

YEOI-08

FELL CREATURES

A One-Round D&D LIVING GREYHAWK[®]

Yeomanry Regional Adventure

Version 1

by Adrian Frost

What fell creatures lurk near the halfling town of Mid Fell? What unseen presence guides you to Yondalla temple town? Find the lost treasure of Sagreill Dornish, solve the mystery of Mid Fell, and put to rest an ancient curse.

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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, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls 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 gray boxes. 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" among 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 **APLs**, assume that the **APL** 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	Modifier
Destitute	0gp	-2
Poor	1gp	-1
Common	3gp	0
High	50gp	+1
Luxury	200gp	+2

ADVENTURE SUMMARY AND BACKGROUND

The legend of Sagreill Dornish is no more keenly felt than in Mid Fell, a halfling village in the center of the Little Hills of the Yeomanry. Sagreill wrote a series of diaries detailing his exploits 200 years ago during the Yeomanry's bid for independence. These diaries began to surface recently and have been republished after his death. The tales were so strange, so unusual and seemingly impossible, that they were disregarded as fiction. His last tale was of how he had single-handedly defeated a huge tribe of giants and stole their gold. After this he famously retired and was known as a very heavy

drinker. The gold and gems and the giant goats he claimed he had liberated from the giants were real, but only the foolish truly believed the drunken tall stories he told.

Often truth is stranger than fiction; his tale was the truth. 200 years ago, times were troubled for the Yeomanry. Dark cults had arisen, determined to both destabilize the empire and take the Yeomanry in its iron grip. The horrors he had seen and battled under the streets of Loftwick had deeply affected him and he fought a constant battle with alcoholism.

Sagreill was traveling through the Northern pass on his way to Sterich, when his wagon train was attacked by giants. He fled their assault, his route taking him back along the path of their destruction. He came upon a decimated dwarven town. In the cellar of the ruined inn, he discovered Sven, a brewer and the town's single survivor.

Together they vowed vengeance. Sagreill swore that not one giant would live and resolved to become a slayer of all their kind. Sagreill had a wide knowledge of poisons, having studied the arts of alchemy well, but had never put this knowledge into practice. The town was ravaged and looted for food, but a full alchemist's workshop was at his disposal. Collecting the necessary equipment, he stored the items he needed in several magical patches of his own design.

Skilled at hiding, he secreted himself in the giant's hayloft and brewed a potent batch of poison. Using rabbits he had caught as a distraction, he crept into their fortress and introduced his potion into their food. When all the giants were comatose, he re-entered and finished the job.

When Sagreill retired to Mid Fell, he bought with him ten giant goats loaded with the stolen fortune of the giant chieftain. Sagreill's notoriety quickly spread; soon virtually every halfling who could claim connection to the Dornish name arrived for a visit. Sagreill's generosity, both of spirit and pocket, enriched all around him and the village quickly grew into a town.

Behind the merriment Sagreill was a troubled man. He had broken age-old taboos and committed evil in the cause of good. He knew there would be a heavy price to pay. He began to drink heavily, masking his fears and doubts, in a haze of intoxication.

Sagreill's experiences had taught him the Gods were real, but that they did not directly interfere in the mortal realm. The evil action of the assassination of the giants had stripped Sagreill of the protection of the halfling gods. The giants had gods too, who he knew would be avenged.

The first sign, or so he thought, came when the children of the giant goats began to turn feral. Next, whenever Sagreill was near the goats he began to hear voices. This reminded him of his sins, since he had stolen them from the giants. Sagreill reacted by drinking more heavily.

His brother Peri found him nearly dead and nursed him back to health. Once he had sobered, he returned

home. He feared he had gone mad, especially when he found that Selly his lead goat could talk to him.

She explained that her kind became thinking creatures at adulthood and entered a short period of madness while adjusting. Selly pleaded with him to stop the slaughter of her children. Just as Sagreill was coming to accept this revelation, Fate played its hand.

Suddenly, Sagreill's brother Peri appeared carrying Sagreill's niece in his arms. A mad goat had killed her. Peri set Sagreill's barn alight, killing Selly and the rest of his herd. They fought and Sagreill, with Selly's dying screams in his mind, slew his brother. The curse of the giant's gods had begun.

Broken by this ordeal and knowing that justice had found him out; Sagreill left Mid Fell that night to live the rest of his days as an outcast and hermit.

When giant goats reach the age of 10, the mad violence Selly spoke of and they become viciously feral. None in Mid Fell know that the violent period is only temporary. As such, a law was passed to put down these goats before they reach this age.

Sagreill left his vast fortune to the Church of Yondalla, a large temple was constructed with just part of the funds. After Sagreill's assumed death it was dedicated in his name. Sagreill has remained a hero and honorary patron of the town ever since. The church's high priestess is Oggda Oakbessel, a now-venerable halfling who is also the Grosspokesman of the region. The townsfolk of Mid Fell revere her as if she were the living embodiment of Yondalla herself.

Sagreill died in his sleep, alone in his burrow on the south of the fell. Unburied he could not pass on, so he lingered as a spirit tormented by his loss and his sins. Recently a blood relative of Sagreill's, an orphan and rogue named Billdo Dornish, discovered his lost burrow. He examined the body and slipped on the ring Sagreill had worn all his life. A connection was made between Billdo and Sagreill. Sagreill began to influence the actions of this petty thief.

Sagreill had written the truth about the goats in his last journal before he died, he realised that if his journal could be discovered, and he might find peace and prevent the goats from being slaughtered.

He could tell from the thief's mind that Billdo would covert the diary and not show it to others. Billdo searched for Sagreill's fabled lost treasure and was frustrated at not finding it. It was easy to convince him there was no real treasure. Billdo's greed provided the key to how Sagreill might manipulate the rogue. Sagreill planted the suggestion that he could profit from the legend of the lost treasure by creating a fake hoard and treasure map. Under Sagreill's direction Billdo buried the chest containing the journal and created a perfect fake map; a map so good it could have been drawn by Sagreill himself, as indeed it was.

Sagreill then compelled Billdo to make his way to Mid Fell, to sell his fake map. Sagreill is hoping whoever finds the chest will reveal his confession and ease his torment.

This adventure charts the first step on Sagreill's road to redemption, and will end with the lifting of the apparent curse on the goats of Mid Fell. The intelligent goats from now on maturing in Mid Fell, will serve the Little Hills Legion, with the possibility of certain PCs acquiring them as mounts, as the campaign progresses.

We have not, however, heard the last of Sagreill Dornish.

ADVENTURE SYNOPSIS

The adventure begins in Mid Fell. Each of the characters has arrived here for their own reasons. There is motivation enough for any adventurer to stop here, as the town is renowned for its expert craftsmen and is on a road to Longspear.

A rogue called Billdo Dornish approaches one of the party members. He has a treasure map for sale. The map he claims shows the location of Sagreill's lost treasure. Attempting to steal from the PC, he is caught red-handed and drops the map a ring and a potion in his flight.

Meanwhile, the other PCs in the town hear a number of rumors and half-truths from the various merchants. Putting these rumors together particularly those concerning the giant goats should reveal the strange events that have been going on in town.

A halfling carter has allowed his giant goat to reach its 10th year. It suddenly turns wild and the PCs must combat it. After the fight the Grosspokesman Oggda Oakbessel summons the party. Once she has questioned them, she states there is a mystery here. Alluding to the map, she tells them they have something that will show them the way. Reminding them that Billdo the map seller is her ward, she sends them to question him and find out what he knows.

The map's directions lead to the south side of the fell. In the distance the party spot Billdo Dornish. They follow his trail and discover the entrance to Sagreill's lost burrow. Inside the burrow Billdo is nowhere to be seen. In their search they find the desiccated corpse of Sagreill Dornish. An apparition of Sagreill appears writing in his diary. It places the diary in a phantasmal chest at the foot of the bed. The ghostly image clears and the chest is missing. There is a space in the dust, where until recently the chest had rested.

Billdo is hiding down the well in the burrow's kitchen. He has just found something down there; so he won't come up. To follow him down the narrow well, each party member must use part of the kobold potion of reduction. At the bottom they find Sagreill's secret laboratory. Before they begin to grow again; the PCs only have minutes to search the room and climb back up the well. From Billdo the party discovers that he has buried the missing chest on the fell. It's location marked in invisible ink on the map.

A circle of seven standing stones marks the spot. Here the characters meet a group of giant goats being attacked by tyrgs. Before the chest the diary and its secrets can be revealed, the party and the goats must defeat the tyrgs.

INTRODUCTION: MID FELL

Read the following to the players. Allow the players to determine their own motivations for being here. If asked for help, suggest that Mid Fell's proximity to Fort Baxter and Longspear makes it a natural place for adventurers to go for rest and re-supply.

You've been spending some time in the town of Mid Fell and have got to know the town and its inhabitants quite well. The town boasts an impressive collection of expert craftsmen. It is the seat of a major halfling temple and is quite close to Longspear.

Hand the players each a copy of Players' Handout 1 and retain a copy for yourself. The Handout details the town's locations and NPCs. The PCs are assumed to have learned the town and its inhabitants quite well during their stay in Mid Fell.

When the players have finished reviewing the handout, read the following.

You are in various places along Mid Fell's high street. It appears to be an ancient riverbed and its grassy banks slope away on either side of this main thoroughfare. Small round doorways lead into the hillside making two rows of terraced dwellings with small circular windows.

Signs on posts mark out each shop; some of the traders, like the smiths, and the leather workers have brought their wares out onto the street to exhibit them.

At opposite ends of the street are its two drinking establishments, the Drunken Goat and Sagreill's Selly. The latter also serves as an Inn.

The Temple of Yondalla dominates the street, despite being set well back and high on the bank.

Once the players have selected a starting location and everyone has taken a few minutes to familiarize themselves with the town. You are ready to begin.

Because of the time limitations of tournament play events in the town are very structured. The PCs start play not as a group but as individuals and perhaps strangers to each other.

This is done for two reasons it allows the PCs to interact with the various NPCs of the town in the fastest possible manner and most importantly provides an opportunity for one of the PCs to meet Billdo as a solo encounter while giving the other players plenty to do.

At each location there is at least one NPC, use these NPC described in the Players Handout 1 and Appendix A: A DM's Guide to Mid Fell to interact with the PCs.

Each PC should have one NPC to talk to at the start of play at their chosen location, roleplay each encounter separately in turn, using the information presented in Appendix B: Talk of The Town, as a subject of conversation, to relate via the NPCs the information that it is important that the PCs learn about Sagreill, the Goats and Nanny O. This should be done while the Billdo encounter is running to give the other PCs plenty to do and while the PCs investigate the map. The final encounter with the giant goat is designed to form the

party, do not be concerned if they do not all gather together until this point.

Ask each player in turn about his or her character's actions. PCs will likely gravitate toward each other and the two bars in the town. (If not, guide them together until they all meet.)

Introduce the Billdo encounter as a normal NPC. This encounter should take about four rounds including the chase at the end. Try to prevent too many PCs from becoming involved in the chase after Billdo. The additional encounter "Mrs. Copperpot" is included specifically to distract PCs from this.

In any event, Encounter 1 should not take more than 1 hour to run. Once the encounter with Billdo has played out, most of the remaining time (if any) should be spent examining the Map and filling out the remaining rumors.

