

FARMYARD FATALITIES

book one
(of two)

A Zero-Level Funnel Adventure



COMPATIBLE WITH
**DCC
RPG**

CREATURES FOR BOOK ONE – IN ORDER OF APPEARANCE:

Page 21 (Nazuk Farmhouse):

Humbo: Init +3; Atk razor +1 melee (1d4/1d10 on surprise), Atk garrote +1 melee (1/3d4 on surprise); AC 15; HD 1d4; HP 4; MV 30'; Act 1d20; Spcl (2nd Level Chaotic Thief Skills); SV Fort -2, Ref +4, Will +1; AL C

Mister Biddles: Init +2; Atk razor -1 melee (1d4/1d10 on surprise), Atk garrote -1 melee (1/3d4 on surprise); AC 15; HD 1d2; HP 2; MV 30'; Act 1d20; Spcl (1st Level Chaotic Thief Skills); SV Fort -2, Ref +3, Will +0; AL C

See pages 20 and 21 for special notes regarding running Humbo and Mister Biddles.

Page 25 (Sheep Shed):

The Sheep-Mass: Init -1; Atk trampling hooves +0 melee (2d4); AC 8; HD 3d8; HP 15; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +1; AL N

If attacked, the Sheep-Mass defends itself the best it can by attempting to trample the characters to death.

Page 27 (The Well):

Zombies of the Well: Init -5; Atk icy grasp +4 melee (1d4) Fortitude Save versus DC10 or lose 1 point Stamina Score permanently each hit; AC 10; HD 2d8; HP 12; MV 20'; Act 1d20; SP undead, induce terror; SV Fort +5, Ref -5, Will +5; AL C.

Any within sight of these creatures must make a Willpower Save versus DC12 before the first Round of combat begins or stand rooted in terror for 1d3 Rounds.

See page 26 for special notes regarding the creation of, and running, Zombies of the Well.

Page 28 (Cow Pasture):

Demonic Cattle (6): Init +1; Atk bite +1 melee (1d6) or kick (1d8); AC 10; HD 2d8; HP 6 each; MV 50'; Act 1d20; SV Fort +4, Ref +1, Will -2; AL C.

Page 31 & 32 (Chicken Coop):

Priestess Chicken (1): Init +1; Atk cultist dagger +1 melee (1d4+1); AC 14; HD 1d4+2; HP 6; MV 25'; Act 1d20; Spcl: Damaging Spell; SV Fort -3, Ref +1, Will +2; AL C.

The Priestess Chicken is capable of casting, once per Round in lieu of attacking, a harmful spell. Two bolts of light, in the form of glowing multicolored eggs, streak from her outstretched wing unerringly towards targets of her choice—causing 2d3 points of damage to an individual target or 1d3 points of damage to two separate targets.

Chicken Coven (12): Init +1; Atk small knife -1 melee (1d2); AC 13; HD 1d4; HP 2 each; MV 25'; Act 1d20; SV Fort -3, Ref +1, Will -2; AL C.

Gonzo Chicken (1): Init +1; Atk fists +2 melee (1d6+1); AC 12; HD 4d6; HP 18; MV 30'; Act 2d20; SV Fort +1, Ref +0, Will +2; AL C.

See page 31 for special notes regarding running the Chicken Priestess, Chicken Coven, and the Gonzo Chicken.

“CREATURES FOR BOOK ONE – IN ORDER OF APPEARANCE” continued back-inside cover.

FARMYARD FATALITIES

book one

by

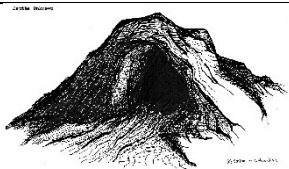
m.c.franklin



First Printing of 150

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Chris Arneson:

Mordi-Cow (Book One, page 47)

HEMF:

The Stabbies (Book One, page 22)

Evelyn Moreau:

Hypno Cat (Book One, page 15)

Sheep Mass (Book One, page 25)

Demon Cow (Book One, page 28)

Crochet Golem (Book Two, page 6)

Water Goblin (Book Two, page 10)

Sapling (Book Two, page 12)

Accession (Book Two, page 12)

Jared Tibbs:

A Horse Is a Horse (Book One, page 41)

Which Way (Book Two, page 2)

Impossible Doors (Book Two, page 3)

It has been spoken of in hushed tones throughout the Calumet Region: a zero-level funnel for Dungeon Crawl Classics so exquisite, so deadly, few gongfarmers and halfling chicken butchers have lived to tell the tale!

Now, Farmyard Fatalities has burst from the boundaries of Lake Michigan's southern shores and into print for the rest of the world to experience its corrupting influence!

Farmyard Fatalities is a gonzo (but not too gonzo?) zero-level funnel made as a 3rd-party publisher compatible product for the Dungeon Crawl Classics role playing game. The players guide their peasants turned would-be heroes in their investigation of the strange happenings on a nearby farm and come into their destiny as the hardened adventurers they are to become...or perish horribly in the attempt!

Do you have what it takes? Or will your lowly peasants...buy the farm...

Note to Players:

If you are interested in playing this adventure, contact your Judge and steer them this way. Or maybe you want to run the game as a Judge yourself. But otherwise, reading beyond this point only spoils your fun of playing this adventure. So hint—here there be spoilers.

You have been warned...

This module started with...a picture. Yep. One lousy picture done for an art challenge in 2018.

From this picture grew an idea for a small module that clocked in at a mere twelve pages—soon growing beyond the confines of its goldfish bowl to the two-book monstrosity you now behold. Sometimes I just don't when to stop myself...

