

The Beast of Shitters' Creek

How to use this adventure

This is a system-agnostic adventure outline, a road map to get your imagination started so you can write your own story in your own setting. There are no maps, no concrete NPCs, no hard numbers – that's all for you to decide.

1. Overview

A Meat Mimic has disguised itself as livestock in a rural area, slaughtering the herd. Whenever it strikes, it leaves just one animal alive, but that one animal is actually the culprit, the Meat Mimic in hiding. The monster's identity is a mystery – the community mistakenly think the culprits are local dire wolves. Exports of meat and animal produce from the region has slowed to almost nothing. Almost every attack has been against livestock, except one attack where a prized racehorse was slaughtered. The racehorse's death is a red herring, committed by a crooked gambling organization and framed to look like one of the Meat Mimic's attacks.

2. Adventure hooks

Where's the beef? When the party is ordering food or equipment, they could be denied due to shortages from the local agricultural region.

I need a favour. A local bookmaker or crime-person contacts the party to investigate the murder of their prized racehorse who was out for a spell in some local agricultural region.

3. The mimic hunt

The Meat Mimic recently slaughtered the farmer's entire flock and disguised itself as his prized animal, with a pretty little bow around its neck. It sleeps in the farmers stable, disguised to the family is unaware of the danger they're in. If left alone with other animals, the Meat Mimic will attack again when it thinks it's unobserved. When it strikes, it leave no survivors, then assumes the identity of one of its victims. It also habitually consumes the hearts of its prey.

The party could set some kind of stake out, or if they discover an early clue to the creature's identity, they could fight it before it transforms.

Something happens!

1. The Meat Mimic strikes again!
2. A witness approaches the party with a lead.
3. The rival thugs who slaughtered the horse try to intimidate the party.
4. The farmer's prized animal has gone missing because the Meat Mimic assumes another form.
5. The townfolk take up torches and pitchforks, forming a goon squad to hunt the dire wolves.
6. A starving wolf cub takes a liking to the party and tags along. Is it a real animal or is it the mimic?

4. The slaughtered racehorse

A prized racehorse is slaughtered in the course of this adventure. It's a brutal crime committed in a private stable by a local criminal organization to remove a competing racehorse. To disguise their motive, the carnage happens in the middle of the night in the same manner as the Meat Mimic's attacks, but with three crucial mistakes: the Meat Mimic always leaves one animal alive, the Meat Mimic always eats the hearts of its prey, and there was a secret witness to the crime.

If the party investigates this crime and catches the trail of the perpetrators, they might be confronted, threatened, or bribed into silence by the criminals.

5. The starving wolves

If the party track down the dire wolves, they find an emaciated pack. The wolves are desperate and starving because their usual food sources have been taken by a more effective predator. The crucial information here is: the culprit in this scenario is not wolves. This is also a good opportunity for the party to meet a friendly wolf cub.



6. Outcomes

What if the party found evidence the Meat Mimic's egg sac was empty, indicating it had laid eggs somewhere nearby? You could make a mimic nest for your next dungeon!

NPCs to make

The Farmer

The Criminals

The Witness

Combat encounters to prepare

The Meat Mimic ambush

The showdown with the thugs

The starving wolves