When the time given for this encounter is nearly up end, run the final encounter the Mad Goat. The resolution of this combat ends Encounter One.

The town is detailed in Players Handout 1, Map 1: Town map, and the DM's Appendix A: A DM's Guide to Mid Fell. It's important you review these sections now before moving on. Start Encounter 1: Billdo Liar now against a single PC. This should run concurrent with the other PCs encounters with the other NPCs in the town. They should not become involved with Billdo too soon, if at all.

ENCOUNTER 1: BILLDO LIAR

At the start of play Billdo approaches one of the PCs he has singled them out for a con. Billdo has been surreptitiously following the PC about. Using the spells *sanctuary* and *change self* to avoid suspicion. He has learned the approximate wealth of the PC (this should be over 20 gp to attract his attention), the PCs name and roughly where they have come from. To appear to be genuine and a half remembered old acquaintance, he uses his considerable Bluff skills (12 ranks). Regardless of the outcome of the sale the PC will obtain the Map as Billdo tries to pick the PCs pockets and drops the Map in his flight at the end of the encounter.

Billdo is described in Appendix C: Billdo Dornish.

A small halfling wearing a coat that is a size too large for him approaches you. As he does, his eyes narrow and he nods his head as he recognizes you. He smiles at you with open surprise and begins to speak.

"Hello (PCs Name), What brings you to my hometown? What a small world this is. I haven't seen you since you (event or place from characters past, or previous adventure, example: Helped build that bridge at Nightford)."

The halfling seems to know you quite well, although you have no recollection of him whatsoever, but you have a sense of "déjà vu".

Remind the player this is a common occurrence even in real life—Billdo has learn enough about the PC to appear plausible and elaborates on things he has heard the PC say earlier.

"I'm glad I met you again." He looks around furtively and beckons you closer. "I have something that might interest you greatly."

The little fellow then produces a piece of paper that he begins to unfold. It appears to be a map of some sort.

"See here," he says. "This is my great great grandfather Sagreill Dornish's treasure map. It is all I have of value but it is nothing but a curse on me because I cannot solve his riddle. Maybe you will have more luck. Do you think we could settle on a price for the map?"

Allow the PC/Player to respond.

"Here look." He hands it to you to examine. The map looks old and genuine there are handwritten notes in the margin and a poem on the back.

"It's the real thing I have spent years looking for the treasure in the area shown but I cannot solve the riddle."

"If you need any more proof of who I am, look at my ring. It belonged to my great grandfather Sagreill." He takes it off and lets you examine it along with the map.

Hand the player the Players' Handout at this point to examine.

"I am sure that the map leads to Sagreill's lost treasure would you to share it with me if you find it?"

Take the map back at this point. If the PCs refuse to return the map at this point, Billdo is in a quandary. He doesn't dare call for the guard, his being a thief and all. He pleads for it back, but will flee if met with any violence or if he is refused outright again. (He will, however, try to pickpocket the PC before fleeing.)

Assuming the PC returns the map:

"It's been nothing but a burden to me. What I stand in and the map are all I have now. I'm tired and hungry. I'm willing to sell it for 20 gold if you promise to give me a half share in any treasure you find."

Take the map out of sight.

The price Billdo is asking for is highly negotiable. You might ask more from a wealthy PC, less from a poor PC. Billdo is a good judge of his mark's wealth.

How to be hostile

Read the section below If at any time the PC is hostile to Billdo. Exclude mention of the map if the PC has already obtained it.

"Please don't hurt me," he pleads. "I am so tired and hungry. I just need a little coin to escape this worthless place. Here take this gem and my map but please don't hurt me just give me what it's worth."

The gem is paste and worthless (Easily determined with a DC 10 Appraise check.)

Hands in your pockets

Billdo engages in conversation with the PC before he leaves and attempts to pick the PCs pockets. If the PC has bought the map he will steal it back at this point. Either way he intends to leave with the PCs money and his map. He has 11 ranks in the skill Pick Pockets (10 at APL 4). Roll the check as usual against the PC.

Allow him to calmly walk off if he succeeds and go to next section straight away as he has been spotted. If he fails read the following, then the Hew and Cry section adjusting the text as appropriate.

The little man shakes your hand to say goodbye. You look down and catch the halfling tugging at your purse. He jumps away in surprise.

For not taking him to the law he offers the bribe of map the gem to the PC.

Hew and Cry

If Billdo succeeds his Pick Pocket check or the PC is becoming hostile. Read this.

You hear a shout "Hey you! Stop thief!" Six Yeomen guardsmen appear from behind you in the street and start to move toward Billdo.

Looking desperate, he makes a run for it. In his haste, Billdo drops something behind him. Apparently unaware of this, the halfling thief takes off at a terrific pace pursued by the Yeoman guard.

The things dropped are the map, Sagreill's ring (since Billdo didn't have a chance to put it back on), a gem (the paste one mentioned before), a potion in a heavy jar (which survives being dropped), and a thief's tool kit.

Bringing Billdo Back

This is an excellent opportunity to get the PCs together now. Have Billdo run past them in his haste to get away.

Billdo moves at 5 times his normal speed 100 ft a round due to his run feat. A lightly armored human PC runs at 120 a round. The halfling yeomen run at 60 ft a round, so they lag behind. The crowded street hampers progress. Each round PCs must succeed at a Dexterity check, DC 10 for small sized characters like Billdo and the yeomen and DC 15 for man-sized characters. If they fail this check they lose half their movement that round, round up all increments of less than 5 feet.

If at any time the distance covered by the PC is equal to or greater than covered by Billdo, then the PC has caught up with him. To grab Billdo they need to score an unarmed hit against AC 10 plus +4 Dex and +1 size (AC 15). If they fail and Billdo does not gain any ground, they may try again the next round. Normal grappling rules apply and the PC must hold Billdo until the law arrives or subdue him. Billdo has the escape artist skill 11 ranks.

If not caught Billdo runs to the river Stock 400 feet away and dives in disappearing without trace. If Billdo is caught his half cousin Pugh arrives. Pugh will apologize

profusely, but will not let the PCs harm him. He will either lead Billdo off by the ear or if the PCs become troublesome send him into his shop while he talks to the PCs. Once Billdo has reached the safety of the butchers shop and he will escape through the back door.

It is important that Billdo escape if at all possible! Use the other townsfolk, the militia and even the Mrs. Copperpot encounter if this has not been used to expedite Billdo's escape.

Mrs. Copperpot

This encounter may be used to prevent too many PCs becoming involved in the chase of Billdo or to help Billdo escape.

Suddenly, a hugely fat halfling woman carrying a large basket of apples collides with you. Stuck like a beetle on its back, she is unable to get back up and begins crying and screaming. "Dear me, Yondalla protect an old lady". Meanwhile, the children of the town start stealing the apples that have spilt all over the ground.

If not handled correctly by the PCs, this encounter could lead to them being arrested and fined. Mrs. Copperpot is slightly deaf and very shortsighted. If the PCs try to help her up she will panic thinking that she is being attacked. The halfling militia will stop chasing Billdo to apprehend the PC. The PCs will have to convince them that they are not attacking the ex-Spokesman. This would be a good time for Bluff or Diplomacy checks (15 DC for either). Failure results in them being arrested and taken before Glebb Dornish for a breach of the peace or common assault.

A good explanation to Glebb (same DC for the Diplomacy/Bluff check) will get the PCs off the hook. Otherwise, the PCs are fined 25 gold for a disturbance of the general peace. Failure to pay results in expulsion from town.

If the PCs does anything foolish like attacking the Yeomanry militia, feel free to escalate the attack by bringing in a dozen or so guard each round (up to 42 total) until the PCs are neutralized. Killing guardsmen is seen very poorly in the Yeomanry.

The Map, the Ring and the Potion

Once the encounter with Billdo is over. One of the PCs will have obtained Billdo's Map, the potion dropped in his flight, and his ring. Some time should be spent examining the Map, for all intents and purposes the map is genuine and it and the ring will attract some local speculation freely given by such local experts as Trulo Pishlittle at the museum and Phedd at the magic shop, who should arrive if the PCs do not think to enquire. Either will remark.

"That's astounding! I would recognize that handwriting and artistry anywhere. Sagreill's style is unmistakable."

Use this time before the following fight with the goats to fill in as many rumors as possible from the Appendix B: the Talk of the Town.

The Map

It is the players' decision weather they wish to buy the map or not. Role-play any haggling; Billdo will attempt to play on the PCs greed. The map is a ruse and Billdo fully intends to steal back the map as well as the PCs purse. The price Billdo asks for it is an important part of his con, as such a map if genuine should be valuable. Read the following when the PCs examine the map.

It is quite a detailed map of the south side of the fell. The parchment is quite old and delicate but the map is quite well looked after. There is a poem on the back.

The poem can be found in Players' Handout 2. Each line describes or encapsulates a single word. When translated, the poem should reveal instructions. More specifically, the coded message should read.

"Hold map over candle flame. Cross will be revealed."

Sagreill's ghost compelled Billdo to draw the map. It shows the locations of most of the south side's landmarks. A cross in invisible ink (Lemon juice) will be revealed when the map is held over a candle flame.

None of the NPCs can solve the riddle for the PCs; they will remark that it is too cryptic for them. Using their characters' abilities rather than their own, there are several other ways the players can discover the cross. A Spot check (DC 20) reveals there is some invisible writing on the map but not what it is. Decipher Script and Innuendo checks (DC 20) will solve the riddle. The spell *see invisible* reveals the cross. If for some reason they do not find the cross, you can use the encounter with Nanny in the next encounter to guide the players into use their characters' skills. If they have not solved the riddle by the time they encounter Billdo in encounter six, allow them to coax its secret out of him. The line in the riddle "a light to remember me by" refers directly to a candle. An important clue to this is contained in player's handout. A candle seller at the temple gates is selling memorial candles. Use this NPC only if you feel the PCs are becoming hopelessly side tracked. Billdo has buried an old chest that he found in Sagreill's house at the spot of the cross. He has lived on and off in Sagreill's old house for years, usually whenever suspicion falls his way or the townsfolk drive him out.

Because the Map was drawn under the guidance of Sagreill, it will appear genuine when compared to the Diaries of Sagreill at the Land Registry; Trulo and Phedd can confirm.

Billdo's Ring

Billdo wears a ring that once belonged to Sagreill Dornish, worth 5 gp. He obtained this from Sagreill's corpse at the burrow in encounter 5. The ring bares the Dornish family crest and has several impressive (but now

flawed) semiprecious gems. Billdo will not willingly part with it, but will display it to prove the authenticity of the map.

The NPCs know of its value and providence from the picture in the inn. Trulo, Phedd and Nanny O will all freely identify it if asked and offer to buy the Ring. It can be sold for its full price in the town.

Billdo's Potion of Reduce

Among the things dropped by Billdo is a small jar; it is a potion of reduction he found in the burrow. The potion is described in its cert.

This jar is very old and has a peeling hand written label, the writing matches that on the map. The label proclaims, "The more you drink, the more you shrink"

Both Phedd and Trulo recognize the label as being written in Sagreill's handwriting.

