

# The Goats

(*Tom Clare*)

Sometime during the day, a herd of shaggy black goats wander over to the party and begin to chew on anything they can reach. They are a nuisance more than anything, and will finally leave if outpaced or shouted at enough. But if they are treated badly they will tell their elfling friends about it and plan revenge.

That night, whether the party is camped or on the move, the goats will return, ridden by invisible, chuckling elves. The beasts will gallop through the party, scattering any campfire and frightening the horses - each horse must roll equal to or under their Rank - typically 2<sup>1)</sup> - on 1d10 or run off (breaking free of any tethers) and cannot be caught for 1d3 hours. Knights, barbarians, and mystics handling a horse when the goats attack may add their Rank to the horse's Rank before making the roll.

While elf-ridden, the goats are like braying shadows. If attacked, they will retaliate, but instead of being injured, the PCs will be knocked down or otherwise embarrassed. If the goat rolls a critical (on a 1 or a 2) the PC will find themselves backwards astride a goat that will run off with them for half a mile before rearing up and dumping them in a shallow mire.

The elves will cast various nasty enchantments on the PCs as the goats cause havoc. They have a **MAGICAL ATTACK** of 17. These are petty magics and will not last beyond noon the following day.

Roll 1d6; if another PC has already suffered this curse use the next one.

1. Mushrooms erupt on the PC's face and upper body.
2. When they next set out, all the horses will begin to loudly discuss the PC in very unflattering terms.
3. It begins to rain on the PC... and only on that PC.
4. Any iron or steel that the PC holds erupts into flame, burning them for 1d2 damage each round unless they drop it.
5. Two PCs have their faces swapped.
6. Every word the PC utters becomes a bee.

<b>ELF-RIDDEN GOATS</b>			RE 1
<b>ATTACK</b>	14	Horns (knockdown)	
<b>DEFENCE</b>	6	None (AF 0)	
<b>MAGICAL ATTACK</b>	N/A	<b>Magic Points</b>	None
<b>MAGICAL DEFENCE</b>	4	<b>Health Points</b>	1d6 +3
<b>EVASION</b>	10	<b>Movement</b>	12m (25m)
<b>STEALTH</b>	13	<b>PERCEPTION</b>	7 (Normal)

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1)

Horses that have accompanied a particular PC on several adventures might have a Rank of 3 or even higher.

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