The author would like to thank everyone who made this work possible:

By the Board Games & Entertainment (Lowell, Indiana) and Grindhouse Café (Griffith, Indiana) for giving me a space to perpetrate this madness during playtesting, as well as backing the project.

My playtesters themselves: Jessica Cannell, Nicholas Cannell, Tom Lawson, Gabe Mauch, Jared Tibbs, Pete Villarruel, and probably a few others I may have missed. I appreciate you taking the time and providing your feedback.

Jared Tibbs for providing artwork, playtesting, the thankless job of proofreading (and listening to me complain), and being a friend.

The enigmatic HEMF for “The Stabbies”.

Chris Arneson for the wonderful illustration of the lair for the “BIG BAD” and its associates. He created such a great illustration in about the time it takes me to sharpen a pencil – I am in awe of his skill.

Evlyn Moreau for taking time to create several fantastic pieces of artwork. Her help with the illustrations and encouragement have been invaluable.

All the many backers who waited way too long for this to finally be complete.

Finally, I would like to thank my wife who stood by me during the many periods of doubt on whether I could pull this off. I could not have done it without her. Anyone who has created anything make sure to thank your special partner in crime for putting up with you!

It has been a wild and crazy ride: enjoy.

Sincerely,

m.c.franklin
16.january.2023



Adventure Summary—Judge’s Eyes Only!

Farmyard Fatalities consists of two books – **please make sure you have both books!** Farmyard Fatalities: Book One contains the main adventure. Farmyard Fatalities: Book Two contains a mini adventure, along with the appendices useful for expanding on the material found in the main adventure.

Farmyard Fatalities: Book One

A corrupting entity by the name of “Stach-Tarum: The Mildewed One” has influenced the minds, and warped the bodies, of the domesticated animals on the nearby farm of the Nazuk Family: elevating these once simple creatures into vessels of malignancy. The chief of these corrupted creatures being the once gentle cow named Daisy...now known by her new name of Mordi-Cow.

Mordi-Cow, with the aid of her goat acolytes, is currently performing a ritual for her master, Stach-Tarum (The Mildewed One), summoning demonic forces. As part of this ritual Mordi-Cow is preparing to sacrifice the wife and two daughters of Farmer Nazuk (Farmer Nazuk who the characters possibly find deceased during their searches).

The strange lights and sounds associated with this ritual coincide with a terrible storm, drawing the attention of those in the nearby village. Those in the village wishing to investigate these strange lights come across the many dangers posed by the now corrupted animal denizens of the Nazuk Farm.

This module is meant to be set at night during a period of temperamental and stormy weather. A random table of appropriate weather conditions has been included for the Judge’s use to set the appropriate mood, as well as provide the proper amount of hinderance to the party.

Farmyard Fatalities: Book Two

A long-abandoned orchard with a dark secret lies on the way to the Nazuk Farm. The scene of a bizarre disappearance many years prior, the party may choose to explore this hex-style map on their way to the Nazuk Farm. The Judge may choose to combine this adventure with the main module found in this book, or with a bit of modification this mini-module can be run as a stand-alone adventure module.

Also, within the second book the Judge can find the appendices. These contain further information on hidden properties of select magic items the characters may discover later on as their adventuring career continues. Also, the appendices contain information regarding forming a patron bond with “Stach-Tarum: The Mildewed One”.

Prologue:

The passing of the day had been dreary—unusually rainy and cold—driving most folks of your village inside to seek the light and warmth of the hearth. As evening approached, strong winds ripped their way down the lanes to eddy about the corners of the meager buildings. Loose shutters and shingles banged and clattered out a rhythm as the rushing air wheezed and whistled, to make what one could almost swear were strange hollow voices arranged in a haunting and mournful song.

Nervously, you and your peers made your way to peek through the slats of shutters, and around doors held barely ajar, to see out. To the north you saw strange, pulsating multicolored lights reflected from the underside of the towering storm clouds. These lights seemed to be ominously emanating from one location: the Nazuk Farm!

Suddenly, the bizarre song of the wind mingled with the sounds of unnaturally-loud and bloodcurdling screams of human terror—the screams ending abruptly. Though the screams died out almost as quickly as they came, the strange lights persisted in the night sky, giving a strange glow to the underside of the heavy blackness of the clouds above.

Now, unsure of what to do, and too terrified to investigate, you and the fellow inhabitants of your normally sleepy hamlet huddle about the great room of the local inn trying to decide a course of action. Fear passes through the room in palpable waves as the panic-stricken crowd within mutters in fear dampened whispers: as if even speaking too loudly somehow would summon unseen terrors.

Old Finley, eldest and wisest amongst you, pounds their cane on the floorboards with an authoritative and resounding “BOOM-BOOM-BOOM”. Total silence falls over the room as all within turn to hear the wise one’s words.

From beneath shaggy brows Old Finley glares, first left—and then right—as they survey the cowering group before them, pausing a long moment to be assured they have your riveted attention.

Finally, Old Finley speaks:

Well! Go on yah babies—what’s the worst that could happen?

Steeled by these unfathomable words of wisdom, you and your fellows grab whatever weapon is at hand and pour out into the night like locust, ready to face whatever terrors lie down the trail and over the next hill.

And with that, Finley goes back to pondering the depths of the universe residing in the bottom of all cups of ale.

Designer Note:

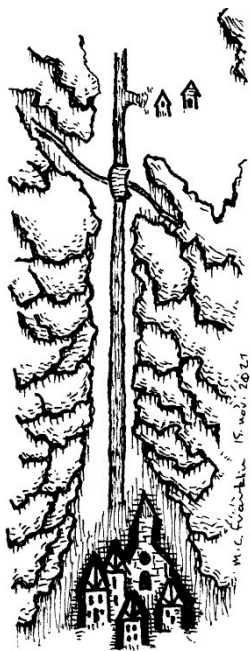
The non-player character “Old Finley” was surprisingly popular—at least in as much as the players lamenting Old Finley’s words and adding their own: What’s the worst that could happen! What’s the worst that could happen they say!