ENCOUNTER 2: THE CRAZY GOAT

A huge goat, the largest you have seen in Mid Fell, is lying in the road ahead of you. It is convulsing as if having a fit. Its owner has jumped down from the cart it was pulling moments before and is trying to cut it free from its harness.

You move blindly ahead of the gathering crowd to get a better view of this strange scene. "What's happening?" voices cry from the crowd. "That poor creature" "Someone get Pugh" "Someone fetch Helfa Dornish" "She will know" "Helfa will know what to do". "No! Pugh knows best".

This should maneuver the PCs into position and warn them something is about to happen.

The Goat suddenly gets up, knocking the poor halfling flying. Its eyes are a rich crimson and foam appears at its mouth. With sudden, unnatural strength it breaks free from the rest of its restraints.

It turns and looks at the nearest PCs and suddenly charges. Make the players roll initiative for their characters; tell them they have now entered combat. The character (or goat) with the highest adjusted initiative goes first. Assume the goat's initiative to be 20 because of the suddenness of the attack.

APL 2 (EL 2)

➤ **Mad Giant Goat:** hp 31; see Appendix D.

APL 4 (EL 4)

➤ **Mad Giant Goats** (2): hp 31, 25; see Appendix D.

APL 6 (EL 6)

➤ **Mad Giant Goats** (4): hp 31, 28, 25, 24; see Appendix D.

A Short Disagreement.

During the combat no help arrives in time, as the militia run back to their shops to get their weapons leaving the already armed PCs to fight the goats. The first too arrive is Helfa Dornish (female halfling Drd 3) who starts a stand up fight with the halfling carter. Mr. Kosa (the Carter) Dornish (male halfling Com1). Most of the townsfolk come to watch.

This conversation is not uninterruptible, and you should allow the PCs to interject if they wish to.

Shouting and hitting him, "Kosa you stupid, greedy boy! Did I not warn you of the curse?"

The little man responds, "Sorry, aunty! Stop, stop!"

Helfa says, "I warned you this would happen Korsa. It's against nature for them to grow so."

Korsa grief-stricken replies, "Sagreill's Selly was twice as big! My goat was healthy. Why did it go mad?"

Helfa responds, "They all do. That's why Sagreill killed his entire herd."

Korsa pleads, "But aunty, it's wrong to kill them so young."

Helfa finishes, "So it's better for them to become killers, is it?"

Helfa apologizes again to the party, for the ignorance of the youth. Kosa has shamed her family. She comments:

"The young boys of Mid Fell seem to have no respect for their betters."

The militia appears and arrests Korsa. Protesting innocence, he is led away.

ENCOUNTER 3: THE SUMMONS

This encounter serves as a link between the section with Billdo and the true scenario, the discovery and exploration of Sagreill's burrow.

Should you have the map, go investigate.

As such, it should have a definite time limit: no more than 45 minutes.

Some of the background may have been missed by PCs, especially if they did not go to the experts on Sagreill or investigate the map closely. If so, use Nanny O to guide the conversation, and to fill out as much of the background as is needed.

This serves to point them in the right direction with perhaps some hinted at divine intervention. Nanny is as mystified as the characters at their meeting. Yondalla often guides the matriarch; this time is no exception.

Nanny O conducts a guarded interview with them. She asks leading questions and hopefully they mention

some of the rumors that they have heard. Nanny can enlighten the PCs about all the rumors they may have heard rumors and shed some light on the red herrings and false trails.

Immediately after having fought the mad goat, the PCs are summoned to meet Nanny O the halfling Grosspokesman. The strange event in encounter one explains Glebb's prompt actions. Nanny interviews the PCs and hints that they must follow the directions on the map and find out what Billoo knows.

After the fight is over

You find yourselves surrounded by grateful halfling yeomen after killing the giant goat. Most of the towns-folk you should recognize from the shops.

Suddenly there is a hush in the air and the crowd parts. A halfling Paladin of Arvoreen in fine plate armor walks toward you. He introduces himself as Glebb Dornish, Sheriff of Mid Fell and announces that the Grosspokesman Oggda Oakbessel wishes to see you now. Without a further word he walks back the way he came. The crowd remains parted to let you follow, looks of anxiety and confusion on their faces. The gathered throng starts to talk in serious whispers. One old lady speaks up. "You had better go, my dears. She doesn't like to be kept waiting, you know."

Assuming the group goes with Glebb, continue below. Otherwise, the party is free to explore town. Glebb will return to ask them twice more to accompany him. If the party does not, the adventure is effectively over. Ask your players to score and thank them for participating.

The Parade of Goods

The crowd keeps pace with you most look concerned.

"How did Nanny have time to summon them?" some ask.

One halfling comments "Nanny's asking for them, she must have known they were coming."

Then, a merchant says, "going to Nannies, are you? Better take something with you. It's very fine ware! Even good enough for the matriarch. Send her holiness my best."

The Merchants stress the quality of the merchandise. The characters are addressed as your Highness your Ladyship and other Lordly titles. They offer silver jewelry, dust covered vintage bottles of wine or spirit, perfume in fancy bottles, jams, cakes, biscuits, sweets, gems, lace work, books and music boxes.

Any PC who wishes to shop will find the prices 150% of normal, since the shopkeepers have (perhaps mistakenly) assumed them to be wealthy and important adventurers.

A Visit to Nanny's

You are led through the marketplace at the end of the high street to a row of halfling homes at the far end of town. Glebb knocks twice on the huge double doors. He bids you good day and leaves.

Nanny's housekeeper then opens and the door and the sweet smells of food come from within. She introduces herself as Mrs Sutton and comments that the Grosspokesmen has been expecting them.

◆ Mrs. Sutton (female halfling Com 1)

This might surprise the PCs, as events have moved swiftly from the fight with the goat.

Nanny's Room

She says "Nanny will see you now" and leads the characters into a huge underground room. The room is Granny Oggda's bedchamber. A large four-poster bed dominates the room, which Oggda Oakbessel fills with her huge girth.

Nanny was just asleep and the PCs will be seated around the bed.

◆ Matriarch Oggda Oakbessel (Nanny O) female halfling

Clr12: hp 99; Spd 0 ft.; AC 11 (+1 size).

Skills: Diplomacy +21, Heal +22, Knowledge Religion +19, Scry +21, Sense Motive +5.

Spells Prepared (7/8/6/6/5/5/3; spell DC = 15 + spell level): 0—detect magic, detect poison, guidance, guidance, light, mending, read magic; 1st—comprehend languages, deathwatch, detect evil, detect chaos, protection from evil, protection from chaos, sanctuary, shield of faith; 2nd—aid, calm emotions, delay poison, lesser restoration, shield other, zone of truth; 3rd—dispel magic, magic circle against evil, magic circle against chaos, protection from elements, remove disease, speak with dead; 4th—restoration, spell immunity, sending, tongues; 5th—dispel evil, raise dead, scrying, spell resistance, true seeing; 6th—anti-magic field, geas/quest, heal.

Nanny O, as the great matriach is apparently called, is a white haired old lady; she is propped up in bed by cushions and looks as if she has just woken up.

"These are the people you sent for dear", says Mrs. Sutton.

Nanny O looks at her with a confused look and back at the characters. "Who are they?" she asks. "Have they bought me presents?"

"You called for them over an hour ago, Mum" says the little halfling woman.

"Did I?" says Nanny sounding surprised, "I've had the strangest dreams".

Nanny does not remember summoning the PC, she did so well over an hour ago before the PCs fought the goat. Sending a cryptic note to Glebb, via Mrs. Sutton.

She can guess who it was that really summoned the PC's and will not question "her" will, but does the best to cover her surprise.

The characters are seated and each is interviewed. Role-play Granny to the max, she is an old fashioned rustic woman.

Presents of Greatness

Nanny asks the party what presents they have bought her. They may have bought things from the merchants earlier or something appropriate from the town. This should be something the PCs are totally unprepared for. The quality of the gifts either pleases or annoys her. She is annoyed if they have not bought her anything.

The Interview

One by one she asks them why they have come to Mid Fell. This should put the players off guard as no provision is given in the modules set up for this and they have to role-play. She also asks them a little about themselves, their family, their last names, their deities, where they came from etc.

Again the players need to role-play, as these are questions very rarely asked. There should be a definite sense that she is sizing up the characters, it has another role of introducing the characters to each other. Make the players as uncomfortable as you like. They will all the more remember this encounter.

Nanny conducts a guarded interview, asking open questions but seldom answering any. She will finally start quizzing them about recent events and elaborate on any of the rumors they may have heard.

This is an ideal time for the PCs to re-cap the events so far and the clues already given. She asks if any of them have anything that might give a clue as to where they might go next. When the Billdo, the map, the ring and the goats are mentioned, she will become excited as is seeing some hidden design.

Fated

Finally she decides that the characters have the makings of Adventurers and that is why they are here.

Nanny announces "There is a true mystery here and fate has bought you together. I think Billdo knows something, as his story is a lie but the map looks genuine."

"Investigate the map, find Billdo and question him. Remember this though. Billdo is an orphan and my ward. Allow no harm to come to him."

Blessings of Yondalla

PCs who please Nanny O, particularly halfling PCs, may receive the blessing of Yondalla at your discretion. This is in the form of a +1 to any die once rolled during the rest of the adventure. This may only be used once and expires at the end of the scenario.

Healing

As can be found from Nanny's description she is quite a capable healer. She can cure any damage the characters may have suffered and not been able to cure themselves. Rather than charging for this service, she always exacts a tribute of some kind, weather it is information, an amusing tale, a joke, a song, a promise or an appropriate and pleasing gift.

Nanny can even raise PCs from the dead, but must be given a convincing reason for doing so. A death that occurred defending the people of Mid Fell would certainly be good enough. (This raise dead will be cast for no monetary cost but all other costs/penalties apply.) The raised PC is expected to offer up "payment" as mentioned above. Only one PC will be raised this way.

Subtext

Nanny is an important and powerful NPC, but is prevented from becoming too involved because of her disability. Care should be taken not to make this encounter seem too humorous. The encounter should seem unsettling. The PCs should treat her with the proper respect, as any influence points awarded with this adventure are a result of this encounter and on Nanny's recommendation.

If this encounter does not go well for a PC they cannot earn influence points later. Nanny also instructs them to find Billdo. This leads to the pursuit of Billdo in Encounter 5.

ENCOUNTER 4: A NIGHT AT THE INN

This encounter is quite optional, as the PCs may be anxious to investigate the map immediately. However, the battle with the giant goat(s) may have drained their resources and/or spells. If so, the PCs may wish to rest for the night.

This encounter may be used to call a short half time break. New PCs may be introduced here and the PCs may provision themselves with new spells and discuss recent events. Amos is the landlord and Slika a bard is the barmaid and entertainer.

At most, this encounter should take no more than 20 minutes.

As you leave Nanny's burrow you notice that there is redness to the sky as the sun is setting. Mist begins gathering on the fell; soon it will be so thick you will not be able to see your hand in front of your face.

As you reach the high street you find it deserted except for yeomen with lanterns who patrol the street. The shopkeepers have already taken in their wares. Amos the Landlord waves at you and bids you enter as he lights lanterns on the doorway of the inn Sagreill's Selly.

Above him a large inn sign hangs over the 6ft double doors, a picture of a huge giant goat outside this very Inn. She is easily 18 feet long and over 10 feet high.

