



Something's Sleeping in Farmer Buck's Barn

Level 0-1 Mini-Module for Dungeon Crawl Classics

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Based on an idea by u/Thylondius in Reddit

Note: These are my own notes I turned as much as I could into a usable module. Also, English is not first language. Expect some typos, errors, and inconsistencies.

INTRODUCTION

"Something's Sleeping in Farmer Buck's Barn"

The cows have gone mad and all his help have disappeared including his daughter the town sweetheart. Something on the farm is causing a ruckus and it isn't the horses. Old man Buckwheat is talking madness about the pigs walking on two feet and a creature snoring under the haybales. Will you help poor Uncle Buck save the farm before the king's men come and put it to the torch?

BACKGROUND STORY

Myth Hunters attacked a unicorn and her foal in a faraway realm. The wounded foal, in its panic, escaped through a portal to Old Man Buckwheat's barn. Terrified, the young unicorn enchanted the farm animals and transformed them into mystical creatures whose goal is to keep it safe during its recovery period. Unfortunately, this has drawn the attention of too many people and the life of the foal and the barn itself is in danger.

NOTE ABOUT THIS MINI-MODULE

This module is meant to be very short. We ran it in two hours. My players finished their funnel on the previous session and we had some bookkeeping and classes explanation to do. I wanted something short to fill in the time and that serves as a tutorial.

It's intentionally not as deadly as other modules, but it has ample opportunity for the Cleric to try Lay on Hands, for the Thief to climb stuff, sneak around, and check for traps, for the Wizard to pew pew things and see what happens, and for the Warrior to pull some stunts. Tell your players to play with their characters skills.

NOTE ABOUT THE CREATURES IN THIS FARM:

All monsters here are enchanted farm animals. Upon hitting them, a pink glow emanates from the creatures. The PC are hitting them, but damage is being done more to the enchantment than the animal. Upon defeat, they revert to their original form, still alive, either unconscious or they run away. If the killing blow causes a lot of overflow damage, the animal is dead after transforming.

Do not call them by their monstrous name. Use whatever name the PC would be calling them. Frogmen is fine, but terms like mermaid, cockatrice, minotaur, unicorn are most likely beyond the expertise of level 0s and 1s.

An Intelligence Check of DC15 or someone familiar with mythical monsters can give these creatures their proper names but will note that they are not the right size nor they are as dangerous as how they are supposed to be.

AREAS:

- Area 1 – Farmhouse (Buckwheat's house)
- Area 2 – Pond (Merpeople and frogmen)
- Area 3 – Barn Exterior (Multiple threats)
- Area 4 – Barn Interior (Pigmen and Minotaur)
- Area 5 – Tree in the Field (Portal to Mystic Forest)
- Area 6 – Mystic Forest: Net Trap
- Area 7 – Mystic Forest: Camp Area
- Area 2 – Revisited (Soldiers)

PLAYER START:

Old Man Buckwheat, the radish farmer has called you to his farm. He even sent his best horse and cart to pick you up. Always the gracious host, when you arrive there's some cheese and bread along with tea and honey waiting for you. On the stairs you notice some of his equipment. He doesn't delay getting to the point:

"I need your help. My son, Cwentale, and I were collecting honey when we heard a ruckus in the Barn. Cwentale checked the barn ran off to bring soldiers. I sent some people to check the barn and they haven't returned.

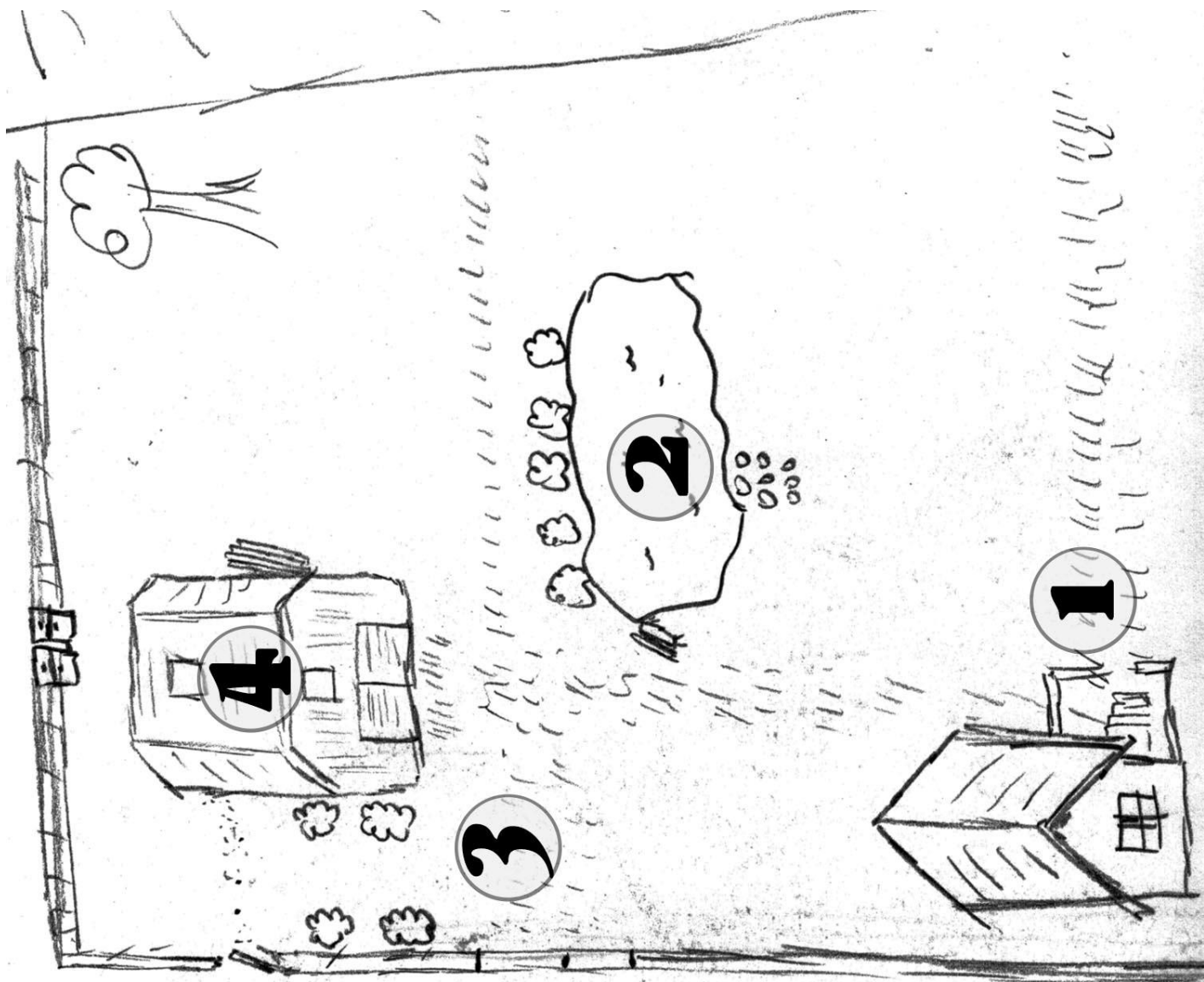
My people are missing, there's strange noises coming from the barn, my wife's pond was shimmering pink light, and I swear my pig with my hat.