There was also a bit of exception at being called “babies”...players...such babies...

The Weather:

The weather turned cold and wet earlier in the day and has stayed that way. To determine what the weather currently is, roll 1d6 and consult the chart below once every 20 minutes in real time or every time the party of characters changes NAMED locations (i.e.: moving from The Northern Road to the Nazuk Farm, going from the Nazuk Farmhouse to the Backyard, etc.):

- 1: Thunder rumbles and growls as lightning intermingles with the pulsating lights appearing to originate from the Nazuk’s property; the rain holds off for now.
- 2: An annoying light drizzle begins to fall.
- 3: The wind begins to pick up, causing torches to sputter fitfully, diminishing the area of light they provide by half. Candles blow out and are impossible to keep lit. Lanterns function normally.
- 4: Not only does the wind pick up but a steady rain begins to fall. Torches and candles are extinguished and do not relight while these conditions persist. Lanterns have trouble keeping a steady light and the area of light they provide is reduced by half.
- 5: A raging storm blows and debris begins to fly—the character with the lowest Luck Ability Score is struck by a flying branch for 1d3 points of damage! You say there is more than one character with the same terrible Luck score? Do not despair...there are PLENTY of branches to go round! *If the Judge is feeling merciful let the unlucky saps make a Reflex Save vs DC10 to avoid being clobbered.* Also, all light sources are extinguished and impossible to keep lit until conditions change.
- 6: A light rain begins to fall as a heavy mist begins to rise, obscuring all vision and reducing sight to 10’. Light sources still work but are useless beyond the range of 10’—however light sources do show up as glowing blobs in the darkness, allowing members of the group to find each other. And for other things to possibly find them...



Traveling to the Nazuk Farmstead:

The Nazuk Farmstead lies about 3 miles to the north of the characters' village along the normally well-traveled, but currently muddy and desolate, Northern Road.

- Typically, this would be an hour stroll, but due to the inclement weather conditions this trek now takes a minimum of two hours.
- Unless they REALLY try, it would be almost impossible for the characters to become lost along the way. The Judge of course is free to provide their own details or simply hand-wave travel from the village to the Nazuk Farmstead.
- The Judge is encouraged to liven up the description of travel along The Northern Road by describing the randomly determined weather effects, the condition of the waterlogged and mud-slick road, the towering trees reaching out with wind-trembling branches flailing wildly about, rolling for random encounters on the road (see **"Random Encounters on the Road"** below), etc.
- The strange lights persist in the sky as the party makes their way.

Random Encounters on the Road:

These random encounters are used as the party travels along The Northern Road from the village to the Nazuk Farmstead. For every hour of travel along the road, or at the Judge's discretion, the Judge rolls a d6. On the result of a "1" a random encounter occurs. The Judge should then roll 1d4 and consult the following chart:

Roll a 1d4 and on a result of:

- 1: The party loses their footing along the road and, as a group, slides down the sides of a muddy ravine along the western side of The Northern Road. No damage occurs, but any character failing a Luck Check against DC12 loses, or breaks, a random item in the fall. This result happens once—nothing happens if this result has already been utilized.
- 2: The character with the lowest roll on a d20, adjusted by their Luck Modifier, gets slapped in the eye by a twig flailing in the wind and their vision is blurred in one eye for 1d4 hours. This result may happen to more than one character in the case of tied rolls—there are many branches after all. It may also happen more than once to the same character (assuming they have two eyes to start with)—because, again, there are many branches. Those with vision blurred in one eye act with a penalty of -1 on any action the Judge determines uses sight. Those with vision blurred in both eyes act with a penalty of -2 on any action the Judge determines uses sight—this lasts for one full day or unless healed somehow.

- 3: The party comes across an old man, filthy and in need of some intensive grooming, up a wildly swaying tree. He is loudly cackling while hurling insults and small stones (harmless) at the party. He carries on about being the acolyte for something called “Stach-Tarum”, and he is marking the characters with his magic rocks (not really...he is out of his nut). If questioned or attacked, he blows a raspberry in the direction of the party and disappears in the darkness. This encounter may happen more than once.
- 4: A herd of deer, fear-mad and with foaming mouths panting for breath, come running wildly from the trees along the eastern side of the road, from what appears to be the direction of the Nazuk Farmstead.

Though not intentionally attacking the party, the frightened deer trample any blocking them in their haste to flee whatever it is they are attempting to escape. Each player should roll ONE Reflex Save versus a DC10 for the group of zero-level characters they are controlling using the best Reflex Save available amongst their characters. Those groups failing their Reflex Save have a random character, Judge’s choice on how this is determined, take 1d3 points of damage from trampling. The herd of deer disappear into the night as quickly as they come. This encounter happens once.