Inside the Inn

The Inn Sagreill's Selly has a rustic halfling style its ceilings are unusually high for a halfling burrow. Fresh stew covers the floor soaking up any spilled ale. It is well lit with wooden slats covering the curved walls giving the impression that you are sitting inside a huge barrel. Pictures decorate the walls; behind the bar is a huge portrait of Sagreill Dornish.

The Portrait

The portrait depicts Sagreill Dornish in a well-stocked magician's workshop, he is writing in a huge tome; Billdo's unusual ring can be seen clearly on Sagreill's finger.

The portrait is signed Sagreill Dornish, but the Plaque reads "Spell, by Peri Dornish" A smaller plaque reads "on permanent loan from the collection at the Land Registry".

The signature is genuine, and matches those found in the registry and on the map.

Food Drink and Lodging

The tavern is clean and serves good but simple fare roasted goat and boiled vegetables. The bedrooms however are designed with halflings in mind rent is per room and each room has a large wide but short bed made to be shared by several halflings. Medium-size characters are asked to pay four times the average rate of 5 sp for each room but may share two to a bed. Any PC killed by the giant goat and raised Nanny in the last encounter is not be charged for their food or lodging, as a gesture from the Dornish family to mitigate their family shame.

The night at the Inn

Call a short break if desired. Allow those players who need to leave the table to do so. Their PCs retire to bed early. Give the others 5 minutes, playing time around a table in the Inn until the others return. Then the other PCs retire to bed. Out of character, conduct the selection of spells and keep a track of hit points, arrows and other provisions etc. This is also a good point to introduce new PCs if necessary.

The morning after

Charge the PCs for their rooms. The PCs should assemble outside the Inn and select a marching order.

Amos warns you that due to the centuries of mining working on the fell in many places, the grass covers rotten planking placed over bottomless sinkholes. It is advisable that you stick to the roads and trails.

Summary

The PCs have rested and recuperated; new PCs have been introduced and they are on the road for the second half of the Adventure. Both Silka and Amos can give the PCs advice on their impending journey and a little more information on the goats and Sagreill Dornish, but remember nobody in Mid Fell knows the truth about the goats.

ENCOUNTER 5: SAGREILL'S BURROW

This encounter begins shortly after the PCs have arrived at the south side of the fell. Bildo Dornish from returns. Nanny has instructed them in to find Bildo, as he knows something.

If the PCs are set on investigating the map first, it is advisable to have this encounter occur as they leave town. This isn't much of a stretch, as getting to the "Circle of Seven" standing stones involves traveling to the south fell. Simply make sure that one of the PCs catches sight of Bildo along the way.

This should encourage the PCs to give chase. Following his trail leads to Sagreill's burrow. Entering the burrow they can find no trace of Bildo. The burrow has three rooms and two locked doors.

Sagreill's living room is unlocked and Bildo has been sleeping there. Sagreill's bedroom is locked and there they see Sagreill's Ghost and gain a clue to the treasure chest and diary in encounter 7. The kitchen door is locked with the key still on the inside.

The kitchen is empty and Bildo has climbed down the well. The PCs must use the potion to go down after him. There they find a hidden room and some treasure. Bildo reveals the truth about the map and the importance of the diary.

Note: Do not force the PCs to play this encounter. If they wish to press on with the map, let them. If there is time left in the round afterwards, have them spot the opening to Sagreill's burrow on the way back to Mid Fell.

Bildo's Back

In the distance you see the figure of small halfling; it is Bildo Dornish. He sees you, yells in panic and runs off.

Vanished

As you gather yourselves Bildo runs out of sight behind a hillock. You pursue him, but as you round the corner the he is nowhere to be seen. There is nowhere for him to hide; the other side of the hillock is featureless, just grass and Ivy.

Bildo has gone into Sagreill's burrow. He discovered it some years ago and has been living here ever since searching for Sagreill's fabled treasure.

APL 2: It takes a Spot check of DC 15 to find the entrance to the burrow.

APL 4: Raise spot check to DC 20.

APL 6: Raise spot check to DC 25

The Green Door

You find a small green wooden door well hidden among the vines; it shows signs of being previously forced.

APL 2: Bildo forced it open with a crowbar, so entrance is easy

APL 4: The vines contain poison ivy. PCs touching it or brushing against it are affected with itching and discomfort. A Fortitude save (DC 20) is required to avoid this.

The irritation has the effect of reducing a PCs initiative by 1 and gives spell casters a 5% spell failure and all spells require a concentration check.

Give a PC a Profession (Herbalist) or Wilderness Lore at a DC 15 to recognize this vine for what it is.

APL 6: The vines are poison berry vines; their fruit looks smells and tastes like grapes, but a Wilderness Lore check

(DC 25) reveals the berries for what they are (secretly roll for each PC). The grapes once eaten act as an ingested poison after three rounds dealing 1 point of Constitution damage (1d4 Con secondary damage after one minute). A Fortitude save (DC 20) negates.

Give an PC a Profession (Herbalist) or Wilderness Lore at a DC 20 to recognize this vine for what it is.

The Burrow

Sagrell's burrow is very small; the doors stand 4 feet high and the ceiling's 5 feet, the PCs may feel cramped and not be able to stand upright.

The entrance hall

As you open the door you see a low dark tunnel. There are three doors one to your left, one to your right and one straight ahead. Along one wall there is a long wooden cabinet of dark almost black wood. Just inside the door there is a hat stand, complete with hat and coat.

The right hand door leads to the parlor; the left-hand door leads to the bedroom and the door straight-ahead to the kitchen. Inside cabinet is hunting and fishing gear, several empty purses, and other useless and broken items. A Spot check (DC 10) reveals the hat and coat belong to Billdo.

The Bedroom

Important whatever happens the PCs must witness the ghost and the chest before meeting Billdo. If they do not open the bedroom door it will open of its own accord before the kitchen door is opened as all attempts to open the kitchen door will result in the bedroom door being opened first and swinging open even if this door is not touched.

As you near this door you hear the sound of crying.

The door to this room is locked the door can be forced or the lock can be picked.

APL 2

🔓 **Wooden Door:** 1 in. thick; Hardness 5; hp 10; Break DC 20

APL 4

🔓 **Wooden Door:** 1 ½ in. thick, Hardness 5, hp 15, Break DC 25.

Failure to pick the lock activates a glyph hidden in the lock; this makes anything touching the door (including the picker of the lock) stick to the door. A strength roll vs. Str 18 is required to prize objects from the door in both cases. This causes 1d4 damage to stuck flesh and wounds the affected area with associated disabling results.

Breaking the door down does not release the glyph; only Open Lock failure.

APL 3

🔓 **Iron Wood Door:** 1 ½ in. thick; Hardness 8; hp 20; Break DC 30.

As above but the lock must be picked, any attempts to break down the door also make it sticky.

Inside the room is an old collapsed bed upon which lays a small fully clothed halfling skeleton. Its bones have been disturbed and its skull lays askew.

At the foot of the bed there is a 3-foot by 1-foot patch of in the dust. In the corner of the room is a small writing desk.

The room suddenly becomes icy. The translucent shape of an old halfling man appears at the writing table. The apparition wears the same clothing as the halfling skeleton and is easily recognizable as Sagrell Dornish. The spirit is writing in a leather bound diary. He finishes his work and gets up from the desk. The ghost moves to the bottom of the bed and opens a phantasmal chest that now appears in the space in the dust.

Taking out the blankets Sagrell pulls up the bottom of the chest and reveals a false bottom. Into this compartment filled with other wrapped goods he places the book. He and the chest then vanish.

The cold in the air lingers for some time.

Note: If the apparition is interrupted during this, it vanishes and will not return. It will not attack the party under any circumstances.

The Parlor

APL 2: *The door to this room has been left ajar.*

Once entered:

This room was once comfortable halfling sitting room; now it is covered with spots of mildew, there is a musty quality to the air here. The rugs that have stuck to the wooden floor and the furniture are covered with a strange yellow dust. An armchair with a broken arm sits near what can only be described as a nest of filthy bedding.

The players find most of Sagrell's original furniture here most of it hand crafted and very old. There is a small hand organ an armchair and some bedding on the floor. There is also a handcrafted shrine to Brandobaris.

APLs 4 and 6: Read the above, then:

Allow the PCs to make Listen checks (DC 15) to detect the sounds of the rat as it scurries from its hiding place to attack. If they fail, the rat gets a surprise round before initiative is rolled.

APL 4 (EL 1/3)

🐭 **Dire Rat:** hp 5; see *Monster Manual* page 56.

APL 6 (EL 1)

🐭 **Dire Rat, advanced, 3 HD:** CR 1; Small animal; HD 3d8+6, hp 19 hp, Init +4; AC 15 (touch 14, flat-footed 12);

Atks +5 melee (1d4+disease, bite); SA disease; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +11, Move Silently +6; Weapon Finesse (bite).

Disease (Ex): Filth fever—bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see Disease, page 74 in the *DUNGEON MASTER's Guide*)

The Kitchen

The door to this room appears locked.

The key is on the inside. The DC to pick the lock is 18 because of the presence of the key. If the PCs try something clever like wiggling out the key and trying to fetch it from underneath the door, let any reasonable plan along these lines succeed without a roll.

APL 2

☛ **Wooden Door:** 1 in. thick; Hardness 5; hp 15; Break DC 25

APL 4

☛ **Wooden Door:** 1 ½ in. thick, Hardness 5, hp 20, Break DC 30, otherwise protected identically to the APL 4 bedroom door.

APL 3

☛ **Iron Wood Door:** 1 ½ in. thick, Hardness 8, hp 25, Break DC 35, otherwise protected identically to the APL 6 bedroom door.

This room is a kitchen it has a rank greasy odor and the tiled floor is sticky beneath your feet. The kitchen's stove is lit and a thin haze of smoke fills the room. The once white plaster walls have yellowed and crumbled, their grit covers the floor. A blackened dust covered tin bath hangs in one corner. The door to the larder is missing and game can be seen hanging there. Part of the larder door lies in the corner of the room by a basin near a bucket and rope.

The room is a small 10-foot by 10-foot kitchen. It has all the necessary things for a single halfling. A small stove a table and chair, a sink, a tin bath (unused), a larder and so on. In the corner under the piece of larder door is a well it is a foot wide.

As soon as the PCs discover the well, read the following:

Down the Well

Under the old door is a hole you can hear running water and it appears to be a well. From its dark depths, the sound of something heavy smashing through wood can be heard.

See Appendix C Billo Dornish.

Billo has just discovered Sagreill's laboratory. When he does, he begins banging against the door. This explains the sound the PCs just heard.

The well is too narrow for most PCs to climb down except halflings and gnomes. The PCs however have the potion obtained in encounter 1; 1/6th of the potion can reduce a Medium-size character to a Small character for 10 rounds if they all use the potion they can climb down after Billo. They will begin to grow at the end of the 8th round but will be too big to fit back up the well by the 10th. Each PC loses 1 point of Strength per foot reduced but gains all the benefits of being small sized. The potion can be rationed and the remaining shots can be used to extract PCs who have become stuck down the well.

The Well Hidden Door

At the bottom of the well they find a small 3 feet tall wooden door that has just been broken inwards. This broken door leads to the hidden room (below).

