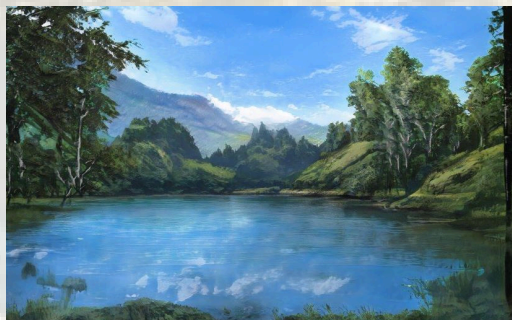


# Fowl Play - 5-301SaFoPl

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The town of Cherpa is on the brink of disaster. Every year, the grand Festival of the Iron-Shelled Hunt brings glory to the finest Cherpa hen handlers as they compete in retrieving the elusive shellfish from the depths of the great lake. But something is terribly wrong—the Cherpa hens have vanished. Their empty roosts leave the town eerily silent, save for the desperate calls of their handlers. A mystery shrouds the lake, and the festival stands on the edge of ruin. The town's leaders have sent out a call for heroes to uncover the truth, recover the missing birds, and save Cherpa's most treasured tradition before time runs out.

**DM:** (The Cherpa Hens have been ushered away as a prank by the Mayor's adopted grand-children. But they are now hunted by predators and have taken refuge in the rafters of an old abandoned building on the outskirts of town.)



The town of Cherpa has long flourished thanks to the great lake to its north. The waters provide not only nourishment and trade but also house the mighty Cherpa hen, a towering bird known for its power and

agility. These noble creatures, bonded with their handlers since hatching, soar through the skies and dive into the depths, retrieving the iron-shelled fish that serve as both sustenance and currency. Every year, a great competition is held; a test of skill and trust between bird and rider, where the best handlers prove their worth in retrieving the prized shellfish. But as the festival approaches, an unnatural silence grips the village. The mighty birds, once filling the air with their sharp cries, have disappeared overnight. The handlers scour the roosts, calling out for their partners, but not a feather remains. What foul force could have stolen the heart of Cherpa's traditions? Whispers spread of dark shapes moving over the water, of unseen figures lurking in the forest beyond the shore. With panic rising, the town's elders offer a great reward for any adventurers willing to uncover the truth.

**DM:** (DM notes on the 1st scene. Generally setting the stager and talking about the objective of this scene, Refer to **301MoGrRo**)

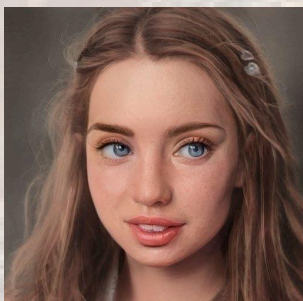
As the party enters the village of Cherpa they are surrounded by the smell of food, the sound of music and the colours of a festival in full flight. As they walk through the delights that the town has to offer - including grilled fish on a stick - they decide to look for the main attraction. A rare and intelligent species of bird.



The sound of commotion could be heard when a rotund man stopped his cart in front of an empty pen. 'I've told you already, Herly, you can't put it here. This area is reserved for the Hens!' cried a younger, smaller halfling. 'What Hens huh? They've left this town and when the visitors can't find the hens you reckon' they'll stay around for me wares? No. I am selling what I can now and getting out of this podunk town.' the larger man snapped back. The tugging on their cloaks told the party

that someone wanted their attention. An older halfling woman with kind, sad eyes. 'Gerald, the mayor of the town, went searching for the hens. He'd sort this out in an instant but he hasn't returned. I've got to stay back and look after the little ones and I hate to ask, but can you go check on him?' The two young humans next to her looked worried before adding 'Can you please bring our grandfather back?'

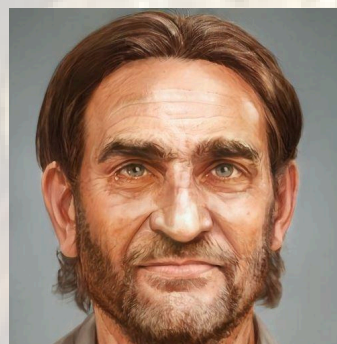
**DM:** (The woman's name is Doris Tender. Gerald Plumtom - the mayor- ran into



sound trouble down by the lake and need's saving. Casey and Corey Muraly are Gerald's adopted grandchildren and have a way with the Cherpa Hens. **301TuTPeOCh**)

It doesn't take the party long before they hear the sounds of panic coming from down by the lake 'Get off me ye' bastards!' cried an angry man as they came across the scene of a halfling man being grappled by two giant frogs who were trying to both swallow the halfling whole.

**DM:**(One or two giant frogs - either way it should be an **easy encounter** for low level parties.)



As the party returned to the village the Mayor, Gerald, got back to work. As Doris fussed over his bruises and cuts the party were treated to a hot meal and warming drink. Despite the Hens not being located by Gerald the party was celebrating just the same. That was until the sound of running feet heralded Casey bursting through the door. 'Help! Corey's in trouble!'

**DM:**(Corey was attacked by a giant weasel and in an attempt for the Cherpa hen to protect him from it he

was hurt and trapped under some falling debris as a wall half collapsed.

The kids had bird-napped the hens as a prank but now they were in danger. Refer to **301WeTChHe**)

As the party approached the old mill as they chased after Casey - at Gerald's and Doris's pleading - they could hear the commotion from the other side of the large barn double door.



As the cold mist of the evening starts to settle down upon the long grass, flickering pinpoints of light can be seen from the large, old window of the Mill. As fireflies flitter through the sprint night sky the unmistakable apprehension of the outcome of the little boy in the mill starts to weigh on the party.

The mill is old with many of the boards and planks of wood having come loose and fallen down over the years. The tattered vanes of the windmill lay motionless as their

damage renders them unable to move. But despite this there is a soft noise coming from inside the mill which draws the party in closer. Broken barrels and crates surround the walls of the mill and a broken stairway leads to a second story where goods would have once been stored. However both the goods, the flooring and the stairs are broken and unreliable making passage across them dangerous at best.

Large dog-like creatures prowled around the fluffy mass of birds as they mostly protected a weeping child from the savagery of their attacks.

**DM:**(Refer to **5-301SaFoPL** for the map and on the next page. This should be a challenging encounter with a few Giant Weasels and a Dire weasel if the party is higher than 1st level. Due to the multiple opponents 1 giant weasel per party member should be **challenging** enough but adding 1 more (5:4 ratio) will make it feel **Very challenging**. Refer to **301FrTChMi**)



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