Note to the Judge:

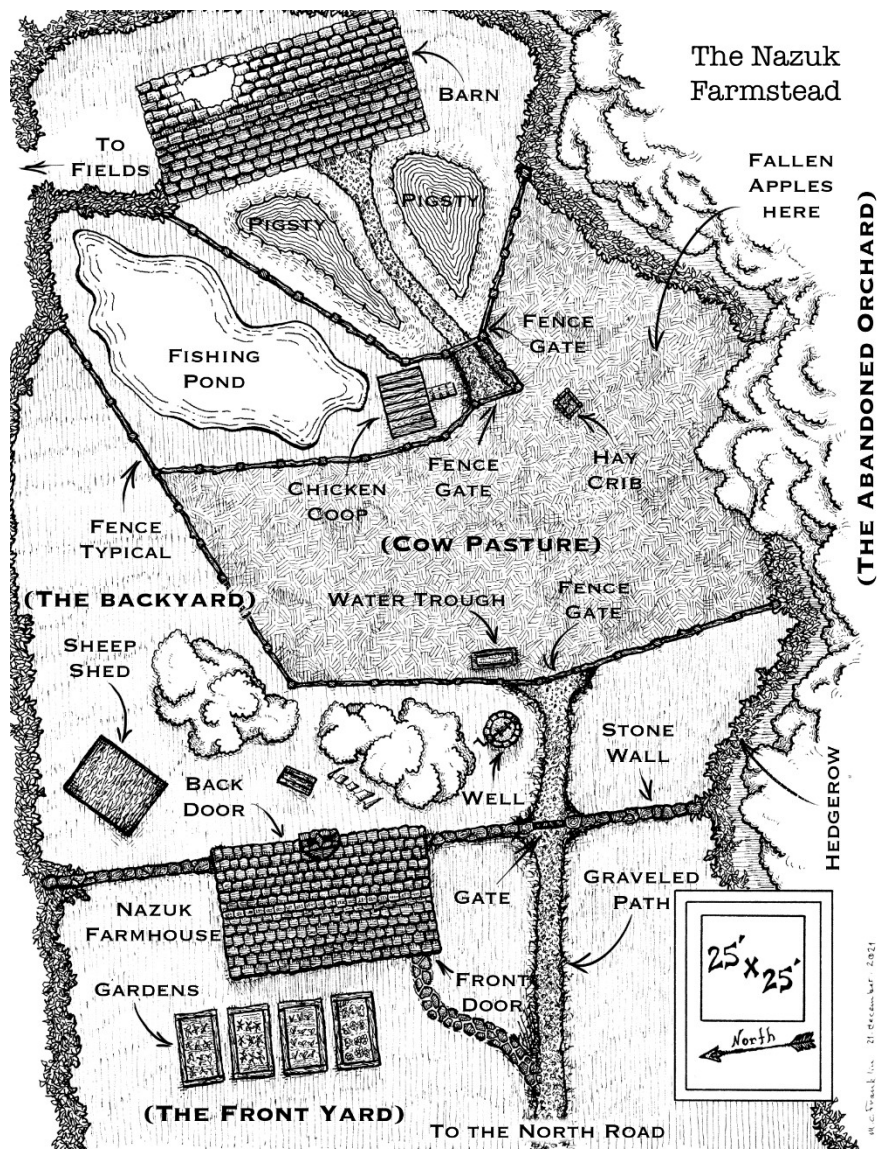
What follows is optional.

On the way to the Nazuk Farmstead, approximately a half hour south of the party’s destination, The Northern Road passes by a weed-choked path leading off to the east. A pair of squat pillars, made of moss-covered stones set in crumbling mortar, flank the mouth of this disused passage deeper into the trees. A rotten timber gate, sagging with age, provides little resistance to efforts to open it. The party knows this to be the site of the Abandoned Orchard—see the section for “**The Abandoned Orchard**” in **Farmyard Fatalities: Book Two**.

Further north, past this side path, lies the farmstead of the Nazuk Family.

The section containing “**The Abandoned Orchard**” is completely optional for use within the adventure and is included to add a bit of difficulty to the base adventure. Including this section is recommended if the party of zero-level characters is large, somehow the party is flush with resources and needs them whittled down a bit, or the Judge wishes to have a longer gaming session.

If the Judge so desires, the entire section of the Abandoned Orchard can be excised, in part or in its entirety, from the module without affecting the main adventure. It may also be used as its own standalone adventure with a little modification as well.



Note to the Judge:

The hedgerows are difficult, and dangerous, obstacles. Consisting of piles of loose rocks, rotten timbers, living trees and wild roses. Climbing over these is likely to take its toll. Unless a Reflex Save versus DC18 is made, the structure shifts and pitches the character making the attempt back to the ground in an avalanche of debris—causing 1d6+1 points of damage.

The entirety of the property is dark except for the strangely flashing light coming from further back of the property. It does little to illuminate the surroundings.

The Nazuk Farm Property List

✓	Area of Interest	Area Type
	The Northern Road	TRAVEL
	Farmstead Entrance	LOCATION
	Hedgerows	OBSTACLE
	Graveled Path	TRAVEL
	The Front-Yard Gardens	LOCATION
	Raised Garden Beds	CLUE
	Flagstone Path	TRAVEL
	Stone Wall	OBSTACLE
	Gate In Stone Wall	OBSTACLE/TRAVEL
	The Nazuk Farmhouse	LOCATION
	Nazuk Farmhouse Entrances	TRAVEL
	The Backyard	LOCATION
	Sheep Shed	ENCOUNTER
	Wooden Table	RESOURCE
	Rope Swing	RESOURCE
	Laundry	RESOURCE
	Wooden Fence	OBSTACLE
	Gate to Cow Pasture	OBSTACLE/TRAVEL
	Well	ENCOUNTER
	The Cow Pasture	LOCATION
	Apples on the Ground	ITEM OF INTEREST
	Water Trough	ITEM OF INTEREST
	Wooden Fence	OBSTACLE
	Gate to Chicken Coop/Fishing Pond	OBSTACLE/TRAVEL
	Hay Crib	ITEM OF INTEREST/COMBAT
	The Fishing Pond	ENCOUNTER
	The Chicken Coop	COMBAT
	Wooden Fence	OBSTACLE
	Gate to Pigsty	OBSTACLE/TRAVEL
	The Pigsty	LOCATION/COMBAT
	Causeway	TRAVEL
	The Barn	LOCATION
	Barn Entrance	TRAVEL

The Nazuk Farmstead:

The Nazuk Farmstead Entrance:

The Judge should read or paraphrase text in gray boxes for the players—typical:

Along the east side of The Northern Road, the tangle of trees suddenly clears and is replaced by a thick hedgerow of large stones, thorny trees, and wild roses with open space beyond. This marks the start of the Nazuk Farmstead.