When the PCs confront Billo in the Hidden Room, he will surrender immediately. He has nowhere to run to and he knows he is no match for an entire group of adventures, even small ones.

If the PCs attack Billo, he will defend himself and try to flee. If they do not, he will behave himself and will even agree to being tied up. (He's escaped worse before and he's confident he can do so again.)

The Hidden Room

The room is Sagreill's laboratory; he was a master mage craftsman. It contains the typical trimmings of an alchemist's workshop, glass jars of strange components, and dried parts of creatures. There are copious notes and sketches and various tools of many trades.

Very little however is portable, the authorities of Mid Fell will not let them keep anything of value but the items listed in the treasure summary.

APL 2: The PCs must make a Spot check (DC 15) each round to find an item of treasure. Billo, if allowed to help, offers a synergy bonus of +2 to all such checks made in the room.

APL 4: To find an item of treasure requires a Spot check (DC 20). There are also several booby trap glyphs in the room; these are found instead of treasure on any odd numbered adjusted search roll, i.e. 21, 23, 25 etc. Examples: Glyph of stupidity, this reduces the PCs intelligence to 3 for 1 hour. The PC has no will of his own and follows simple one-word instructions. Glyph of hilarity, the subject finds everything very funny for 1 hour. Both require a will save (DC 20) to avoid. Glyph of magnetism, metal objects stick to subject for 1 hour. This requires a fort save (DC 20) to avoid. Generally the glyphs are non-harmful, last an hour and have a DC of 20; being rooted to the spot, lack of speech and other annoying effects are typical. Once all the treasure is recovered further searching of the room will only reveal more and more glyphs.

Remember the synergy bonus Billo offers.

APL 6: As APL 4, but raise the save DC to 25 and include the chance of some damaging effects that might take curative magic.

Remember the synergy bonus Billdo offers.

Treasure: A thorough search of the room (with or without Billdo's eager help) reveals several of Sagreill's minor lost treasures. There are several minor potions and a few mundane and magical trinkets. See the reward summary. Feel free to add any mundane items as you see fit, like spell components etc., these items will have no resale value.

Billdo's Story

Billdo is disappointed; he'd hoped to find more. He mentions that if he could find Sagreill's last journal that it would certainly lead to the location of the other treasures. The PCs have seen Sagreill's ghost put the diary in the chest that was at the bottom of his bed. Billdo does not suspect the chest has a false bottom.

If they ask Billdo where the chest is he explains that he buried it after he made his map at Sagreill's writing desk. He may mention he was inspired to create the map shortly after he began finding Sagreill's ring.

Billdo has unknowingly been acting upon a compulsion and buried the treasure he sought. Sagreill's spirit guided Billdo's hands; the map is his last jest. This is why the map, though a forgery, is indistinguishable from the genuine article.

If asked directly about his motives for creating the map, burying the chest or his strange attachment to Sagreill's ring, he will become unsure of himself and gain a slightly glazed expression.

Summary

The PCs have found Sagreill's lost burrow and encountered a ghost revealing the whereabouts of the diary. This phantom is benign and cannot interact with the PCs. Billdo informs them that the map is a fake and it marks the location of a chest full of junk he had buried on the south fell; if asked he even explains the riddle of the map.

Subtext

It is preferable for the PCs to discover Sagreill's ghost and the clue of the chest before meeting Billdo. Have the bedroom door unlock its self and swing open if necessary. Sagreill's spirit is restless, having never been buried and is still troubled over his brothers murder. He wishes a resolution that he never found in life.

The fact of his deeds and the truth about the goats being revealed in encounter 6 should give him the peace that he requires. The crying they hear at the door is his. This should attract their attention, as they must pass this door to get to the kitchen.

ENCOUNTER 6: TYRGS, TYRGS, BURNING BRIGHT

The characters need to use the directions on the map to find the treasure chest. Its location is quite prominent, as it is buried in the center of "The Circle of Seven"; a group of Flan standing stones on the south fell. There the party happens upon a fight between the herd of giant goats and a group of tyrgs.

This encounter is essentially a large combat. As such, it will take time. You should hopefully have a full hour left in the round, though 45 minutes will do as the scenario is nearly over at this point.

The seven stones are placed on top of a very steep hill. There is a track that leads up through the woods that surround its base. As soon as you are level with the top you see a pack of goats surrounded by six tyrgs.

In the center is a single mature goat with two cobs and four adults around him, twelve bucks and six kids surround the older goats. As you witness this, a tyrg leaps out at you from nearby and howls.

🐐 **Giant Goat, Kids** (6): non-combatants

🐐 **Giant Goat, Buck** (5): hp 27, 25, 24, 22, 20; see appendix D.

🐐 **Giant Goat, Savant** (1): hp 32; see appendix D.

🐾 **Tyrg** (3); hp 40, 38 (x2), 37, 34, 31; see Appendix D.

Depending on the APL, a number of other tyrgs leap out from hiding (Spot, DC 18). If the PCs don't spot the Tyrgs they will get a surprise round as the PC approach.

APL 2 (EL 3)

🐾 **Tyrg**: hp 37; see appendix D.

APL 2 (EL 5)

🐾 **Tyrg** (2): hp 37, 34; see appendix D.

APL 3 (EL 7)

🐾 **Tyrg** (4): hp 41, 37, 34, 32; see appendix D.

Below is a round by round account of the fight, feel free to use this for describing these background events to the players.

Round

1. The tyrg howls at the party. The tyrgs howl at the goats and attack; all but one scores a hit and four bucks and two kids die. This leaves eight bucks and four kids.
2. The tyrg closes with the party. The tyrgs attack again one cob is wounded. At this point one adult, three bucks and one kid have been killed. The goats charge the tyrgs killing one. Leaving five tyrgs attacking the goats.

3. The mature goat tramples one tyrg. The goats attack but no tyrgs are killed. One adult and two more bucks and a kid die. There are now two adults, three bucks and two kids left. Leaving four tyrgs attacking the goats.

4. The mature goat finishes off the tyrg he was fighting. The remaining tyrgs attack killing a buck and an adult each. The goats attack killing one tyrg. The two tyrgs retreat and run. The tyrg attacking the party if still alive joins them. At the end of the battle there are now only the mature goat, one cob, one adult, two bucks and two kids left standing.

Most of the goats are still alive but badly wounded the PCs will need to use the healing skill to save them; they can save one goat a round, but no more can be saved after 4 rounds have passed.

The lead goat Nevit, the same one they met earlier is standing over the body of his mate a large female, he is prodding her with his hoof and saying.

“Please wake up. I killed them, and they have all gone away. Can you get up? It’s all right.”

This should surprise the players. The lead goat is a creature of intelligence, as its speech shows, and he is exceptional for his kind.

The characters should approach the goat with caution. It is willing to fight them to protect its mate, but is wounded it’s self. They need to gain its confidence. A Diplomacy check (DC 15) will do this handily.

The female goat is bleeding to death from a tyrg bite to her neck; the wound needs the Heal skill or a simple *cure light wounds* spell.

Summary

The PCs nearly have the final piece of the puzzle. They have fought the tyrgs and will most likely need to negotiate with the goats before they can retrieve the treasure.

Subtext

The giant goats are revealed to be intelligent (see the Appendix D for full details).

The PCs should have come to the same conclusion and are themselves guilty of the same crime. Lifting this “curse” and solving the mystery that surrounds it will have a lasting effect on the area.

The goats are a herd bought to Little Hills by the giants during the giant wars; they have roamed free since their masters’ defeat.

ENCOUNTER 7: THE TREASURE CHEST

Once the tyrgs are dealt with, this encounter details what can be found in the buried chest of Sagreill. This chapter is vital to the full story of Fell Creatures.

The PCs will need to get the box out of the ground. It is hidden under a stone slab. Billdo has filled the chest with worthless rusted swords and fake rotted wands etc. The false bottom will be found if looked for; the chest is not as deep as it should be.

If the PCs don’t look have the chest fall apart because of age and its recent movement. Inside the false bottom is Sagreill’s diary.

Sagreill's Diary

You find a small notebook sized tome wrapped in a leather waterproof pouch.

It contains several entries and appears to be Sagreill's diary. Sown into the back of the book there are eleven pieces of cloth, each with a picture painted on them. These can be removed quite easily without damaging them.

See Players’ Handout 3: Sagreills Diary.

Each patch radiates magic slightly; they are permanent items made with the *item* and *permanency* spells. In Sagreill’s hands they could be commanded to full size and back again, now the mage is dead they may be used only once. As such they have little retail value, as they are simply demi-magical items.

As cloth they are worth 4 times the retail value of the Item and once used they are worth the normal amount.

Selling them as magic Items would be difficult, as Identification spells and the like would eat any profit you might make.

As patches these items have no effective weight, once enlarged they are permanently as the objects listed in the *Player's Handbook*, but still radiate magic. A rogue or bard with the Use Magic Device skill can attempt to emulate Sagreill Dornish (DC 30) and command the Items to shrink once again into patches.

See the items cert. and treasure summary for more details.

ENCOUNTER 8: THE RETURN TO MID FELL

The Aftermath

The lead goat has been reading the thoughts of the PCs while they read the diary and insists they go back to Mid Fell.

“This Selly he is right, we must stop bad hobniz from killing goats. Bad, evil hobniz. We go now punish, maybe gore the hobniz, free goats, yes?”

The PCs need to convince the goats that it is all a misunderstanding.

A successful Diplomacy check (DC 20) will keep the goat calm, though failure only results in the goat snorting angrily. These goats are grateful to the PCs and will not turn on them unless given reason.

The Journey back

Accompanied by the goats the Journey back is uneventful. Roll for encounters and roll-play the journey.

Arrival

The party approaches the town as night is drawing in.

As you round a bend in the road you see a small group of halflings from the town, they welcome you back and say Nanny sent us to meet you. Just then the goats that have been lagging behind appear. The halflings shout warnings to you and fire blindly at the goats. One bolt hits the largest goat and catches him in the leg.

Glebb, Pugh, Helfa, McGraw, Trulo and Phedd are all here. A fight will naturally break out between the goats and the halflings with the PCs in the middle. The lead goat wants to kill the halflings and gets ready to charge.

Speaking gruffly, the mature goat makes his intentions clear with:

The evil hobniz are going to kill us. We should kill them first! You good hobniz get out of the way we don't want to kill you.

Hearing the goat speak surprises the halflings and they drop their guard. This gives the PCs one vital round to make their case. Quick talk, Diplomacy and Handle Animals checks (DCS 20 and 15, respectively), and subduing magics like *charm person, web, and sleep* will prove invaluable.

Roleplay the rest of the situation. Trulo can vouch for the journal and Phedd will reveal patches for what they are.

Once the situation is calmed down and the "curse" of the Mid Fell goats revealed for what it is, the party will be hailed as heroes. They are treated as honored guests in the town.

Award the PCs influence points as appropriate.

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 2

Interact with Billy Dornish or the townsfolk 50 xp

Encounter 3

Fighting and killing feral goat. 50 xp

Encounter 4

Treating Nanny O with respect and reverence. 50 xp

Encounter 5

Each PC finding Billdo and entering the laboratory 50 xp

Encounter 6

Defeating and driving off the tyrgs 50 xp

Encounter 7

Negotiating with goat and healing the wounded goats 50 xp

Recovering diary and revealing the mystery. 50 xp

Returning to Mid Fell with goats and stopping the fight. 50 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.