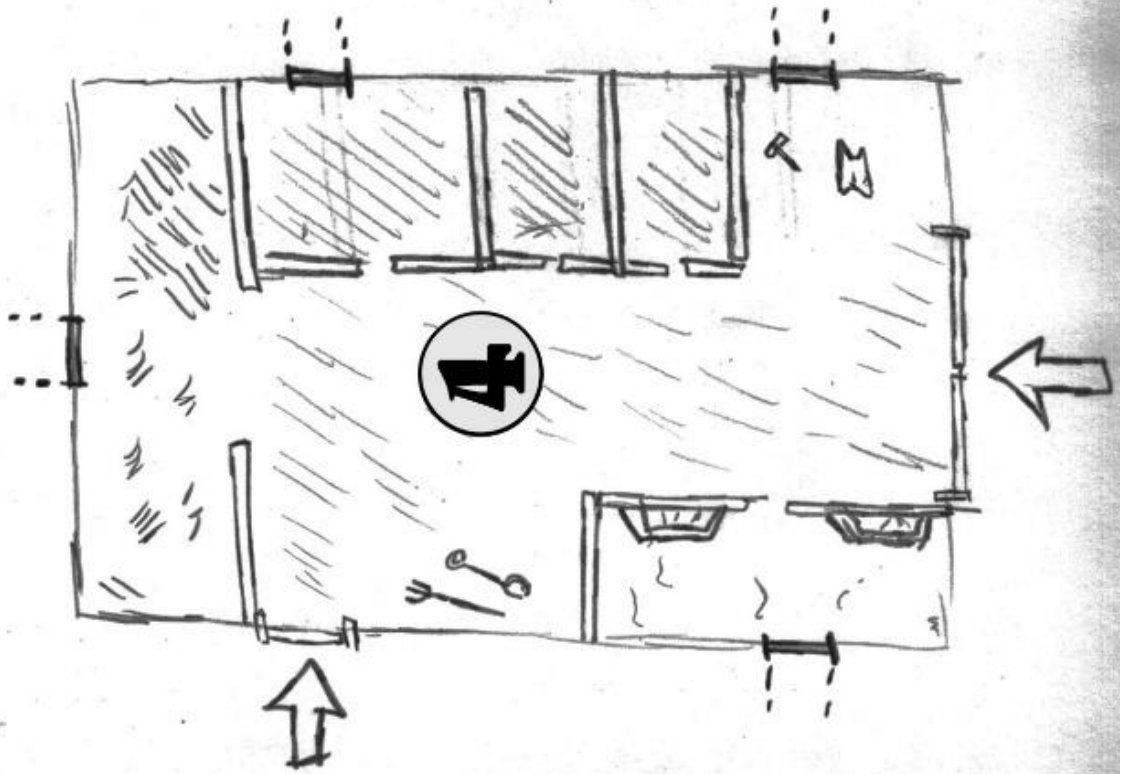
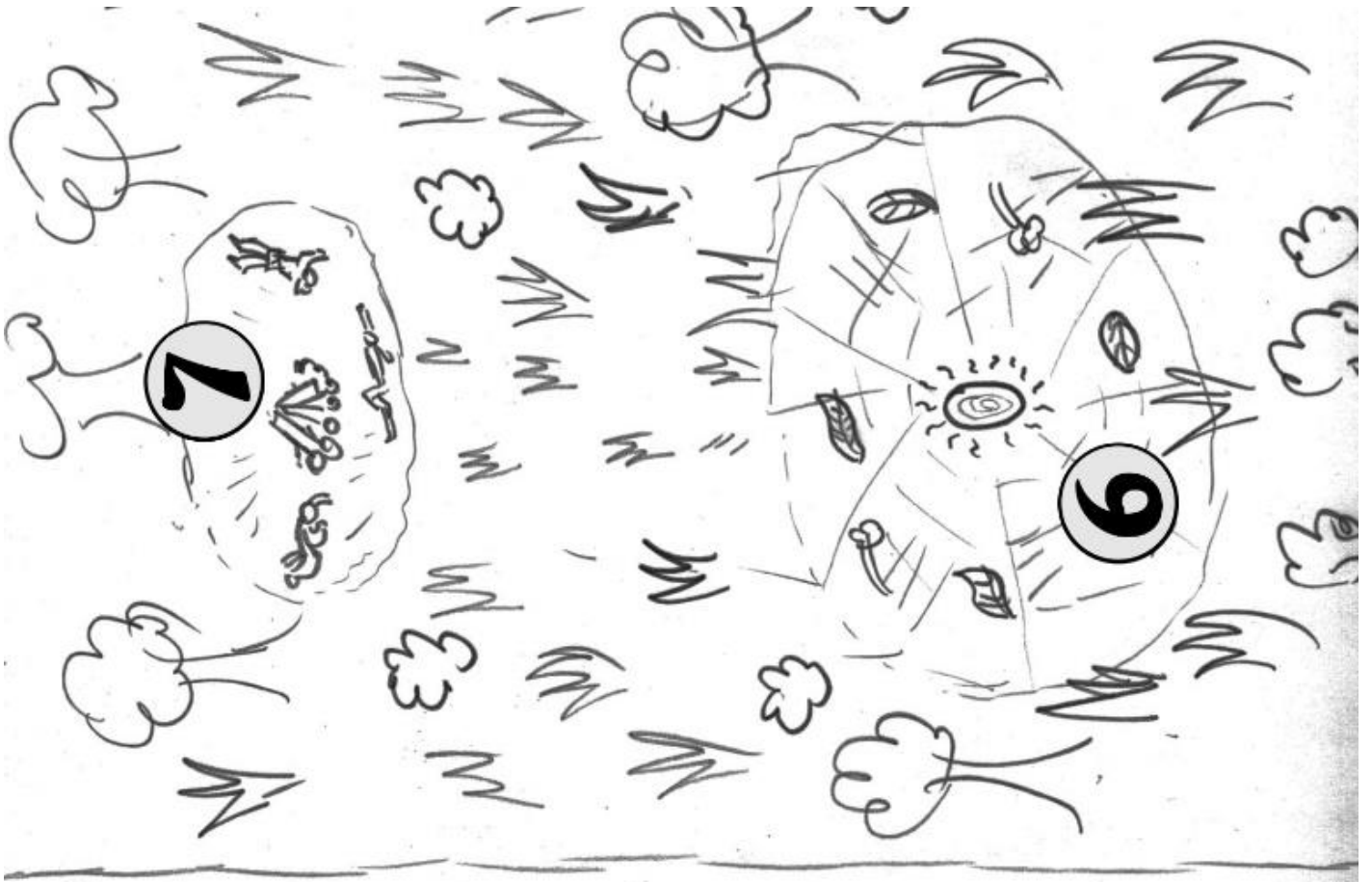
The king's soldiers are not reasonable. They would rather burn everything than going through the trouble of solving the problem.