Further on, a small wooden sign, stating simply “Nazuk”, is suspended by two short pieces of chain from a crossmember on a wooden post. Next to the post with the sign, a well-maintained graveled path leads eastward from the muddy Northern Road, offering a wide opening through the hedgerow, and crosses a front lawn, given over to a series of small raised-bed vegetable gardens, towards The Nazuk Farmhouse.

The Front-Yard Gardens:

Several raised garden beds framed in timbers line this area—constructed in neat rows.

The Front-Yard Gardens Entrances/Exits:

The Graveled Path leads to The Northern Road through an opening in the hedgerow to the west and a Gate in a Stone Wall to the east. A flagstone path leads to the front door of the Nazuk Farmhouse.*

Any characters with a light source (remember NO zero-level character can see in the dark...looking at you elves) looking closely at the vegetable gardens notices:

- The vegetables have about all been eaten from the plants.
- There are footprints, difficult to discern in the mud and water, appearing to be from various animals: cows, horses, goats, etc.
- Characters with a background reasonably associated with knowledge about animals; herders, farmers, etc.; can make an Intelligence Check versus a DC10 to notice something is “off” with the prints they see, though it is unclear exactly how they are odd due to the dark and muddy conditions. All other characters attempting to observe the prints notice something is “off” with the prints with an Intelligence Check at a DC20.
- Otherwise, there is not much to observe here.

* Whenever the word “gate” is presented as “Gate” this refers to the heavy wooden portal allowing access through the high Stone Wall; it is not to be confused with the gates allowing access through the areas bordered by the wooden-rail fences.

Approaching the Nazuk Farmhouse:

Approaching through the Front-Yard Gardens towards the Nazuk Farmhouse, the house's normally friendly bulk looms ominously—a dark hulk against an already dark sky. Errant flashes of lightning, as well as the strange pulses of light towards the back of the property, cause the silhouette of the house to stand out in even greater contrast to the blackness of this gloomy night.

A small flagstone path leads from the graveled path to the front entry of the house. A faint, flickering light can be seen emanating from small windows set high in the walls of the lower floor. The front door seems to be set ajar and swinging slightly in the wind. The upper windows of the structure are dark.

The graveled path continues to a stout wooden Gate, currently closed, set in a high stone wall adjoined along the house's east side: the wall's stones covered in rain slick moss. The wall separates the front of the Nazuk property from the back.

Note to the Judge:

The party is free to attempt to make their way over the Stone Wall (the Gate is locked), find the key to the Gate (located in the fireplace inside the Nazuk Farmhouse), or go through the backdoor of the Nazuk Farmhouse. See the notes regarding the Stone Wall in the section “**The Farmyard**”.



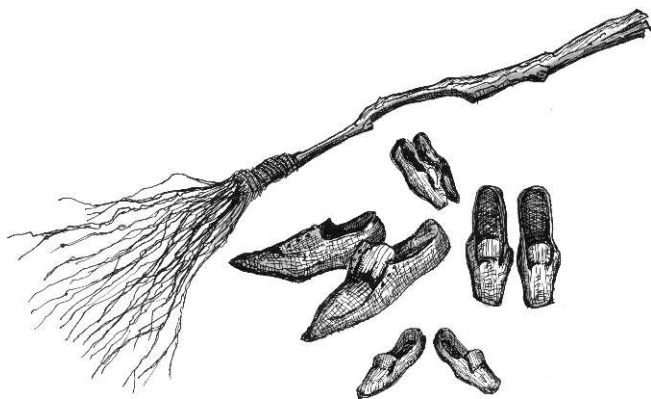
Inside the Nazuk Farmhouse:

General Information (lower and upper floors):

- The Nazuk Farmhouse consists of two floors.
- The first floor contains an entry Foyer, a Great Room, and a Small Bedroom for the two Nazuk children. There is a large fireplace along the east wall. The stairs to the second floor are located along the west wall, opposite the fireplace.
- The second floor consists of a single bedroom and fireplace.
- In general, the house is dark. However, a large fire currently is burning in the lower-floor fireplace, providing illumination within the Great Room. This is the source of the flickering glow seen emanating from the lower floor windows.
- Characters investigating the floorboards within the house notice all manner of dried, muddy animal prints on the floor. Further investigation reveals a clumsy attempt to sweep away the prints (Intelligence Check DC15)—evidenced by fine marks caused by a twig broom dragged through the dried mud of the prints.
- Characters with a background reasonably associated with knowledge of animals; herders, farmers, etc.; can make an Intelligence Check versus a DC15 to notice something is “off” with the prints they see. The Judge can throw in little details on how exactly the prints are off—but do not be too forthcoming with information! Everyone else notices nothing is wrong with the prints.

Examples for the Judge to describe the prints are:

- *It appears the tracks, though clearly animal (cow, dog, cat, horse, etc.—Judge’s discretion), seem to be arranged as if bipedal locomotion were occurring.*
 - *The tracks seem animal, but at the same time there is...a thumb print?*
 - *Etc.*
- All within the house is quiet—the only sounds being those the characters bring with them.