- *potion of reduce*
- *potion of cure light wounds* 50 gp,
- *potion of spider climb* 50 gp,
- *continual flame gem* 111 gp, ,
- *potion of invisibility* 300 gp
- Might short composite bow [+2]
- Influence point: This cert represents a Yeoman region influence point it has been awarded to the PC by Grosspokesman (Nanny) Oggda Oakbessel. The influence point is in the form of a small silver token of Yondalla, with the diety picture on one side and the PCs name, the legend "Hero of Mid Fell, Protect and Provide" and Nanny's seal on the reverse. Each has been blessed by Nanny and will act as a divine focus for clerics of Yondalla, or any other halfling deity. A PC with this cert may use it to gain +2 circumstance bonus whenever dealing with Yeoman authority figures or any good NPC halfling in the greater Sheldomar region, Yeomanry, Keoland, Gran March, Sterich, Geoff, Bissell, the Ulek States, Celene, the Sea Princes and the Pomarj. It also counts as a general influence point with the council of Grosspokesmen.
- **The Patches in the Diary.** The following text makes up the body text of the certs for each of the patches.

"These patches can be used once to create the item depicted on their surface. Doing so is a standard action that provokes an attack of opportunity."

Patch: A campfire lit as patch (value 5 gp, weight 0lb, material Cloth, frequency Common) as object (value 0 gp, weight not portable, material wood, frequency Common):

Patch: A Sword, short as patch (value 20 gp, weight 0lb, material Cloth, frequency Common), as object (value 5 gp, weight 3lb, material metal, frequency Common):

Patch: Shortspear as patch (value 4 gp, weight 0lb, material Cloth, frequency Common), as object (value 1 gp, weight 5lb, material wood, frequency Common):

Patch: Dagger as patch (value 4 gp, weight 0lb, material Cloth, frequency Common), as object (value 1 gp, weight 1lb, material metal, frequency Common):

Patch: Ladder, 10-foot as patch (value 5 cp, weight 0lb, material Cloth, frequency Common), as object (value 2 cp, weight 20 lb, material wood, frequency Common):

Patch: Lantern, Bullseye lit as patch (value 24 gp, weight 0lb, material Cloth, frequency Common), as object (value 6 gp, weight 3 lb, material metal, frequency Common):

Patch: Tent erected as patch (value 20 gp, weight 0lb, material Cloth, frequency Common), as object (value 5 gp, weight 1 lb, material cloth, frequency Common):

Patch: Spade as patch (value 4 gp, weight 0lb, material Cloth, frequency Common), as object (value 1 gp, weight 8 lb, material metal, frequency Common):

Patch: A Kit bag of provisions (10 good meals) as patch (value 2 gp, weight 0lb, material Cloth, frequency Common), as object (value 1 gp, weight 3 lb, material cloth, frequency Common):

Patch: A Sack as patch (value 1 gp, weight 0lb, material Cloth, frequency Common), as object (value 1 sp, weight ½ lb, material cloth, frequency Common):

Players' Handout 1: A Players Guide to Mid Fell

Mid Fell is a large halfling community of some 1,000 inhabitants situated at the base of a large rocky hill. The hill (or fell) itself shows signs of ancient dwarven occupation—a number of mines and caves riddle its exterior. Mostly it is a town of tinkers and metalworkers. Tin, zinc, copper, lead and some iron is mined on the Fell by the halflings. The town it is famed for its craftsmen.

The town has a central main street called the “High Street”, where the halflings of Mid Fell have built their burrow-homes. The high street runs parallel to the river Stock and was once the riverbed before its course was changed centuries ago.

The halflings of Mid Fell raise a breed of wild, straight-horned goat (indigenous to the Jotens) that produces rich milk. The legendary Sagreill Dornish, long-dead local hero, stole a herd of these goats, along with sacks of gold, from a giant chieftain and founded the town with his loot.

The town is now equally famous for its impressive temple of Yondalla a site of halfling pilgrimage throughout the Sheldomar valley and beyond. This was Sagreill's legacy to the town along with his goats.

The Drunken Goat

A mainly male halfling clientele is seated at this tavern's tables and chairs, playing games with strange multicolored counters. The large crowd of men and boys openly laze about while the womenfolk seem to be the chief shop keep and stall holders. The characters can buy drinks at the normal prices, and there is spiced roast goat to eat. If the characters so much as stand in the general area, they are be bought drinks and food without asking for them, by the serving girl.

☞ **Miss Yondalla Sweetfast, female halfling:** blond haired with violet eyes, old looks 19. She wears a red top, a white head scarf and white apron and is a bright and cheerful girl. She moves like greased lightning, keeping glasses and plates full.

☞ **Mrs. Botsie Boggit, female halfling:** gray haired with silver eyes looks 65 she is plump and wears a white apron and cooks hat.

Fishmongers and Greengrocers

Lalla, an old fishwife runs this shop.

☞ **Mrs. Lalla Wessel, female halfling:** greasy black haired with azure eyes looks 40. She dresses in green and is constantly surrounded by twenty or so stray cats that follow her wherever she goes.

General Store and Barber/Surgeon

All manners of dry goods can be bought here.

☞ **Widow Wertin Boggit, female halfling:** red haired with green eyes looks 50. She wears a white smock and white gloves. She pulls teeth, cuts hair, fixes broken bones, and prepares herbal remedies.

Mrs. Copperpots Smiths and Armourer

Here there is a forge and anvil run by four halfling smiths. All manner of non-hardware items including weapons and armor can be bought here.

☞ **Mrs. Felisha Copperpot, female halfling:** white haired with gray eyes looks 80. She is as wide as she is tall. She sits here and supervises the work from a cast iron rocking chair.

Dornish's Dairy and Tailors

The dairy sells products made from the giant goats milk. Dairy of all kinds as well as clothing can be bought here.

Odell's Hardware

Within the hillside is this cavernous shop it is filled ceiling to floor with high narrow isles of shelves containing boxes with handwritten labels upon them. These isles stretch into the darkness behind the shops counter. Here stand the two O'Dell brothers one short and fat at two feet tall and one tall and unnaturally thin at four feet tall they are separated by a small red haired halfling boy.

All the objects sold here are made specifically for halflings. Objects of halfling design are built to last, smaller than usual, and often have more than one use. Such as a helmet that can also serve as a cook pot, or a hammer that also serves as a small crowbar. It is the only place to buy most adventuring gear.

☞ **Tall Mr. O'Dell, male halfling:** bald with blue eyes, looks 80. Tall Mr. O'Dell has the look of a skeleton and dresses completely in black. He has a back problem and cannot bend, so he can only reach the highest stock.

☞ **Short Mr. O'Dell, male halfling:** blond haired with gray eyes looks 65. Short Mr. O'Dell is the opposite of his brother in many ways; he looks younger and is very well fed. His girth prevents him from climbing the shop ladder so he can only reach the lowest stock. The medals he wears and his military baring marks him out as a veteran of the Little Hills Legion.

☞ **Apprentice Shafts O'Dell, male halfling:** red haired with orange eyes looks 16 and has a Keoish accent.

The Temple of Yondalla

The temple dominates the street. It is a small fort with towers and balustrades. Its walls are clad in the finest white marble. Set at the top of a rise it is a hive of activity; its huge central gates are always open. Two halfling guardsmen stand watch at the gates. A halfling is selling memorial candles nearby to raise funds for war orphans; singing, "Light a candle for the dear departed". Cartloads of produce can be seen being taken into the temple and others bought out. It is obvious to the casual onlooker that the temple has other functions other than just the religious. It seems to be being used as a warehouse and is finely suited as a place of refuge should the need arise. This is a major and famous halfling temple; it is not for nothing is Mid Fell known as the temple town.

Halflings are known to travel hundreds of miles just to visit the temple, but so closely guarded are its secrets that only halflings are admitted and are required to make an appointment to gain entry and wait up to three days. PC clerics of Yondalla or followers specifically making a pilgrimage need to have made prior arrangements and have the correct paperwork. The adventure starts on the first day of their waiting period.

A plaque above the gate states: "This Temple of our Lady Yondalla, Protector and Provider, is dedicated in the memory of Sagreill Dornish, hero and founder of Mid Fell."

☞ **Sister Yasmin Boggit, female halfling:** Black haired with silver eyes. Wears blue robes.

☞ **Sergeant Steff Boggit, male halfling:** Brown hair and purple eyes, wears fine chainmail armor.

☞ **Sergeant Bod Oakbessel, male halfling:** Blond hair and green eyes, wears fine chainmail armor.

☞ **Veteran Kregg Cressel, male halfling:** Dressed in Yeoman Uniform he is a veteran of the giant wars and has a wooden leg and has lost a hand. The candles are given for any coin donation.

Severnwell's Carpenters and Coopers

Wooden goods of all description are manufactured here.

☞ **Journeyman Harri Severnwell, male halfling:** black haired with dark eyes looks 40.

☞ **Mrs. Cherri Severnwell, female halfling:** black haired with gray eyes looks 40.

Sheriffs Office

This is the seat of Mid Fells militia they all wear the red Tabards of the Yeoman Guard and carry the traditional spear, short sword and shield. There is always activity here as the little trooper's march in and out. The trooper's morale and discipline are very high and they seldom rest or even smile. They perhaps take themselves too seriously.

☞ **Sheriff Glebb Dornish, male halfling:** blond haired with green eyes looks 40. He wears plate armor that is enameled red and purple.

THE INN SAGREILL'S SELLY

From the outside a large Inn sign hangs over the Inns 6 ft double doors. The sign is a picture of a Huge Giant Goat towering over a man on horseback. The inn Sagreill's Selly has a rustic halfling style its ceilings are unusually high for a halfling burrow, It is well lit with wooden slats covering the curved walls giving the impression that you are sitting inside a huge barrel. . Fresh stew covers the floor soaking up any spilled ale. Pictures decorate the walls; behind the bar is a huge portrait of Sagreill Dornish.

☞ **Landlord Amos Dornish, male halfling:** A friendly and warm host. Blond haired with gray eyes looks 65. When not on duty and wearing leather armor he dresses in blue with a leather apron.

☞ **Miss Silka Boggit, male halfling:** golden haired with electric blue eyes, wears blue and gold to striking effect, she is the barmaid and entertainer

Pugh Dornish Master Butcher and Helfa Dornish Animal Doctor.

There is a small queue of people here with sick animals. A huge goat's head is mounted over his shop front. Examining the giant goat's head reveals a plaque it states; "this is the head of Selly, Sagreill famous giant goat". *The horns are a full five feet long.*

☞ **Master Butcher Pugh Dornish, male halfling:** blond haired with gray eyes looks 45. Pugh Dornish runs the butchery and slaughterhouse; from here he has a roaring trade in goat flesh.

☞ **Mrs. Helfa Dornish Animal Doctor, female halfling:** red haired with green eyes looks 40. The Butchers wife a gentle woman with a great love and sympathy for animals. She is renowned for her knowledge of animal biology and healing.

