not. This is the easiest way to trap the creature, although it takes a very brave PC.

Spot the Beasteater. If any PC can see invisibility, by spell or other ability, the Beasteater knows it. It can tell when a creature on the Material Plane can see it, and it doesn't like to be seen while it is hunting. Earlier in the adventure, if it knew someone could see it, the Beasteater would run off. Now, as it lurks around the bone circle, it will attack any PC that looks at it while on the Ethereal. The Beasteater does not like its hunting tactics being thwarted; it will move into the bone circle to attack any PC that can clearly see it.

Play dead. If all of the PCs inside the bone circle appear to rest up, make camp, or otherwise just lie around, the Beasteater is suspicious. However, it cannot resist an attack on a group of prone opponents. If all but one of the PCs lay down in the bone circle, it will rush in to attack.

Once the Beasteater is lured inside the circle, read:

This monster is enormous by any standard, with a mottled white hide of a sickly hue. Its gaping maw reveals huge black teeth swinging on three opposing jaws. The tiny black eyes of the creature surround the mouth. It has no arms, but muscular legs ending in sharp claws, and a short tail that seems useful only for keeping balance.

The creature settles on its haunches, as though experiencing a momentary weight, and its pale skin begins to glow a brilliant green. It roars out a bellow that shakes the mountains.

At this point, roll initiative and begin combat rounds. A hidden PC can surprise the creature only if his Hide check beats its Spot check; prone PCs and chased PCs cannot surprise the canny beast. After its first attack, the Beasteater will make a move-equivalent action to try to return to the Ethereal, and fail (as long as it is within the circle). This will drive it into a rage; it will charge from one opponent to the other, rending its foes as best as it is able. Every round of combat that it doesn't use its Leap ability, the Beasteater tries to shift back into the Ethereal as a move-equivalent action. It keeps failing. It knows it has been tricked by the PCs somehow, and is blind with fury. It will not stop pressing the attack until it is dead.

CONCLUSION

Optimally, by the end of the adventure the Beasteater is dead and the PCs are not. However, there are several loose ends to tie up.

If the PCs defeated the Beasteater at or near the shrine of Vatun, they must make the half-day trip back to the menagerie tent. The priests of Llerg move off through the mountains, and part company with the PCs at the shrine. On the way back to the menagerie, the weather improves noticeably, and the evening is crisp but not cold. The PCs are welcomed back into the menagerie tent for one last uneventful night, and by morning the weather is warm enough to resume traveling.

If the PCs defeated the Beasteater at or near the menagerie, they likely did so in the evening or at night. The next morning dawns bright and much warmer. The menagerie is packed up and put back on the road again. The priests of Llerg move off through the mountains, off of the trail.

If the PCs made Tayber promise to let the beasts of his menagerie go, he will do so the following morning, upset at the loss of his livelihood but glad to be alive. As an optimist, he's sure some other entertainment opportunity will come his way. If Tayber was not forced to set his beasts free, he is particularly pleased with the performance of the PCs and does what he can to reward them for their efforts.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the

game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeating the Worgs	75 xp
Rescuing the hippogriff	25 xp

Encounter Three

Convincing the priests of Llerg to let the party return the hippogriff to Tayber	25 xp
--	-------

Encounter Four

Negotiating a peace between Tayber and the priests of Llerg	50 xp
---	-------

Encounter Five

Learning of the Beasteater from the priests of Llerg	25 xp
--	-------

Encounter Seven

If every PC survived the Beasteater's attacks	50 xp
-or-	

Encounter Eight

If every PC survived the Beasteater's attacks	50 xp
---	-------

Encounter Nine

Trapping and destroying the Beasteater	200 xp
--	--------

Total experience for objectives	450 xp
Discretionary roleplaying award	0-50 xp

Total possible experience	500 xp
----------------------------------	---------------

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 250 gp that are of personal significance to the

owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things that it later finds unreasonable but which were allowed at the time.

Conclusion

- *Potion of endure elements (cold)* (150 gp, -, ceramic, common) – This potion has been gifted from a cell of Clerics of Llerg to the character named above for honoring and respecting the natural order of beasts. This potion has been brewed at 3rd level.
- 20 gp each from Ghen Tayber for your aid.
- *Ice Blue Quartz Dagger* (30 gp, 1 lb, blue quartz, uncommon) – A cell of Clerics of Vatun have gifted this dagger to the character named above. This dagger has been cut from blue quartz and has a small flame etched on the base of the blade. It functions as a standard dagger.