You know I don't approve of you and your friends getting into shenanigans, but if that's the life you choose, put it to good use. Do something whatever is in there or those good for nothing soldiers destroy everything I have."

Farmer Buckwheat does not have much to offer and tries to appeal to the PC's good will. Knowing they aspire to be adventurers, he promises a weeks' worth of food for their journey. If pressured, he is willing to part with a family heirloom, his wife's necklace (15gp). This is a poor village. Giving away a single horse can cause bankruptcy.

Magically inclined characters will feel drawn to the barn. Lots of magical energy to loot. Lawful and Neutral Clerics will feel they have a moral responsibility to go there, as if their gods expect it from them.





AREA 1: FARMHOUSE (BUCKWHEAT'S HOUSE)

Items:

- 1 Bee Smoker with fuel
- Pitchfork (as spear: d8-1)
- Bee suit (full body as Leather Armor)

There isn't much to do here and the farmer is not keen to let anyone in his house. They are free to take items around the front yard, but he will remind them that they are his property.

If they snack on the cookies and tea, roll a d6.

1	You are reminded of your childhood and the cookies your mother used to make.
2	Made will all-natural ingredients. Could use some more sweetener.
3	You've had better. But free food is free food.
4	Eating a cracker with jam is the closest thing you've come to eating a fruit all week.
5	You weren't hungry before eating this. You aren't hungry now.
6	Food makes you happy. You are happy.

AREA 2: POND (LATE BUCKWHEAT'S WIFE'S POND)

A lovely artificial pond lies between the farmhouse and the barn. The shrubs on the side have flowers and there's a bench with the wife's name and year of death. A lot of love and time has gone into creating it.

In the water, creatures with the upper part of a men and women and the lower part of fishes swim peacefully. The fish men have strong muscular arms, but these are still smaller than the average finger. The fish women have beautiful hair, too perfect and wavy for the pond water.

Points of Interest:

- Pond with Fishes (Mermen and Mermaid)
- Shrubs with Frogs (Frogmen)

The monsters will ignore the PC while they explore the Pond area. As they approach the barn, four tiny frogmen will pop out of the pond/shrubs and attack.

FROGMEN X 4 (transform to frog when defeated)

They are frogs, but with proper arms and legs. They stand on two feet and raise their tiny claws while showing their fangs. They would be terrifying, if they were taller than your knee. Even a halfling could kick it around like an old can.

Init: +2

HP: 3 | AC: 9

Attack: Jump Bite -3 (d3-1)

+1 Damage on Crit. +0 on all saves. AL N

If they are close enough to the pond (10') tiny mermen will throw javelins and mermaids will sing as support. They are easy to avoid, they do not have much range nor accuracy. This should be obvious (for example, on a miss, describe the javelin hitting the floor too early). After contact, any javelin turns into a single strand of hay.