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Foyer:

The front door from outside to the foyer is standing slightly ajar. Inside the foyer itself are the coats and cloaks of the Nazuk Family hanging on wooden pegs. Four pairs of shoes, worn though clean, sit on a woven sisal mat next to the door. A well abused broom, several of the twigs broken, leans in a corner. A single door, latched but not locked, leading into the house is tightly closed.

Entry Foyer Entrances/Exits:

Entrances and exits from the Foyer consist of the front door on the west wall and a door on the north wall leading into the Great Room.

Design Note:

In general, during play tests the players picked up on the shoes as a bad omen of things to come. It was of great concern the shoes would still be there without their owners seeming to be in the house.

Great Room:

This is a large room taking up most of the lower floor: containing the living, cooking, and dining area. There are several small windows paned with actual glass—waves of envy pass through some of you at the display of such opulence. The wood floor and small, brightly colored rugs, normally known to be so clean, have evidence of grit and dried mud upon them.

The great room appears to have been the scene of some violence: evidenced by shards of broken crockery and a generally disheveled look to the place. Then there is the most telling sign:

A large battle-axe, from Farmer Nazuk's grandfather's time in the army (Farmer Nazuk just WOULDN'T stop bragging about it...good grief), is buried deeply in the room's center wooden column: its blade covered in crusted dried blood, as well as a pool of dried blood on the floor beneath it.

There is a chest of drawers against the northern wall where table linens, plates and flatware once resided. The linens are strewn about and the dishes, unceremoniously dumped onto the floor, are now in shards, though the wreckage seems to have been clumsily swept up into piles against this piece of furniture.

Great Room Entrances/Exits:

There is a door to the Foyer on the west end of the south wall, a door to the children's Small Bedroom on the east end of the south wall, a door exiting to the back of the house (allowing access to the Backyard property) on the north end of the east wall, and a staircase to the second floor on the west wall.

A fire burns in the fireplace, casting a flickering glow over the room. A single kettle sits suspended over the fire—its bottom glowing red hot from a lack of water to maintain its temperature. Pans and other items used for cooking lie scattered nearby. Tongs, a poker, and other implements used to tend the fire are dumped from their stand onto the floor.

A large orange mackerel tabby cat is stretched out on a small rag rug warming itself in front of the fire. It lazily stares at everyone in the party. Nearby is a smaller charcoal-gray cat—seemingly in a position of deference to the larger cat.

The two felines are Humbo and Mister Biddles, respectively. These two little darlings become involved a bit later. For now, the Judge should have the players roll a Willpower Save versus DC10 for each of their characters:

- A success means the character met the baleful gaze of the orange mackerel tabby named Humbo and suffered no ill effect, other than feeling uneasy for some reason.
- Failure means the character begins to feel deep despair and futility regarding their actions and is unlucky on their first round of combat: the Judge calling for a roll on a 1d4 and deducting the result from their next attack roll. The Judge should not inform the players the reason for the roll at this time and keep track of this until the first combat.

If the characters attempt to approach the cats, they stay out of reach. If threatened in any way the cats run to a different part of the house and make their way out of any opening the Judge feels is convenient: a door the party failed to close, one of the windows possibly left unlatched, etc. The two felines eventually make their way back in the house with plenty of time to set up their ambush if the party goes upstairs and then back down (see the section “**The Second Floor**”).



Great Room—continued:

Items of Interest:

- In the chest of drawers, the wooden boxes for tableware; once holding spoons, forks and knives; are still evident, but their contents are, with the exception of two small silver* baby spoons, missing. These two spoons separately have the names of the two little Nazuk girls engraved on their handles: Maerl Nazuk and Bundis Nazuk.
- Over the chest of drawers, there is a pair of iron hooks driven into the northern wall, probably once holding the axe. If any of the characters approach the chest of drawers, the Judge should state there is a space between it and the wall. Characters who investigate behind the chest of drawers find a shield once mounted onto the wall with the axe but having since fallen out of view.
- The pans and fireplace tools spilled about the floor are quite heavy, constructed of iron, and suitable to use as weapons. The pans may be used as clubs (1d4 damage) and the poker makes a good makeshift mace (1d6 damage).
- There is an iron key in the fireplace, easily discovered by any character investigating the contents of the fireplace. This key operates the lock on the Gate in the high Stone Wall and allows access to The Backyard. The key is very near, but not in, the coals. It is however exceedingly hot and, unless precautions are made while retrieving it, any character who foolishly reaches in and grabs it causes 1d3 points of damage to themselves as they are burned. If they survive, they permanently have the mark of the key seared into their hand.
- There is a battle axe embedded in the wooden column in the center of the Great Room. It seems to have been buried impossibly deep into the age-hardened wood—as if driven with unhuman strength.

The battle-axe (1d10 damage) may be removed on a Strength Check versus DC10—a natural “1” on the attempt and the handle breaks.

The shield may be used as a normal shield in all respects.

* The Judge should note silver is a red herring...there is no importance attached to it. The tin flatware was stolen to be melted down in the fireplace to create a dagger, which shows up later in this module in the hands of Mordi-Cow—the two silver spoons would not have been suitable for this purpose and were left behind. Note silver items show up in a few other places and the Judge is encouraged to not attach importance to the fact they are silver, but to make note of their presence. Let the players draw their own conclusions about these items.

Design Note:

...and the first Strength Check to remove the axe was...a one.

This made for a humorous moment, when one player began explaining what the other player's character was actually holding was "The Handle of Renown & Legend", and the axe head was inconsequential.

After I, as the Judge, shot down the idea somehow the handle of a non-magical axe should have powers (huh?), there was some discussion whether sharpening the end of the handle to a point would upgrade the broken handle from a 1d4 club to a 1d6 poking-stick of some kind. That one was allowed.