McGraw Dornish's Leather and Horn

This shop has the pungent smell of fresh leather. All manners of leather goods can be bought here from armor to belts and boots. Many craft items are made from the horns of the giant goats this material is light and as strong as steel. Buttons, buckles, and even knives, arrowheads and short swords have been made from this material.

☞ **Sergeant McGraw Dornish, male halfling:** blond haired with gray eyes looks 50. He wears the insignia of the Little Hills Legion. Any adventures looking for work are directed here, as he and his brother Glebb's efforts to restore the Little Hills Legion is a source of town pride.

The Land Registry & Museum

The Land registry is the bureaucratic arm of the government. Its coat of arms from the days of the Keolandish government is a map and compass and the scales. It serves the functions of a bank, an assay office, lawyers, a civil court, a birth and deaths register, an electoral roll, and county surveyors and funeral directors. It also administers such things as professional licenses.

☞ **Father Trulo Pishlittle, male halfling:** Black haired with black eyes looks 65. A cleric of the demigod Urogalan, he carries a unique weapon an iron bound tome on a large chain.

Professor Phedd Phiday's curiosity shop and Magic Academy

Phedd runs a shop opposite O'dell's Hardware. The shop seems to sell items that could not fit into the inventory of anything other than specialist retailers. From jewelry, fishing hooks, shot, locks, manacles, climbing, boots, thieves tool kits, musical instruments, scroll cases, arrowheads of many designs, and toys.

☞ **Professor Phedd Phiday, male halfling:** brown hair with lavender eyes looks 50. Phedd is a mage craftsman a chief figure in Mid Fell's Magic Circle founded by Sagreill Dornish himself.

Players' Handout 2: The Map Riddle

Held firmly within your grasp

Is the drawing of the way

Put this above all other things

A light to remember me by

That produces a golden treasure so bright

Outside Inside outside upside down left to right.

I have in mind to leave you this when I die

If you are industrious you may collect the honey from my hive

and make uncovered that which is hidden

Players Handout 3: Sagreill's Dairy.

SAGREILL'S DIARY

Description: Sagreill's diary is a small note book sized tome wrapped in a leather waterproof pouch; at the back of the book there are six pieces of cloth sown into the book with pictures painted on them. The journal contains the following entries.

Readying 14th

Peri came to me today his oldest goat had gone mad confined in it's stable it had broken its neck and snapped one of it's horns. I have advised him to change his feed and quarantine his stable. We have agreed to keep things quiet for now. I have problems of my own, I have started to hear voices, I must get my drinking under control.

Readying 16th

Two more of Peri's Goats became mad last night. We had to kill them. I could not sleep I could hear crying just as I was on the edge of sleep.

Coldeven 10th

The voices in my head are getting worse I can't understand them. I am weaning myself off the drink but now only the drink seems to make the voices go away, what am I to do.

Coldeven 20th

My drinking has got out of hand, my doctor says it is killing me. If Peri had not found me I would surely have died. I resolve to stay sober.

Planting 25th

I have been sober for a over a month now and return to my own home tomorrow.

Planting 26th

The drink still affects me I was down at the stable today and thought I heard Selly speak to me. She welcomed me back and was happy to see me return. My recovery will take time.

Planting 27th

Selly and I had a long talk today; she is delighted the fog of drink has left my mind. It's so much clearer to me now. She asked me to stop my brother Peri killing his goats. Her children are becoming adults and thinking beings. The rage is natural and part of growing up. It is a sin to kill them.

Planting 28th

I tried to speak to Peri today about the goats; he would not listen he accused me of going back to my old ways. He called me a mad drunken fool. I am not welcome at his house. Have I truly gone mad?

Flocktime 20th

I write this as my true confession should this diary be found after my death. I have left Mid Fell nobody would believe me. I have murdered my own brother and must live now with the guilt. Three weeks ago Peri came to me one of his goats had broken loose and attacked my niece Dala; he bought her body with him accusing me mad with grief and rage blaming me for selling him mad goats. I tried to tell him that the goats where intelligent creatures. So enraged was he, he could not hear Selly talk. He struck me down and took a lantern and set fire to the stables. Selly escaped and attacked trampling him. She stopped at my insistence, but Peri took his sword and struck her through the heart. I saw red. Selly was in my mind and I found my sword in my hand and the blade in my brother. I had killed him

APPENDIX A: PEOPLE OF MID FELL

The start of this adventure takes place in Mid Fell's "High Street" in the center of the town. Mid Fell is a very close-knit community of approximately 1,000 halflings. The people are very welcoming and friendly, apt to small gestures of generosity, devout and mostly good aligned. They are quite formal when referring to each other and will always use each other's full title, such as Mr., Miss, Widow, Doctor, Master, and so forth. It is up to the individual DM to flesh out and characterize the NPCs and locations described in the player's handout.

The PCs will be dealing three primary groups in town. Two are families, the Dornishes and the Boggits. The other group is the town's various shopkeepers.

THE DORNISHES

The players will soon realize that every second person in the town seems to be called Dornish. During Sagreill's residence in town, many of his relatives, however distant, traveled to Mid Fell to live with their famous relative. Despite his departure, the rest of the extended family remains. Sagreill is the local hero, and his family is rich and powerful. 8 of the 12 Spokesmen for the county are Dornishes.

Glebb and **McGraw** are brothers and **Amos** is their cousin. All three are Spokesmen. **Pugh**, also a Spokesman is the half cousin of **Billdo** the uncle of **Korsa** and the husband of **Helfa**. **Billdo** refers to **Pugh** as his uncle and **Pugh** acts as a surrogate father to him.

THE BOGGITS AND SEVERNWELLS

The second largest family is the Boggits.

Botsie Boggit is the mother of **Silka**, **Yasmin** and **Hari**. **Steff** is their cousin and **Wertin** is Steff's great aunt. **Hari** took his wife **Cheri Severnwell's** last name; this is common practice, as marriage is considered to be to the family or clan, rather than to the individual and arranged marriages are common.

SHOPKEEPERS

The remaining shopkeepers are mostly unrelated to each other.

Trulo is an expert on local History. **Phedd** is the inheritor of Sagreill's Magic Circle. **The O'Dell** brothers never speak to one another and communicate through **Shawn** a relative from Keoland. **Mrs. Copperpot** is elderly shortsighted and deaf. **Yondalla** is a quick serving girl. Cats constantly surround **Lalla**.

- ☞ Miss Yondalla Sweetfast, female halfling Com1
- ☞ Mrs. Botsie Boggit, female halfling Com1
- ☞ Mrs. Lalla Wessel, female halfling War1
- ☞ Widow Wertin Boggit, female halfling Exp3
- ☞ Tall Mr. O'Dell, male halfling Exp3
- ☞ Short Mr. O'Dell, male halfling War3
- ☞ Apprentice Shauts O'Dell, male halfling Exp1
- ☞ Mrs. Felisha Copperpot, female halfling Com5
- ☞ Journeyman Harri Severnwell, male halfling Exp3
- ☞ Mrs. Cheri Severnwell, female halfling War1
- ☞ Sheriff Glebb Dornish, male halfling Pal5
- ☞ Sister Yasmin Boggit, female halfling Clr3
- ☞ Sergeant Steff Boggit, male halfling Ftr3
- ☞ Sergeant Bod Oakbessel, male halfling War3
- ☞ Veteran Kregg Cressel, male halfling War3
- ☞ Landlord Amos Dornish, male halfling Ars3
- ☞ Miss Silka Boggit, female halfling, Brd2
- ☞ Master Butcher Pugh Dornish, male halfling Exp5
- ☞ Mrs. Helfa Dornish Animal Doctor, female halfling Drd3
- ☞ Sergeant McGraw Dornish, male halfling Ftr3
- ☞ Father Trulo Pishlittle, male Halfling Clr3
- ☞ Professor Phedd Phiday, male halfling Wiz 3/Rog 4

APPENDIX B: THE TALK OF THE TOWN

The NPCs of Mid Fell relate the following rumors to the PCs. Each rumor begins with a typical introduction and should be inserted into normal role-playing dialogue.

Who was Sagreill Dornish?

Mid Fell was only a village before Sagreill Dornish founded the town over 200 years ago. Have you not heard the tale of how defeated a giant chieftain and bought home a fortune in gold and gems loaded on the backs of ten giant goats? Go see the proof yourself; the inn Sagreill's Selly is named after Sagreill's lead goat. Her head is mounted over the master butchers shop door.

Why is every one called Dornish?

Sagreill was old and without heir when he retired here. Soon almost every halfling who could claim a relationship to Sagreill arrived making the name rare elsewhere. So many came that the village grew into a town.

What became of Sagreill?

Sagreill left town ten years after his return and ended his days living as a hermit on the south side of the fell and was seldom seen again. The curse first struck Mid Fell that night and giant goats began to go mad.

Tell me more, what really happened.

Nobody knows. Sagreill's brother and ten-year-old niece were killed, there was a fire in his barn and his herd was burned alive. Some say Sagreill slew the goats after they attacked Peri and Dala.

What of the curse?

Sagreill's curse was that the violence of that night should revisit the giant goats. In their 10th year they become feral and attack without reason. It is canon law that no goat may reach that age, so no goat now lives longer than Dala Sagreill's niece did.

Why did Sagreill leave town?

Nobody is sure. After Sagreill left town a note was found leaving all of his fortune to the Church of Yondalla. Some saw this as a sign of madness others as an act of grief, others as a saintly and noble act. The Dornishes hotly contested the living Will but Sagreill instructions were quite clear. They claimed he had gone mad, when his brother was killed and would have nothing to do with him.

The famous Temple?

Halfling's from many nations come on pilgrimage to the temple. It is sacred ground and admittance is strictly controlled. Many pilgrims stay, so it's due to Yondalla's bounty that Mid Fell has grown so large. The temple was dedicated in Sagreill's memory sometime after his presumed death.

Nanny O?

Oggda Oakbessel has been the matriarch of the temple for over 100 years. She is the living embodiment of Yondalla herself. Truly blessed with a long life she is over 200 years old and you will never see such a well-fed woman. There is no finer Grosspokesman in all the Yeomanry.

More about Nanny?

Oh, Nanny has not left her bed in more than fifty years. Not that she has need to, Yondalla has blessed her with the second sight and she watches over us. The words of the faithful never escape her ears or the actions of the sinful her notice. Even the giants they say feared her.

More about the Goats? The Dornish clan still owns all the giant goats. They will not sell them outside the family. It is said that Sagreill Dornish cursed them and if they allowed live beyond their tenth year they will go violently mad. Pugh the master butcher makes sure this tradition is kept, like his father and his grandfather before him.

APPENDIX C: BILLDO DORNISH

APL 2 (EL 4)

➤ **Orphan Billdo Dornish** male halfling Rog3/Clr1: Small Humanoid (halfling); HD 3d6+1d8; hp 24; Init + 4; Spd 20 ft.; AC 16 (touch 15, flat-footed 16); Atks +5 melee (1d6+2/19-20, short sword); SA Sneak attack +2d6, turn undead; SQ Evasion, uncanny dodge, spontaneous casting of cure spells; AL CN; SV Fort +4, Ref +8, Will +4; Str 14, Dex 18, Con 11, Int 16, Wis 11, Cha 16.