MERMEN X 4 (transform to fishes when defeated)

A fishman, bottom part is a fish, top part is a man. The entire thing is smaller than a newborn baby, but it has a temper and a weapon it is more than willing to use.

HP: 1 | AC: 10

Attack: javelin -3 (d3-2)

+1 Damage on Crit. +0 on all saves. AL N

MERMAID x 2 (transform to fishes when defeated)

A fishwoman, of similar size and shape to the male. They don't have weapons, but a beautiful face and a hair that would make a queen jealous.

HP: 1 | AC: 10

Attack: sleep 12 DC Will Save or sleep for (d3-1) turns. The volume of the song is barely audible due to the tiny mouths.

+1 turn on Crit. +0 on all saves. AL N

None of these enemies are meant to be a real threat, just set up that something magical is happening in the barn and that creatures are trying to stop intruders. Only the Frogmen need to be dealt with as they will keep pestering the PC. The merfolk can simply be walked away from.

During the third round of the fight, Old Man Buckwheat screams at the PC: "Oi! What are you doing to my wife's legacy? Stop killing the fishes and picking fights with frogs! It's the barn you daft." Whether he can see the frogmen or he has his priorities straight is unknown.

AREA 3: BARN EXTERIOR

It is an old barn, well-kept to local standards, though the big city folks might complain. It's main door slides to the sides and above it you can see the mow door through which they put the feed. To the left you can see a fence and the fields of radish and to the right there's the road, more suitable for horses than anything with wheels.

On the left, between the barn and the fence there's a line of bushes full of flowers. On the right, there's some debris and construction material in a pile.

Points of interest:

- A. Front Entrance
- B. Mow entrance (second floor)
- C. Windows x 4 (traps)
- D. Butterfly trees (fairy obstacle)
- E. Bee Hive (obstacle)
- F. Chicken Guards / Back Entrance
- G. Roof / Cupola
- H. Tree (portal to Otherworld)

The outside of the barn is the biggest area. There are two entrances to the barn, four windows, and the mow entrance on top. A PC from this village and/or a farmer is familiar with the farm layout and can describe all the entrances and their locations.

In the eastern part of the barn there's construction material on the ground between the two windows. Planks of wood and debris. A search will reveal a tarp used for rainy days, some wood that can be used as clubs, and a knocked over empty bee smoker dropped by Cwentale.

A. Front Entrance. The main entrance (south) is boarded but easily removed. The doors slide sideways, one to the left, one to the right. A single Pigman is waiting for them to enter, pitchfork in hand. A second Pigman is hidden behind the horse stall. The third Pigman, wearing the farmer's hat, is ready to set the second floor to collapse once four or more PC have entered. If they enter, make a DC Reflex Save:

- 0-10: Full brunt of the collapse: Take d10 damage
- 11-15: Avoided some of the damage: Take d5 damage
- 16+: Jumped out of the way successfully. No damage

A DC15 Check for Traps will reveal the third Pigman's trap.

After the collapse, all three Pigman go on the offensive, but if the PC retreat they will not pursue. They will take cover if the PC try to pelt them from a distance.

PIGMEN X 3 (transform to pigs when defeated)

Pigman: *An unnatural deformation of a farm pig, roughly the size of a dwarf. The thing's arms are thick, pure muscle, and in its fingers a pitchfork it must have stolen.*

Int: +2 | HP: 6 | AC: 9

Damage: Pitchfork 1d6 dmg.

Special: One Pigman will grab a stash of hay and throw it at a PC. On a successful hit, d3 damage and the explosion of hay will cause -2 to PC and those around to attack checks until the next time the pigs attack.

MV 30'; Act 1d20; SV Fort +2, Ref -1, Will +6; AL N

B. Mow Door. A DC 6 allows anyone to climb the front of barn using the doors and open the Mow sliding door. (Let Thieves roll and let them up unless they roll a 1.) Doing so will cause a Pigman with the hat to push the PC. Take 1d6 falling damage (DC 12 Reflex for half damage). For every 6 rolled, PC breaks a bone and loses 1 point of Strength or Agility and will have to walk with a limp or broken arm.

If the second floor has already collapsed, there is nowhere to go from up here, but the PC can see the shape and contents of the interior. Normally, from this location they cannot see the foal nor the bull.

C. Windows (traps). Attempts to enter or look through the western or south eastern windows will cause the Pigmen to strike with a surprise d6 damage with their pitchfork (DC Reflex 12 for half, 15 to avoid).

Attempts to enter or look through the northern and north eastern window will have the Minotaur grab the PC, pull them into the Barn, smash them against the floor for 1d8 damage (DC Reflex 15 to avoid getting grabbed), and then throw them out the window (1d6 damage, DC Reflex 14 for half). If this kills the PC, they do not get the description of what killed them, only hear the smash and the flying corpse.

D. Butterfly Trees. Reaching the back entrance requires getting past the Fairies at the Butterfly Trees or the Thriai at the Beehive.

A line of shrubberies line the wall of the barn and the fence. As you approach, a swarm of small creatures rise from the flowers. They fly erratically, and you can see they have the body of young women and the wings of butterflies. Their wings come in as many colors as you can think of. They are laughing and playing with each other oblivious of your arrival.

The fairies form a barrier between the barn and the fence. If the PC jump the fence to try to go around them, they will leave their post and follow, always staying close to the barn. Taking this course may cause them to stumble upon the portal. Reckless PC may end up fighting the cockatrices and the fairies at the same time.

The faeries will approach playfully anyone who gets close to the bushes. Once there's enough people nearby or they engage.