APPENDIX I: TAYBER'S MUNDIVAGANT MENAGERIE

When Tayber has owned his menagerie for several years, and is quite successful. Tayber is a showman who loves to entertain, so his work delights him a great deal. He is a genuinely cheerful man. Tayber feels no qualms about displaying caged animals for profit; he thinks he's doing townspeople a service by showing them monsters that they wouldn't ever see (or survive to tell of) in the wild. However, Tayber won't allow any mishandling of his creatures, and sees to their comfort even before his own. Tayber does this for economical reason: people will pay more to see healthy, strong animals than sickly, dying ones.

Tayber's workers are all quiet professionals who let Tayber do all the talking. They are as calm and solemn as Tayber is cheerful and outgoing. The PCs may find it eerie how much the workers defer to Tayber, as though he held them under some sort of magical compulsion. In fact, however, Tayber has chosen them specifically for their abilities at handling animals and remaining in the background.

Tayber's menagerie currently boasts six unusual animals: a hippogriff, a dire weasel, a malformed horse with horns growing from its head, an owlbear, a rust monster, and a grick. Most of these creatures are aggressive, but the horned horse is very docile and entirely harmless.

All Tiers

When Tayber, human Exp6: CR 5; Medium-size humanoid; HD 6d6; hp 24; Init +2 (Dex); Spd 30 ft.; AC 14 or 15 (+2 Dex, +2 leather, Dodge Feat); Atks +5 melee (1d4+1 [crit 19-20], dagger); AL N; SV Fort +2, Ref +4, Will +7; Str 13, Dex 14, Con 10, Int 11, Wis 11, Cha 16. Height 5 ft. 8 in.

Skills and Feats: Appraise +3, Bluff +12, Diplomacy +12, Gather Information +9, Handle Animal +5, Innuendo +4, Listen +2, Profession (showman) +9, Search +3, Sense Motive +6, Speak Language +7, Spot +5. Alertness, Dodge, Iron Will, Toughness. Speaks Common, Elven, Dwarven, Gnome, Goblin, Halfling, and Orc.

Equipment: fine traveling clothes in various colors, leather armor, dagger.

Menagerie workers, human Exp3: CR 2; Medium-size humanoid; HD 3d6+6; hp 19; Init +1 (Dex); Spd 30 ft.; AC 13 (+1 Dex, +2 leather); Atks +5 melee (1d6+3, club); AL LN; SV Fort +3, Ref +2, Will +3; Str 16, Dex 13, Con 15, Int 9, Wis 10, Cha 10. Height varies.

Skills and Feats: Animal Empathy +4, Craft (blacksmithing or carpentry) +4, Handle Animal +6, Hide +3, Intimidate +3, Listen +4, Move Silently +3, Profession (teamster) +5, Search +1, Spot +2, Use Rope +6. Alertness, Endurance, Toughness.

Equipment: leather armor, tools, makeshift clubs (if necessary).

Hippogriff: hp 25, see *Monster Manual*, pg 118.

Dire weasel: hp 13, see *Monster Manual*, pg 56.

Horse, heavy, malformed: hp 19, see *Monster Manual*, pg 197. This horse has two-foot antelope-like antlers growing out of its head, but it cannot use them to attack. The horse is healthy and otherwise perfectly normal.

Owlbear: hp 47, see *Monster Manual*, pg 148.

Rust Monster: hp 27, see *Monster Manual*, pg 157.

Grick: hp 9, see *Monster Manual*, pg 112.

Oxen (12): hp 37, see *Monster Manual*, pg 194, under Bison.

APPENDIX 2: THE PRIESTS OF LLERG

Hrulf, Jaegan, and Windruld hail from the land of the Snow Barbarians, although they have not seen their homeland in several years. They are peregrine priests that wander in the name of Llerg, Suel god of beasts and strength. Hrulf is the leader of the band, and all three are good friends and warrior-brothers.

Recently, this group has found itself on an important mission. In their travels, these three priests uncovered clues that point to one of the five Blades of Corusk, a sundered artifact that holds the key to releasing the icy god Vatun from his prison. The clergy of Llerg and Vatun are on good terms, so these priests decided to turn over their information to the nearest temple to Vatun they could find. The temple is a half-day hike off a remote trail, the trail taken by Tayber's Mundivagant Menagerie and the PCs. When the PCs encounter the priests in Encounter 3, the priests are on their way there, but are unsure if they will survive to finish the journey. It is not just the cold weather that has these priests fearing for their lives.