Skills and Feats: Bluff +12, Disguise +10, Escape Artist +11, Forgery +10, Gather Information +10, Heal +1, Hide +15, Move Silently +13, Pick Pockets +11, Swim +6, Knowledge History +6; Skill Focus (Bluff), Run.

Spells Prepared (3/2; base DC = 10 + spell level): o—*cure minor wounds, detect magic, light*; 1st—*change self*[®]; *sanctuary*.

* Domain Spell; *Deity:* Brandobaris; *Domains:* Luck (Good fortune/1 per day: allowed to reroll one roll that he has just made; must take the result of the reroll), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: a money pouch, the map, a ring and a thief's tool kit. The money pouch turns out to belong to an appropriate PC, short sword, padded armor.

APL 4 (EL 5)

➤ **Orphan Billdo Dornish** male halfling Rog4/Clr1: Small Humanoid (halfling); HD 4d6+1d8; hp 28; Init + 4; Spd 20 ft.; AC 19 (touch 15, flat-footed 19); Atks +6 melee (1d6+2/19-20, short sword), or +8 ranged (1d6/x3, composite shortbow); SA Sneak attack +2d6, turn undead; SQ Evasion, uncanny dodge, spontaneous casting cure spells; AL CN; SV Fort +4, Ref +9, Will +4; Str 14, Dex 18, Con 11, Int 16, Wis 11, Cha 16.

Skills and Feats: Bluff +13, Climb +3, Disguise +11, Escape Artist +10, Forgery +11, Gather Information +11, Heal +1, Hide +16, Move Silently +14, Pick Pockets +10, Swim +6, Knowledge History +7; Skill Focus (Bluff), Run.

Spells Prepared (3/1+1; base DC = 10 + spell level): o—*cure minor wounds, detect magic, light*; 1st—*change self*[®]; *sanctuary*.

* Domain Spell; *Deity:* Brandobaris; *Domains:* Luck (Good fortune/1 per day: allowed to reroll one roll that he has just made; must take the result of the reroll), Trickery (Bluff, Disguise, and Hide are class skills).

Possessions: as above and composite shortbow, Chain shirt (Small size) and a *potion of reduce*.

APL 6 (EL 6)

➤ **Orphan Billdo Dornish, male halfling Rog4/Clr2:** Small Humanoid (halfling); HD 4d6+2d8; hp 33; Init + 4 (Dex); Spd 20 ft.; AC 19 (touch 15, flat-footed 19); Atks +7 melee (1d6 +2/19-20, short sword), or +9 ranged (1d6 +2 /x3, mighty composite shortbow [+2]); SA Sneak attack +2d6, turn undead; SQ Evasion, uncanny dodge, spontaneous casting of cure spells; AL CN; SV Fort +4, Ref +9, Will +4; Str 14, Dex 18, Con 11, Int 16, Wis 11, Cha 16.

Skills and Feats: Bluff +13, Climb +3, Disguise +11, Escape Artist +11, Forgery +11, Gather Information +11, Heal +6, Hide +16, Move Silently +14, Pick Pockets +11, Swim +7, Knowledge History +7; Dodge, Skill Focus (Bluff), Run.

Spells Prepared (4/2+1; base DC = 10 + spell level): o—*cure minor wounds, detect magic, light, mending*; 1st—*entopic shield, change self*[®]; *sanctuary*.

* Domain Spell; *Deity:* Brandobaris; *Domains:* Luck (Good fortune/1 per day: allowed to reroll one roll that he has just made; must take the result of the reroll), Trickery (Bluff, Disguise, and Hide are class skills)

Possessions: as before plus mighty composite shortbow [+2].

Description: Brown haired with dark eyes, 60 years old looks 34. His mother was the cousin of Pugh Dornish. She died in childbirth unmarried and left him as an orphan. Billdo has never been fully accepted by his family because of the shame left upon him by his mother. He was raised by Nanny O, so is deeply religious and an unwitting cleric of the halfling god Brandobaris, but seldom uses his spells.

Billdo has much of Sagreill's roguish ways about him. He is misguided and lacks confidence in his own abilities. Considered by most to be the town fool his antics amuse more often than they harm. While there is a great deal of antipathy toward Billdo the townsfolk are always willing to give excuses such as "he's simple", "he's just an orphan" "Nanny did her best to bring him up", "he had no father, bless him", "Billdo can't help lying, he means no harm," and so on.

Billdo wants more than anything to gain the acceptance of the people of Mid Fell but is trapped by the culture of mistrust. Billdo has become a common thief, swindler and compulsive liar. His timidity holds him back from his dreams, so he creates a fictional life for himself. Billdo claims he is the great, great grandson of

Sagreill Dornish and more than once that he had found the location of Sagreill's lost treasure. The map he has faked turns out to lead to the real treasure.

Appendix D: New Monsters

GIANT GOAT

Large Magical Beast

Hit Dice: 3d10+9 (25 hp)

Initiative: +2 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: Gore +8 melee, 2 hooves +2

Damage: Gore 1d8+4, hooves 1d4+2

Face/Reach: 10 ft by 5 ft./5 ft.

Special Attacks: Destructive Gore, trample

Special Qualities: Scent, darkvision 60 ft., low-light vision.

Saves: Fort +6, Ref +4, Will +2.

Abilities: Str 18, Dex 13, Con 16, Int 6, Wis 14, Cha 12

Skills: Balance +10, Climb +10, Jump +10

Feats: Weapon Focus (gore)

Climate/Terrain: Any hill or mountains

Organization: Solitary, pair, knot (4-20), or Heard (20-40)

Challenge Rating: 2

Treasure: None

Alignment: Usually lawful good

Advancement: 4 HD (Large), or 4-10 HD (Huge), and Savant (see below)

These majestic and wise goats are best known as natives of the Jotens, but can be found in most the mountain ranges where their smaller animal cousins are found. These swift and long-legged creatures that can jump great distances, they are sure-footed and can climb most mountainous terrain with natural grace and balance. They make poor mounts, only to carry humanoids two size classes smaller than they are without severe (1/2) movement penalties, but special rigs can be built for them to pull small carts (such rigs usually cost 100 gp, and are so specialized that they are considered masterwork), though they often refuse to act as beasts of burden.

A foe of all trolls, giant goats will attack them on sight with their long and strangely straight horns with devastating effect. If approached by other creatures these goats ask questions first, and gore only if some parley cannot be joined. In conversation, these goats tend to be long-winded but insightful conversationalists, interested in a eclectic mix of minutia from the history of local noble or chieftain house alcoholic beverages (be they human, elf, dwarf or giant), of which they refrain from tasting but the fermenting process tends to be a source of deep fascination, to the minor points of Cuthbertian (usually Billet) dogma. At the same time, when these goats spend too much time in captivity, they are strangely quite and will be careful not to speak in front of the creatures that hold them captive.

Giant goats are relatively short-lived, reaching old age at 10 years, and living usually no longer than a couple of decades. Upon reaching old age they usually go through one of two transformations. Either they become even more intelligent (raising their Intelligence to a score of up to 12) and gain the ability to detect thoughts, thus becoming savants (see below), or entirely the opposite, as the regress into a more animal and aggressive state which other giant goats insensitively refer to as “going mad.” Upon going mad a giant goat’s Intelligence drops to a score of 2, and they attack all non-goat creatures that approach them or they (rarely) flee.

Giant goats speak Common and Giant.

Combat

A giant goat attacks with its gore attack until its opponent flees the scene or is dead. Mad giant goats attack seemly for no reason, and have the unfortunate tendency to not allow opponents to leave the field. When found in herds adult giant goats circle and then charge retreat and repeat. Cobs stand their ground against smaller opponents. Mature and great goats will use their trample attack whenever this attack can be used.

Destructive Gore (Ex): The long straight and rigged horns of the giant goat have the benefit of a greater than normal critical range (x3) and that it is considered a +1 weapon for determining damage against creatures with damage reduction.

Trample (Ex): A giant goat can trample Small or smaller creatures for automatic gore damage. Opponents who do not make attacks of opportunity against the goat can attempt a reflex save (DC 20) to half the damage.

Skills: Giant goats receive a +4 racial bonus to Balance, Climb and Jump checks.

Savants

Upon the age of 10 some (10%) of giant goats go through a transformation, where they become more intelligent (roll a 1d6—their Intelligence raises to at least 10 [1-3], and in some cases as high as 12 [4-5, Intelligence 11; 6, Intelligence 12]) and they gain the detect thoughts ability (see below), and sometimes take levels in sorcerer or cleric (usually worshipping St. Cuthbert). Unfortunately if a goat does not become a savant, that the giant goat will go mad.

Detect Thoughts (Su): A giant goat savant can continuously detect thoughts as the spell cast by a 3rd-level sorcerer (save DC 13). It can suppress or resume this ability as a free action.

Tyrg (Spotted Hound)

Large Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +2 (Dex)

Speed: 40 ft.

AC: 14 (-1 size, +1 Dex, +4 natural)

Attacks: Bite +8 melee, 2 claws +3 melee.

Damage: Bite 1d8+4, claws 1d6+2

Face/Reach: 10 ft by 5 ft./5 ft.

Special Attacks: Howl, Improved Grab, Rake, Trip

Special Qualities: Scent, Darkvision 60 ft., Low-light vision.

Saves: Fort +7, Ref +5, Will +2.

Abilities: Str 19, Dex 13, Con 16, Int 2, Wis 14, Cha 6.

Skills: Climb +6, Jump +6, Move Silently +7, Track +8

Feats: Alertness, Track.

Climate/Terrain: Any temperate hills, mountains, or plains.

Organization: Solitary, pack (2-8), or pride (8-20)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-12 HD (Huge).

Tyrks seem a cross between a dog (inheriting its watchfulness) and a tiger (inheriting its stalking ability). When they engage their prey, they howl which stuns their opponents. It has a terrifying howl that stuns its opponents.

A tyrg stands around four feet tall at the shoulder and varies in length from eight to twenty feet. Tyrg's fur-patterns vary from speckled to tiger-striped too nearly uniform. These creatures are both extremely vicious and cunning. The tyrg's sleek catlike stance and powerful canine jaws combine to make an extremely fierce predator.

Combat

Tyrks hunt in small packs, tracking and sneaking up on its prey whenever possible. When their target has been successfully stalked, tyrks attack from all directions, howl, and then flank their opponents whenever possible, tearing them apart with claws and teeth.

Howl (Su): A tyrg's howl is a dreadful combination of a wolf's howl and big cat's screech. Non-tyrks within a 50-foot spread of the tyrg when it howls must make a Will save (DC 12) or be stunned for one round (loses Dexterity bonus to AC, can take no action, foes gain +2 to hit a stunned creature). If the save is successful, that creature cannot be affected by that tyrg's howl for one day. This is a sonic, mind-affecting attack; deafened creatures are not subject to it.

Improved Grab (Ex): To use this ability, the tyrg must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A tyrg that gets a hold can make two rake attacks (+8 melee) with its hind legs for 1d6+2 damage each.

Skills: Tyrks are excellent trackers and stalkers. They receive a +4 racial bonus to Move Silently checks as well as Wilderness Lore checks when tracking with Scent.

Trip (Ex): A tyrg that hits with a bite attack can attempt to trip the opponent as a free action (see page 139 of the *Player's Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the tyrg.