FAIRY SWARM (transforms to butterflies on defeat)

Init: +4

Special Attack: Area of Effect, do a DC14 Willpower Check, otherwise start dancing, laughing, jumping, spinning in place in pure extasy and take d8 Stamina hit. Every turn, repeat the DC14 check to see if they break the spell and if not roll the Stamina hit. At Stamina 0, the PC will pass out and the Fairies will start eating them for d3 damage per turn.

HP: 12 (takes half damage from single target attacks) | AC: 12

Note: The fairies have enough magical power to use their charm attack for 4 turns, but each turn can affect everyone in range. Once charmed, the fairies do not need to reapply the effect, the PC needs to break the charm with the Willpower check. Every 4 hp lost makes them lose a turn of charm capacity. At 0 hp the spell breaks and the butterflies scatter.

E. Wooden Bee Hive

A beehive lies by the farm's fence. Standing on the beehive and the fence nearby, creatures with the stinger of a bee and the upper body of a woman stare at you. Their claws have yellow and black stripes and each finger is a stinger. They are about the size of an open hand with stingers that look capable of penetrating a skull.

Much like the Fairies, the Thriai will position themselves to block any attempt to go around them. However, there is a way to get through. The Thriai can be soothed with the Bee Smoker from the farmer at the farmhouse. This allows the PC to avoid combat with the swarm and reach the back door. Of course, the PC will think of other creative ways to overcome the challenge (or they'll face-tank the swarms).

Thriai Swarm (transforms to bees on defeat)

Init: +4

Attack: 1 damage to everyone in the swarm area (DC 15 Reflex Save). Everyone hit has -2 to their next roll due to the chaos.

Special: "Allergic Reaction" After the fight is over, those who have been stung roll a DC 8 Fort Save or end up with a swollen face that blocks their vision for -1 to all Roll Checks and an additional -1 to Personality Checks.

HP: 12 (takes half damage from single target attacks) | AC: 10

F. Chicken Guards / Back Entrance:

The back entrance is defended by a single chicken-like creature. It is twice the size of normal chickens, wings of a bat, a pair of fangs on its beak, and extended featherless legs and neck. It stands on the doorframe guarding for intruders. You notice three stone statues looking towards the monstrous fowl.

The three statues are the farmers Old Man Buckwheat sent to investigate.

The Cockatrice awaits above the frame of the door and use a petrifying stare attack. PCs must do a Fort 12 check or be petrified. The Cockatrice has 1 HP | AC: 15. The high Armor Class is designed to be represented as the difficulty and chaos of trying to grab a chicken.

The bottom rail of the fence that separates the radish fields from the barn is broken and on the dirt you see trail of blood that goes from the barn door towards a large tree in the fields of radish.

The blood is from the foal as it escaped from the portal in the radish fields into the barn.

G. Cupola:

A DC 10 Climb Check (all but 1 for Thieves) allows access to the roof where they can see all traps outside, the pink glow behind the tree, and can get to the cupola and see the inside of the barn. The Minotaur may be hidden under the straw, but everything else should be visible, including the three pigs and the foal.

AREA 4: BARN INTERIOR

Points of interest:

- A. Pigs (Pigmen)
- B. Foal and Bull (Minotaur)

A. Pigs

If the PC enter through the front of the Barn:

The barn is designed to hold Old Man's Buckwheat work animals and most of his tools. On the left you see the pigpen. Behind the pigpen is a tool area for most of his farming tools.

On the right there's his horse gear, reins and saddles are missing. A few replacement horseshoes, hoof picks, knives, and nippers, and a small anvil and hammer for minor corrections. Three stalls follow it.

At the end, there's an area where a large amount of straw is kept for bedding and other purposes.

There is nothing of interest in the three stalls. The first one is for Dalfy, the horse taken by Buckwheat's son. The second is for the horse outside with the farmer.

The third stall is bigger. This is the stall by the eastern window. Someone familiar with the farm will know this is where the farmer's bull is kept.

If the PC enter through the rear:

The barn is designed to hold Old Man's Buckwheat work animals and most of his tools. On the right there's area for most of his farming tools. Behind it is the pigpen.

On the other side there's three stalls, and an area for his horse gear, reins and saddles.

At your right there's an area where a large amount of straw is kept for bedding and other purposes.

The Pigmen will notice their arrival and attack, but given their unfavorable location, it takes them longer to form a cohesive threat:

- Round 1: Pigman 1 can move and attack. Pigman 2 comes out its hiding spot and moves into combat range. Pigman 3 climbs down from above.
- Round 2: Pigman 1, 2 can move and attack. Pigman 3 makes it to combat position.
- Round 3: All three Pigman are in position and can attack.

PIGMEN X 3 (transform to pigs when defeated)

Pigman: *An unnatural deformation of a farm pig, roughly the size of a dwarf. The thing's arms are thick, pure muscle, and in its fingers a pitchfork it must have stolen.*

Init: +2 | **HP: 6hp** | **AC: 11**

Damage: Pitchfork +0 to hit, 1d6 dmg.

MV 30'; Act 1d20; SV Fort +2, Ref -1, Will +6; AL N

B. Foal

Lying on the straw there's a small foal. The animal has bloody bruises all over its body and what seems to have been a dagger or a spear stab on its hind legs. It seems to be resting, trying to recover from its wounds. The foal is white, with a light gold tail with some strands of pink. Its mane is also light gold, but with pink tips. Upon closer inspection you notice a single ivory horn on its forehead.

The small unicorn barely survived the Myth Hunters and escaped to the barn through the Portal. She is terrified and needs some hours of rest before she is strong enough to return to her realm.

For this module, there's two kinds of women: **Maidens** and **Mothers**. Maidens are childless women, Mothers have had a child at one point in their lives.

(These are progressive unicorns. A woman is not defined by her virginity. Motherhood, however, deeply changes a person.)