Small Bedroom:

There are two small beds in this room along with two small trunks, one at the foot of each bed. Between the two beds is a small table, painted with images of bright flowers and birds, with an unlit candle in a ceramic candleholder shaped like a fish, and a green-glazed clay pitcher of water.

Small Bedroom Entrances/Exits:

A single door to the Great Room allows passage in and out of this room.

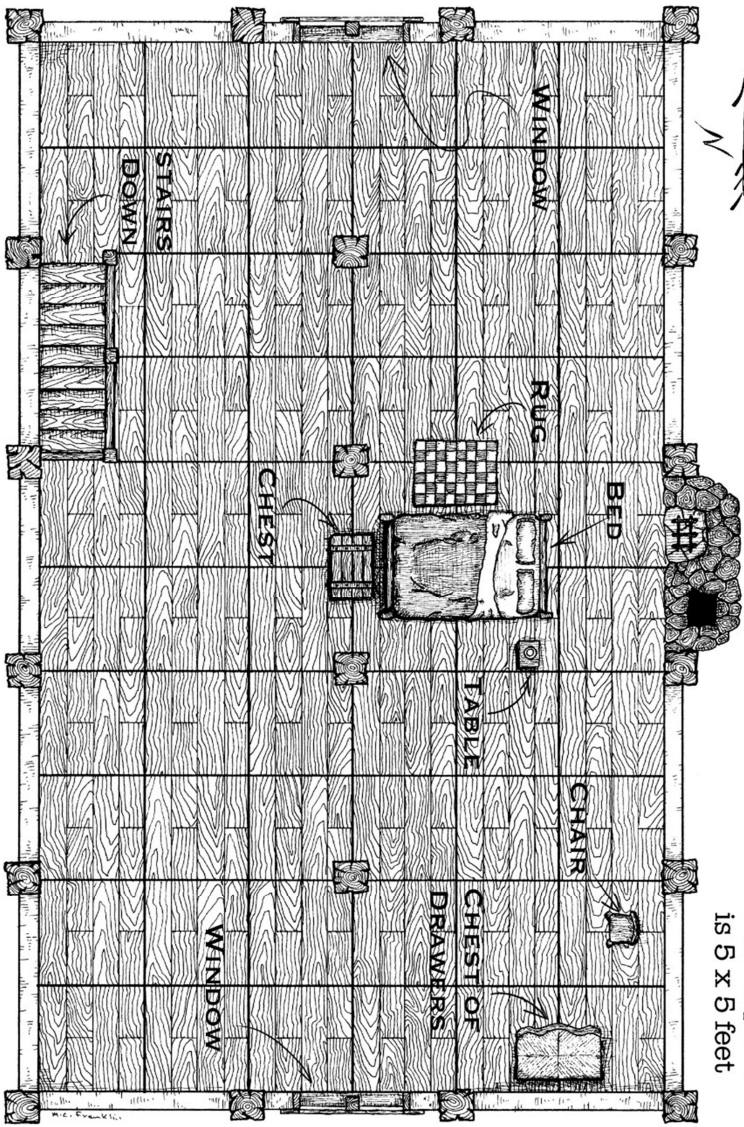
- This room belongs to the Nazuk girls: Maerl and Bundis.
- The trunks have had their contents (blankets, clothing, small toys, a silver thimble) dumped on the floor.
- The matching bowl for the pitcher sits on the floor—a shallow pool of water in its bottom.
- There is evidence dogs have been sleeping in these beds—their muddy paw prints and hair cover the woolen blankets.

Stairs:

These are simple wooden stairs leading to the upper floor of the house—lacking both handrail and toe boards.

- The stairs squeak and protest beneath the weight of anyone on them greater than a halfling in size, though seem solid otherwise.
- There is only room for one dwarf-sized character or larger to fit on a step: the party may not stand abreast unless they are halflings.
- Characters can attempt to jump off the stairs over the side and down to the Great Room below, since there is no handrail impeding them from doing so. However, if the characters are on the upper stairs (Judge's discretion—though at least broadcast "it looks like a bit of a drop") the drop is enough to cause falling damage: 1d6 points of damage.

Nazuk Farmhouse: Upper Floor



Note:
Each square
is 5 x 5 feet

Notes:

The Second Floor:

The exposed rafters of the roof rise overhead at a steep angle. A stone fireplace is on the east wall—currently dark.

There are large windows, heavily curtained, on the gables to the north and south end of the space. The single wooden staircase leads to the Great Room below.

A double bed sits in the middle of the room, a small bedside table with an oil lamp next to it. A chest is at the bed's foot.

A chest of drawers is up against the southern gable wall. The entire contents of the drawers have been dumped out and pushed into messy piles at its base.

The entire upper floor consists of the bedroom shared by Harmon and Metteabelle Nazuk. It has recently been taken over as the resting place of Mordi-Cow.

The chest at the foot of the bed contains:

- Assorted clothes belonging to the couple.
- A cloth pouch with 2d10+1 silver pieces.
- A small charcoal sketch of a beautiful woman (Metteabelle Nazuk).
- An old steel-chain shirt from Farmer Nazuk's grandfather's time in the army, rusted and in poor repair, wrapped in a canvas bag.

The steel-chain shirt may clumsily be worn by human/elf sized characters with the bonuses and penalties shown: (AC Bonus: +3, Check Penalty: -5, Speed: -5', Fumble Die: d12). Note the penalties against elves and objects containing iron. Due to its poor condition, a fumble by, or critical hit against, the wearer causes the steel-chain shirt to fall to pieces—hopelessly entangling the wearer in its dry-rotted straps for 1d4+1 rounds.