Two days ago, Windruld identified a set of strange, huge, splay-footed tracks. These tracks only ran for a few yards in each direction, right across the path. At either end, the tracks just disappeared. Further on, the priests came across half of a dead stag, which looked as though it had been bitten through and left on the trail. There were only a few of the tracks, but they again led nowhere. The stag had been killed no more than an hour before. Then, just this afternoon, the priests came upon the carcass of a bear. The creature was badly mauled and certainly dead, but its blood still flowed as though it was killed only moments before. Furthermore, blood trail seemed to indicate that the bear was dragged onto the trail, as if for the priests to find. Whatever this monster might be, it was clearly stalking them, sending them dire messages. The terrified priests are certain it will come for them next.

Then, in the afternoon, a more immediate threat set in. The temperature plummeted and a blizzard began. The priests found themselves still a half-day from the welcoming fires of the temple of Vatun, and they are not sure if they will survive the night in the cold. At this dismal point in their journey, they stumble upon the PCs.

The priests of Llerg are crude men who do not mince words. None of them have bathed in some time. They are friendly with each other but suspicious of others; however, they will quickly warm up to any barbarian or clerics of any of the Suel gods (Lendor, Kord, Wee Jas, etc.) among the PCs. They find the keeping of animals, even horses and cattle, to be an abhorrent practice, one they barely tolerate.

❖ **Hrulf, human Bbn2/Clr2:** CR 4; Medium-size humanoid; HD 2d12+2d6+11; hp 32; Init +4 (+4 Improved Initiative); Spd 40 ft.; AC 12 (+2 leather); Atks +6 melee (1d8+3, battleaxe or 1d8+4, shortspear); SQ Rage 1/day, Turn Undead, Uncanny Dodge; AL

CN; SV Fort +8, Ref +0, Will +5; Str 16, Dex 10, Con 14, Int 11, Wis 14, Cha 10. Height 6 ft. 2 in.

Skills and Feats: Climb +6, Intuit Direction +8, Jump +7, Knowledge (religion) +4, Listen +8, Spot +4, Wilderness Lore +6. Endurance, Improved Initiative, Toughness.

Equipment: heavy furs, leather armor, dagger, battleaxe, shortspear, 50 ft. hemp rope, holy symbol of Llerg.

Spells Prepared (4/4; base DC = 12 + spell level): 0—*create water, detect poison* (2), *light*; 1st—*protection from law**, *bane, divine favor, random action*.

*Domain spell. **Domains:** Chaos (cast chaos spells at +1 level); Strength (gain +2 Strength once per day for one round).

Note: after the first day of this adventure, all first level spells are replaced with *endure elements (cold)*, even the Domain spell slot.

❖ **Jaegan, human Bbn1/Clr2:** CR 3; Medium-size humanoid; HD 1d12+2d6+11; hp 26; Init +0; Spd 40 ft.; AC 12 (+2 leather); Atks +5 melee (1d8+3, battleaxe or 1d8+4, shortspear); SQ Rage 1/day, Turn Undead; AL CN; SV Fort +9, Ref +0, Will +5; Str 16, Dex 10, Con 14, Int 11, Wis 14, Cha 9. Height 6 ft.

Skills and Feats: Climb +4, Intuit Direction +8, Jump +4, Knowledge (religion) +4, Listen +8, Spot +6, Wilderness Lore +6. Alertness, Great Fortitude, Toughness.

Equipment: heavy furs, leather armor battleaxe, shortspear, holy symbol of Llerg.

Spells Prepared (4/4; base DC = 12 + spell level): 0—*create water, detect magic* (2), *guidance*; 1st—*endure elements (electricity)**, *bles, divine favor, shield of faith*.

*Domain spell. **Domains:** Chaos (cast chaos spells at +1 level); Strength (gain +2 Strength once per day for one round).

Note: after the first day of this adventure, all first level spells are replaced with *endure elements (cold)*, even the Domain spell slot.

❖ **Windruld, human Bbn2/Clr1:** CR 4; Medium-size humanoid; HD 2d12+1d6+12; hp 34; Init +0; Spd 40 ft.; AC 13 (+3 studded leather); Atks +5 melee (1d8+3, battleaxe or 1d8+4, shortspear); SQ Rage 1/day, Turn Undead, Uncanny Dodge; AL CN; SV Fort +8, Ref +0, Will +4; Str 16, Dex 10, Con 16, Int 8, Wis 14, Cha 8. Height 6 ft. 1 in.

Skills and Feats: Climb +6, Intuit Direction +8, Knowledge (nature) +0, Listen +8, Wilderness Lore +8. Endurance, Toughness, Track.