Having a Maiden on the party allows unicorns to directly communicate with the Maiden. The party will have an easier time understanding the situation and making the unicorns understand what is happening.

Mothers, on the other hand, will feel deep inside them the animal's emotions and understand its fear and have an easy time letting the creature understand.

When the party approaches the foal the large stack of straw rises, revealing the Minotaur. The creature will immediately attack. If possible, roll the initiative d20s separately to instill the impression this creature is dangerous.

MINOTAUR (rolls 2 d20 for initiative, one at +8):

Init: +8, +0 | HD: 4hd8 **HP: 21** | **AC 11**;

Attacks:

Gore: +4 melee (1d4+2)

Throw +4 (d4) On a natural 13 or more will throw PC unto another PC (d3 damage to second one)

Act 2d20; MV 30'

SV Fort +6, Ref +8, Will +2 (+6 charm, scare, turn, mental); AL N.

On the Minotaur's first turn, the foal will attempt to communicate with any woman in the party to let them know it is scared and wants help. Maidens will be able to talk with it to let them know they mean no harm, Mothers will have to try something else.

Any character, as an action, can try to let the foal know they mean no harm.

- Maiden: DC 8 Personality Check calms the foal and the Minotaur stops.
- Mother: DC 12 Personality Check calms the foal and the Minotaur stops.
- Other: DC 16 Personality Check calms the foal and the Minotaur stops.

After the Minotaur is dealt with, the party can interact with the foal. If the foal feels threatened and any PCs have animals, either due to job items or Animal Summoning, have them roll a DC12 Will Check. If they fail, the animals will transform, betray their owners and move to the foal to defend it. They will only attack if PCs continue to be a threat. Similar stats as the Pigmen.

Attempts to move the foal will cause intense pain and she will lash out against whoever touches her for d3 magical damage. The foal is adamant on staying there until she is ready to stand up on her own.

PC can attempt to heal her using magical means (ex. Lay on Hands). It has 16 points of damage that need to be healed (d4 plus alignment - N). The healing is physically draining, causing a temporary d4 Stamina damage (0 means faint) per attempt. If successful, the foal will attempt to walk slowly to **AREA 5: TREE IN THE FIELD**. It will not enter the portal on its own as it is afraid of the hunters. It will follow the PC or the Mother Unicorn if she has arrived.

Another option is to wait for it to rest.

AREA 5: TREE IN THE FIELD

In the radish field there's a tree with an old swing. The trail of blood takes you to behind the tree where you see a glowing pink ring floating in the air. The center like a mirror made from rippling water. You can see multiple shades of green, but you cannot discern what exactly you're looking at.

Putting their hands through the portal causes no damage, but it feels cooler and moister than the current location with a gentle breeze.

This is the portal the foal used to enter this kingdom. The PCs can enter it as they see fit. Ask players what the plan is to enter the Portal. Will everyone go in? Some go in and then report? Etc.

AREA 6: MYSTIC FOREST – PORTAL

You arrive in a thick forest full of plants you've never seen and cannot identify. The lushness and the greenery are beyond anything you've seen before. The trees go so high you cannot see the sky, the vegetation so dense you can only see a few meters ahead of you. You could walk for days and never find the end of the forest.

You arrive right in the middle of a clear. Something has cleared the area around the portal in an almost perfect circle, removed all the plants and trees, and covered the ground with leaves and twigs.

Nearby you notice another clear area and there's a small scent of smoke in that direction.

The Myth Hunters saw where the foal went through but were unable to follow. Preparing for her return, they set up a huge net trap underneath.

Once the third person goes through, have all PC with the lowest luck do a Luck Check. Rolling over their luck activates the trap. Every action requires a Luck Roll to see if the trap is triggered. Otherwise, the net will trigger at an inopportune moment when everyone is on it. They will be dangling above the Portal tight together.

If they manage to free themselves and fall down, they take d6 falling damage (DC10 Fort Save for half). If they decide to swing left to right until it snaps, it's 2d6 damage (DC10 Fort Save for half). Every 6 is a broken bone.

AREA 7: MYSTIC FOREST – CAMP AREA

Items of Interest:

- 10 Humanoids Corpses
- 2 Dark Daggers

- 1 Dark Sword
- 1 Dark Hand Axe
- 36 foreign gold coins
- Horse Collar with the symbol of the King of Elfland.

Heading to the clear is the only reasonable choice here.

There's a wounded adult horse-like creature on the ground by a burned-out campfire. Even in the darkened forest, it's figure is seen if it was in daylight. It is white with a long tail and mane the colors of the rainbow. On its forehead a long horn sparkles.

It is alive but exhausted and is using its horn to slowly mend its wounds. Around there are corpses of navy blue humanoid men with large fish-like eyes. Based on the items surrounding the campfire, they seem to have been hunters. A fight took place here and the animal was victorious at a very high price.

One of the trees has a rope tied to it that is broken. The unicorn also has a rope of the same type around her. At one point, the unicorn was tied to the tree and the hunters were resting and setting up the trap for the foal. Eventually the unicorn escaped and defeated the hunters.

From the campfire, PC can recover two daggers, a short sword, a hand axe, a golden horse collar, and coins. All other weapons were crushed by the fight and are useless. These weapons are crafted of some dark metal and the handles are wrapped in a dirty brown cloth. They are worth twice as much as their normal versions and provide a +1 against Fae and Mystical/Myth creatures.

The Horse Collar with the Symbol grants Invoke Patron/Patron Bond spells with 10 Spell Check and can be used to bargain with the soldiers in Area 2 - Revisited.

Around the campfire, 36 strange gold coins can be recovered. These do not look like legal tender in the PC homeland but are sure to catch a nice price in the right hands (3gp each).

