

HAIRY HORNY HAGGIS
Hunted to near extinction to make Scotland's national dish, these creatures wander rarely now from Glen Wheesht. They want to restore the Caledonian Forest.



CLOUD
When drifting around in groups, it can get noisy if they bump into each other. Having poor bladder control, they're well-known for 'leaking' on people's heads.



BLUEBOTTLE
They are loud, stupid and don't mind barging into you. They love wading in animal poo and then standing on your food just before you eat it.



HUGMAHUSH
As old as the hills, they don't like heavy-footed people or burrowing animals. They move quite quickly and are the true holders of the land speed record.



MIDGE
Only the female bites whereupon she releases smells (proper term - '**pheromones**') telling other midges that you're offering a free dinner.



WEE
Friendly, cone-like creatures, who sort the forest leaf litter and grow mushrooms. Their homes (Wee But and Bens) blend into the woodland landscape.



BEITHIR
A serpent whose skin flashes like lightening when the sun reflects off it. It has a frilled neck when in attack mode and kills its prey with a poisonous bite; stab of its stinging tail or by crushing it to death.



BAMPOT
Hunted to make into cooking pots, their numbers recovered when Humans discovered how to smelt metal. Bampots are widespread throughout Scotland.



KELPIE
Kelpies look like horses but with fearsome teeth and razor-sharp dew claws. They live in lochs and drag victims into their watery lairs to devour them.



URISK
Half-man, half-goat but often mistaken for a complete goat! They're excellent climbers, loyal, good company but very shy, too. Urisks love Rammy Runs.



WITCH
There is white (healing) or black (evil) witchcraft. Witches' footprints show a cauldron mark with a 'B' or 'W' (black or white) and their local coven membership number.

HUNTS

Hidden in this Park are lots of images burned onto the features so...

Find **five Hairy Horny Haggis snouts** like this...

Find **five Thistle Men** like this...

Find **ten Pictish symbols** (the ones marked red in the 'Pictish Symbols' box alongside).

Find and translate **eight Runes** (see the Runes alphabet to identify them) into English. Spell a country's name from these letters.

Follow the **Faerie Fouters** to find the **Faerie Flit**. Each Fouter has a Roman numeral so you can follow them in order...

I = 1	II = 2	III = 3	IV = 4
V = 5	VI = 6	VII = 7	VIII = 8
IX = 9	X = 10	XI = 11	XII = 12
XIII = 13	XIV = 14	XV = 15	XVI = 16

If you find the **Faerie Flit**, sneak a keek inside to see the rope ladder leading underground.

At the **Hide and Slide**, Silkies conceal their seal skins in a hidey hole. It's easy to find the slide but can you find the 'hide'?

Find the **five 'Thought Eggs'** laid by the Pensive Grouse within the Play Park.

Find the **Wee But and Bens** in the woods... but step carefully as Wee are small.

D'ye ken?

Find **nine 'D'Ye Ken?' signs**. Each states a quirky fact then asks a question to make you think.

Find these **five Scottish Beasties® paw prints** within the Play Park.

MacSporran · Kelpie · Witch · Bampot · Moortie

SCOTTISH BEASTIES

Humans are clever. We've explored and charted so much of this planet of ours. The accuracy of detail is an outstanding testimony to Mankind's understanding of the world...or is it?

What if maybe, we humans look at Nature and see only what we expect to see, dismissing anything unusual as nothing more than a trick of the light?

What if there is another world unseen by human eyes, not plotted on human maps and yet flourishing under our very noses?

YE KEN NOO!

A world inhabited by wondrous Scottish Beasties® who avoid humans. A world forgotten, surviving only as old wives' tales told around a blazing fire on a cold winter's evening.

Such places thrive because humans believe that their existence is impossible.

Such a place is The Beithir's Lair Play Park, St. Fillans...

RUNES

feoh	ur	thorn	os	rad	cen	gyfu	wynn	haegl	nied	is	gear	eoh	peorth	eolhx
'riches'	'bison'	'thorn'	'a god'	'riding'	'torch'	'gift'	'joy'	'hail'	'need'	'ice'	'year'	'yew'	'yew bow'	'earth'	?	'reed'
F	U	TH	O	R	C	G	W	H	N	I	GH	Z	P	X

sigel	tiw	beorc	eah	mann	lagu	ing	oedil	daeg	ac	aesc	yr	ear	?
'sun'	a god	'birch'	'horse'	'man'	'water'	a god	'homeland'	'day'	'oak'	'ash'	'yew'	'yew bow'	'earth'	?
S	T	B	E	M	L	NG	D	?	A	AE	Y	EA	K

Anglo Saxon Rune Key: **RUNE** (black) **UNATTESTED NAME** (red) **MEANING** (blue) **ENGLISH LETTER** (purple)

The earliest Runic scripts come from the area of modern northern Germany and date to circa 150AD. The Vikings used Runes until they converted to Christianity whereupon the Latin alphabet dominated and Runes faded into history.