Equipment: heavy furs, studded leather armor, battleaxe, shortspear, sling, holy symbol of Llerg.

Spells Prepared (3/3; base DC = 12 + spell level): 0—*create water, detect poison, mending*; 1st—*calm animals**, *divine favor, magic stones*.

*Domain spell. Domains: Animal (cast *animal friendship* once per day); Strength (gain +2 Strength once per day for one round)].

Note: after the first day of this adventure, all first level spells are replaced with *endure elements (cold)*, even the Domain spell slot.

APPENDIX 3: THE BEASTEATER

THE BEASTEATER IS OLD AND EVIL. IT IS IMMENSE, BY THE STANDARD OF ANY OTHER ETHEREAL MARAUDER, AND IT IS COLORED A SICKLY WHITE WITH DULL BLACK TEETH. THE BEASTEATER LOVES TO INSPIRE TERROR IN ITS PREY, WATCHING THEM SILENTLY FROM THE ETHEREAL PLANE. WHEN THE PREY IS OVERCOME WITH FEAR, THE BEASTEATER STRIKES. ALTHOUGH A VORACIOUS PREDATOR, THE BEASTEATER WILL LEAVE CREATURES ALIVE TO INSTILL MORE HORROR, IF IT THINKS THERE IS MORE FEAR TO BE GAINED. IT SEEKS TO MAKE THE BRAVEST OF CREATURES SQUIRM IN TERROR. FOR THIS REASON, THE BEASTEATER HAS DECIDED TO TURN ITS ATTENTIONS FROM THE PRIESTS OF LLERG TO THE PCS. IT WILL PLAY WITH THEM, BUT ONLY FOR A WHILE, AND THEN IT WILL STRIKE.

The Beateater is very clever, and has developed several skills that assist it in the hunt. The Beateater can track by smell (or what passes for smells for the bizarre creature), and is a skilled hunter. It has learned, by watching wolves run down prey, how to throw a victim to the ground. Furthermore, if it can spring to attack, the Beateater can pounce upon a foe and tear at it with its massive clawed legs.

Although intelligent, the Beateater cannot speak.

TIER 1 (EL 7)

➤**The Beateater, ethereal marauder:** CR 7; Medium-size Magical Beast (Height 6 ft.); HD 6d10+2; hp 37; Init +7 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 14 (+1 Dex, +3 natural); Atk +5 melee (1d6+3, bite); SQ Ethereal Jaunt; AL N; SV Fort +5, Ref +7, Will +3; Str 14, Dex 12, Con 12, Int 7, Wis 12, Cha 10.

Skills and Feats: Listen +6, Move Silently +8 and Spot +8. Improved Initiative and Weapon Focus (Bite).

Ethereal Jaunt (Su): The Beateater can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical to *ethereal jaunt* cast by a 15th-level sorcerer.

TIER 2 (EL 9)

➤**The Beateater, ethereal marauder:** CR9; Large Magical Beast (Height 8 ft.); HD 8d10+8; hp 53; Init +4 (+4 Improved Initiative); Spd 40 ft.; AC 15 (-1 Size, +1 Dex, +5 natural); Atk +14 melee (1d8+7, bite); SQ Ethereal Jaunt; AL N; SV Fort +6, Ref +7, Will +5; Str 22, Dex 10, Con 16, Int 7, Wis 12, Cha 10.

Skills and Feats: Listen +8, Move Silently +8 and Spot +8. Improved Initiative and Weapon Focus (Bite).

Ethereal Jaunt (Su): The Beateater can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical to *ethereal jaunt* cast by a 15th-level sorcerer.

TIER 3 (EL 11)

➤**The Beateater, ethereal marauder:** CR 11; Large Magical Beast (Height 10 ft.); HD 10d10+14; hp 71; Init +4 (+4 Improved Initiative); Spd 40 ft.; AC 15 (-1 Size, +1 Dex, +5 natural); Atk +16/+11 melee (1d8+7, bite); SQ Ethereal Jaunt; AL N; SV Fort +7, Ref +8, Will +6; Str 22, Dex 10, Con 16, Int 8, Wis 12, Cha 10.

Skills and Feats: Listen +9, Move Silently +9 and Spot +8. Improved Initiative, Iron Will and Weapon Focus (Bite).

Ethereal Jaunt (Su): The Beateater can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or as part of a move-equivalent action). The ability is otherwise identical to *ethereal jaunt* cast by a 15th-level sorcerer.

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.