If there is a **Damsel** in the party, the unicorn will directly ask about its child and they can talk. If there is a **Mother**, she will feel that the unicorn is looking for its child but is unable to find it or move now. Without a Damsel, communication will have to be done through gestures and personality checks. The Mother Unicorn will ask for its child, but in its current state cannot move. It will ask the PCs to bring the child to her.

FIGHTING THE UNICORN

The Unicorn will only fight if provoked. Even in its wounded state it is a formidable foe. The hunters specialize in hunting these creatures and barely made it through. The unicorn allows PCs to retreat to the portal if they chose to.

Init: +8 | AC: 16 | HD 6d8: 35 HP

Attack: Slam +8 melee (2d6) or Magic Blast +4 ranged (d12)

Spells: Sleep +8, 3 targets (d6 turns, 14 Will Save); Charm +6, 2 targets (d6 turns, 14 Will Save)

Act: 2d20;

SV Fort +8, Ref +6, Will +8; AL N

The Unicorn leaves behind 3 Unicorn Tears (+d4 luck recover) and a Unicorn Horn (gives 'Invoke Patron/Patron Bond' with the Patron 'The King of Elfland' [DC 18, he's not happy with how you got this]).

AREA 2: THE POND – REVISITED

Once the PC decide to let the foal heal and have visited the Mother Unicorn and returned to the Barn, the soldiers arrive. A ruckus is heard outside and the voice of Old Man Buck pleading.

There are 14 soldiers (10 melee types, 4 wizards) and their leader. Her insignia and cape reveal her rank as Sergeant and her face is too old for someone of such rank. Her armor and dented but well taken care of. Here is a woman who hasn't gotten as far in life as she thinks she deserves and hasn't given up on obtaining power.

The soldiers are in the pond area, having put a tarp over the water to not have to deal with the fish people. They are getting ready to burn the barn and the radish field. Old Man Buckwheat is trying to intercede, but they are relentless.

The King's Soldiers are very impatient. Sergeant Holtric views definite action as a solution and rumors of something strange in the barn necessitate burning the thing down. They did not come all this way to play detective and consider talking and waiting a waste of time. At the same time, they'd rather be doing anything else besides being in a barn in the nowhere village. They claim to be here on authority of the local Duke and that the PC have no authority over his.

There's three main ways to deal with Holtric:

- I. Persuade to wait or leave (safe)
- II. Fight to protect the barn (dramatic)
- III. Let the barn burn (safe / dangerous)

I. Persuade to wait or leave (safest path):

- They can be persuaded to wait away with a DC 20 personality check.
- Showing the horse collar with the Elf King symbol will make one of the Wizard's recognize it and the Sergeant to reconsider the course of action. This will reduce the required personality check by 2 and allow another chance to roll for this.
- They can be bribed to wait with the Elf king gold. This reduces the check by another 2 and allow another bargaining attempt.

Being convinced with the Elf King symbol may make Holtric leave as it's beyond her paygrade to get into affairs with other kingdoms. Bribe will also make them leave in a 'let's not talk about this and don't tell anyone.'

II. Fight to protect the barn (dramatic / heroic path):

If all else fails, the only way to defend the foal is through combat. They are professional soldiers and see no need to use all their forces on the PC. The Sergeant will send 3-4 soldiers to deal with the peasants in the first round. Adding more reinforcements are needed.

Combat notes:

The PC can receive help at specific stages of the battle:

- **Removing the tarp:** The mermen will shoot at the soldiers, frogs will bite, and the sirens will try to put them to sleep. Roll a d20 at the beginning of every turn and consult **Table 1-1**.
- **Pulling to Fairies:** If the fight can be pulled, the fairies will help. Instead of rolling too many Will Saves, roll a d20 and charm for every 4 in the result (4 = 1 dancer, 8 = 2 dancers, etc.).
- **Beginning of Round 2:** Three pigs will come charging from the Barn, one will jump, transform in mid-air, and crush one of the soldiers for d6 of damage. The other two transform and get ready to fight. Roll d20 to determine their initiative. 4 soldiers will join the fight, half will focus on the Pigmen. D3 morale check (number of the dice = runners)
- **Beginning of Round 3:** The Minotaur will charge fully transformed, smashing 1 soldier for d4 and grabbing another for d4 damage and tossing it into the pond where it's poked and bitten to death by the merpeople. Add to Pigmen's position. 4 soldiers join, half focus on the Minotaur, half focus on the PC. D4 morale check (number of the dice = runners)
- **Beginning of Round 4:** DX morale check (number of the dice = runners), where X is the number of defeated soldiers in Round 3.
- **Beginning of Round 5:** Light comes from the radish fields near the tree. The Mother Unicorn appears and does not look like she's messing around. She has two attacks per turn: **(a)** +8(d20) attack and **(b)** a +4 spell that turns target into glowing rainbow colored butterflies that flutter away. After another D6 morale check (number of the dice = runners), all soldiers, including the Sergeant join the fight.
- **Beginning of Following Rounds:** dX morale check (number of the dice = runners), where X is the number of defeated soldiers in the previous round.

Unless attacked, Sergeant Holtric will be the last one to join the fight. True to archetype, she will run away as soon as she is the only person left standing.

Seeing herself outnumbered and outmatched, Sergeant Holtric walks backwards taking a close look at each and every one of you, burning your faces into her memory so that she can one day even the score. She gets on her horse and flees.