PICTISH SYMBOLS

The Pictish kingdom of Fotla had an important fort on Dundurn Hill. When the Picts and the Scots merged into one people, the Pictish language disappeared. However, their beautiful symbols endure to this day. Sadly, their true meanings remain a mystery.

Deer · Flower (bronze strip) · Double Disc & Z-Rod · Notched Rectangle & Z-Rod (chariot) · Wolf · Triple Oval (bronze armlet) · Serpent & Z-Rod (spear) · Goose · Boar · Beast (or dolphin?) · Rectangle (shield or book cover) · Bull · Crescent & V-Rod (arrow) · Beast's head · Comb & Mirror · S-shaped Figure (swathe of cloth) · Eagle · Horse · Triple Disc and cross bar (cauldron) · Serpent (snake) · Arch (bronze collar) · Disc & Rectangle (sun disc) · Fish (salmon)

ACTIVITIES

'Rammy Run'
(See Play Park map)

Exit the **Eagle's Eyrie** – cross the **Caber Bridge** – stride over the **Stilt Steps** – tank along the **Teeter Totters** – bound behind the **Boulder Field** – hurtle down the **Hide and Slide** – pound past the **Paws Pause** and **Sundial** – bolt through the **Beithir's Lair** – lunge past the **LunarTick Observatory** – zoom through the **Zig Zag Zip** – hare over the **Hop** and nudge the **Notice Board** to finish.

Well done! You make a great MacSporran!

Paws Pause
Identify animal prints. Discover the table's age by counting the tree rings (proper term – '**dendrochronology**'). It ages one ring per year.

Log Logs
Learn to track and identify animals by their poo.

Scots Bug Quiz
Learn the Scots names for everyday creepy crawlies.

Ogham Sundial
Tell the time using the sun and decode an Ogham puzzle.

Eagle's Eyrie
Identify the plants, animals and birds on the 'Spot It' guides.

Urisk Bower's Whispering Stone
Find the 'cup and ring' mark. Is it a Moortie map showing a cairn and a path to it? No human knows.

Bampot LunarTick Observatory
Become 'Tick Aware' and stay healthy. Find out about Lunar Phases and Moon facts.

Cloud Cradle
Try 'cloud spotting'. What shapes can you see lying here?

Pebble Patch
Find all the Scottish Beasties® characters on the stones.

Bug Hotel
See who is living here... but please, **DO NOT DISTURB** the residents.

Stilt Steps
Identify the six Trunk Tracks.

Multi-sign Signpost
Visit every place marked here.

MACSPORRAN TRUNK TRACKS

GOOD CAMP SITE · EAGLE · BOGLE · CABER HARVESTING SITE · SHARPENING STONE · KELPIE

MacSporrans use their dirks (daggers) to engrave markings on tree stumps. Similar in style to Runes and Ogham, these symbols tell travelling MacSporrans key information about the local area. Here are six carvings and their meanings.

FAERIE FOUTERS

Faerie Flit

To help find a **Faerie Flit** (secret underground entrance) each Fouter is engraved with a Faerie footprint and a **Roman numeral**. Faeries follow the **toe direction**. To avoid going around in circles, the Roman numerals show the Fouter sequence.

Toe direction · Roman numeral



MOORTIE
These 'stone shepherds' love caring for pebbles and invented 'rock' music. Looking like boulders, they hide from predators amongst their stones.



BOGLE
Being ghost-like, they are hard to see but easy to sense. When present, the air crackles, animals hide and birdsong ceases. They love scaring living things.



GOLDEN EAGLE
These magnificent birds rule the air. Enjoy watching them in flight but leave them in peace if you find their nests (eyries).



MACSPORRAN
These heavily armed beasties believe the best form of defence is attack so if you meet one, step away carefully. They love tossing the caber.



TICK
These parasites can spread disease after feeding on your blood. If one bites you, remove it as soon as possible.



FAERIE
The 'Wee Folk' love causing mischief. If a Faerie can trick you, it will. Masters of camouflage, they live underground so that nosey humans cannot find them.



PENSIVE GROUSE
Bird-brained he is not, yet this musing, male grouse lays 'thought' eggs. Now that should make you think ...



SILKIE
They're seals in water and humans on land (once their seal skin is hidden). Find a skin and you control the Silkie as they can't return to water without it.

Thank you to all our wonderfully generous contributors...

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To the villagers of St. Fillans for all their acts both great and small...