SOLDIER (10):

HP: 6 | AC: 13;

Attack: Sword +1 (d6 +1)

Crit Table / Die: III / d6

MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL L

WIZARD (4):

HP: 3 | AC: 11 (14 if protected by Soldiers);

Attack: Staff (d4) | Magic Missile: (d6)

Crit Table / Die: III / d3

MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +2; AL L

SERGEANT HOLTRIC:

HP: 20 | AC: 14 (18 for melee if behind her soldiers);

Attack: Longsword +2(d8+2)

Crit Table / Die: III / d6

MV 30'; Act 1d20; SV Fort +4, Ref +3, Will +2; AL L

ALLIES:**PIGMEN X 3 (transform to pigs when defeated)*****Pigman:** An unnatural deformation of a farm pig, roughly the size of a dwarf. The thing's arms are thick, pure muscle, and in its fingers a pitchfork it must have stolen.*Init: +2 | **HP: 6hp** | **AC: 11**

Damage: Pitchfork +0 to hit, 1d6 dmg.

MV 30'; Act 1d20; SV Fort +2, Ref -1, Will +6; AL N

MINOTAUR (rolls 2 d20 for initiative, one at +8):Init: +8, +0 | HD: 4hd8 **HP: 21** | **AC 11;**

Attacks:

Gore: +4 melee (1d4+2)**Throw** +4 (d4) On a natural 13 or more will throw PC unto another PC (d4 damage to second one)

Act 2d20; MV 30'

SV Fort +6, Ref +8, Will +2 (+6 charm, scare, turn, mental); AL N.

TABLE 1-1: POND ARTILLERY

D20	Outcome
1-4	0 Damage
5-8	1 Damage from Frog People / Mermen, 1 per foe. No foes sleep from mermaid d4 turns.
9-12	2 Damage from Frog People / Mermen, 1 per foe. 1 foe sleeps for d4 turns.
13-16	3 Damage from Frog People / Mermen, 1 per foe. 1 foe sleeps for d4 turns.
17-20	4 Damage from Frog People / Mermen, 1 per foe. 2 foes sleep for d4 turns.

TABLE 1-2 FAIRY DANCE

D20	Outcome
1-3	No result
4-7	1 foe is dancing and laughing for d3 turns.
8-11	2 foes are dancing and laughing for d3 turns.
12-15	3 foes are dancing and laughing for d3 turns.
16-19	4 foes are dancing and laughing for d3 turns.
20	Every foe in range is dancing for d3 turns.

III. Let the barn burn (safe or most dangerous option)

Allowing the soldiers to burn the barn will probably kill the foal, leaving behind 4 Unicorn's Tears (recover d4 luck) and a very disheartened farmer. The Mother Unicorn will arrive after it is burned down, furious and on a rampage and causing the Elf King to declare war on the province.

Soldiers will stop any attempt to put out the fire but do not care if the PCs try to enter the burning building.

PCs can try to enter the burning barn to take out the foal but expect them to suffer heavy casualties as the burning debris falling over them and possibly the terrified foal's magic outburst. The foal is too terrified and the farm animals are back to normal and escape their first chance.

Keep track of 'turns'. To simulate the increase danger, use increasing die. First turn, roll a d3, each turn increase die (d4, d5). After the d5, add a second d3 and increase that one each turn. Keep increasing die and number. If the PCs take too long to enter the barn, start at a higher die.

1	Debris falls but no one gets hit. If this die is a d5: One of the entrances collapse or a window gets blocked by burning wood.
2	Burning debris falls. DC 10 Reflex Save or PC is on fire. A character who catches fire suffers 1d6 damage per round. He can put out the fire by spending an entire round doing "stop, drop, and roll," which grants him an opportunity to make a DC 10 Reflex save to put out the fire.
3	Light debris falls, attack bonus +3, damage one PC 1d6
4	Moderate debris falls, attack bonus +5, damage two PC 1d6
5	Slab falls, Reflex DC 15, damage 2d6 + pinned if failed, 1d6 if successful. Pinned characters must make DC 8 + d8 Strength. Allies can help and combine efforts.

Minimum Strength of 12 is needed to carry the foal and it lowers moving speed by half. Every turn the foal panics and deals d3 damage to anyone carrying it.

III. b. War with the Elf King

Weeks after the death of the foal the kingdom of elves will show up at the village and level it along with any other nearby village and fortifications.

FINAL NOTES:

If the animals intervened, they all revert to regular animals after the fight. The foal will need to be escorted through the portal but is able to walk. If the Mother Unicorn made an appearance, they will leave together.

If the foal is returned to the mother:

The mother unicorn will grant a blessing to every character:

- Wizard/Elf: 4 charges of +2 to Spell Checks and allows to cast lost spells without Spell Burn. Usable whenever the PC wants. Nontransferable.
- Clerics: 4 charges of +3 to Spell Checks. Usable whenever the PC wants. Nontransferable.
- Warriors, Thieves, Dwarves, Halflings: 4 charges of +2 to checks and +2 to damage. Usable whenever the PC wants. Nontransferable.

Petrified people:

Bringing the foal or the mother unicorn to the statues will break the curse. Otherwise, allow the PC to quest to resuscitate their lost brethren. Maybe there's a local wizard or something.

Old Man Buckwheat's Property:

The farmer will thank the PC and kindly ask them to return his stuff (pitchfork, bee suits, smokers, etc.). He won't put up a fight about it but will show his disappointment.

Keep track of how much collateral damage they did to the property. The entire quest was to save his farm. Factor these in.

Grant completion XP based on good behavior and success here.

REWARDS:

Completion Experience Points:

The mission is to save the farm (and save the foal) and completion XP should be awarded by how well they accomplished this.

- 4 XP: The farm was saved without any noticeable damage.
- 3-2 XP: Some damage and/or stolen property.
- 1 XP: Party survived, farm is unsalvageable.

If successful, Buckwheat will provide 10 days' worth of rations and water for their journeys.