The piles of items near the chest of drawers to the south seem to consist mostly of clothing, blankets and other bedding, toiletry items, a silver mirror and brush worth 1gp, and other assorted things of little consequence. 1d6+1 silver pieces can be found in the debris if the characters spend time looking through the piles.

There are also the remains of a bolt of crimson fabric covered in muddy cow and goat prints (if cleaned this fabric is worth 5gp—1gp otherwise). Any character with a background as a weaver (or possibly others involved in the trade or production of clothing at the Judge's discretion) automatically can tell, by the small scraps of cloth and bits of thread lying about, something was recently made with this fabric—though what this could be is beyond their ability to know.

The Second Floor—continued:

If the characters investigate the bed, they may find evidence a large, and heavy, creature slept there:

- From the topside of the bed, on an Intelligence Check versus DC10, they notice the feather-filled mattress has sagged considerably.
- If the characters investigate underneath the bed, they see the ropes under the mattress are stretched and a tightening peg is broken (these are quite stout)—no check is necessary to discover this.

Note to the Judge:

Characters in the combat possibly occurring with the two felines (see below) may wish to attempt to flee out the upper-floor windows to the north and the south. There is a drop of approximately 15 feet to the ground below—1d6 points of falling damage for each 10 feet the characters fall. The Judge should feel free to add 1d3 points of damage for the additional 5 feet or ignore it as they see fit.

COMBAT!

Heading back downstairs draws the attack of the orange mackerel tabby (Humbo) and the charcoal-gray cat (Mister Biddles), who are now wearing the dark outfits of assassins. The cats wield straight razors and garrotes as weapons. As is befitting cats on the serious business of murder (and in possession by a primal evil just being icing on the cake...) they move and attack with stealth.

Humbo is considered to have the same skills as a 2nd level Chaotic Thief.

Mister Biddles is considered to have the same skills as a 1st level Chaotic Thief.

Humbo and Mister Biddles' initial spree of mayhem occurs as follows:

1. Humbo and Mister Biddles drop from the rafters above onto the last character in line heading down the stairs.
2. Humbo attempts to Sneak Attack versus DC5 (...he is a cat after all) the last character in line.
3. If the sneak attack is successful, Humbo lands on the unfortunate character and utilizes his garrote (as a surprise attack) causing 3d4 points of damage if he successfully hits.
4. On a successful one-hit kill, Humbo and Mister Biddles quietly lower the corpse to the floor and are unnoticed. This repeats from step "2" above for the next character in line—however, the DC of Humbo's Sneak Attack goes up by "5" each attempt (to a maximum of DC20). On a failure go to step "5" below.
5. If Humbo fails to successfully Sneak Attack against the last character in line going down the stairs, this character now has a vicious feline assassin clawed onto their head, as well as Mister Biddles behind them slashing at their ankles. The two cats attempt to work their way down the line on their murderous path—using their current victim as a shield (+2 to Armor Class).

Because the stairs are narrow, in general only one character can be in direct melee with the cats (two if they are both halflings). However, any characters on the stairs below with a weapon with reach, such as a staff or pitchfork, may attack. The catch is, treat this form of attack the same as firing ranged weapons into melee. And of course, ranged weapons can always be fired into melee for GREAT comedic effect...

Note to the Judge Regarding Humbo and Mister Biddles:

The two cats do not fight to the death—the Judge should follow the rules on morale. If the cats break and run, they do not appear again.

If the party skips the second floor, and simply go outside, the felines feel no reason to follow...they really do not feel like getting rained on.

Humbo: Init +3; Atk razor +1 melee (1d4/1d10 on surprise), Atk garrote +1 melee (1/3d4 on surprise); AC 15; HD 1d4; HP 4; MV 30'; Act 1d20; Spcl (2nd Level Chaotic Thief Skills); SV Fort -2, Ref +4, Will +1; AL C

Mister Biddles: Init +2; Atk razor -1 melee (1d4/1d10 on surprise), Atk garrote -1 melee (1/3d4 on surprise); AC 15; HD 1d2; HP 2; MV 30'; Act 1d20; Spcl (1st Level Chaotic Thief Skills); SV Fort -2, Ref +3, Will +0; AL C

Design Note:

After the rearmost character managed to not be murdered by Humbo during one of the playtest sessions, I decided it would be thematic if Humbo made his presence known by doing a little work with the straight razor, missing any vital areas, instead of simply saying, "You have an angry cat dressed as a ninja who missed you with their attack."

After telling the player their hapless character now had a vicious, hissing cat cutting a notch in their ear with a straight razor, the player then remarked: That's no tabby! That's a stabby!

In the same play-test session, after explaining very carefully the setup of the stairs, and about the chance of hitting a fellow party member in the narrow space, of course one of the players took the chance and ended up dispatching one of their fellow's characters with a misplaced staff blow.

There was much feigned sorrow and apologies to the rest of the party about the deadliness of the cats...who OBVIOUSLY killed their companion...and NOT them with their staff...



The Stabbies

Beyond the Nazuk Farmhouse:

The farmyard lies to the east of the Nazuk Farmhouse and is separated from the Front-Yard Gardens by a tall Stone Wall covered in rain-slick moss—the wall's tall edifice obscures what lies beyond. The Graveled Path leading from The Northern Road continues to a stout wooden Gate set in the Stone Wall not far from the south end of the house.

The area of property to the east of the house and the tall Stone Wall consists of:

- The Backyard
- Hedgerows marking the boundaries of the property to the south (The Abandoned Orchard), the north (Fields), the west (The Northern Road), and the east (Hodge's Woods).
- The Cow Pasture
- The Fishing Pond
- The Chicken Coop
- The Pigsty
- The Nazuk Barn
- Various crop fields north of the hedgerows—these are just fields and nothing special, though the Judge is of course free to add something horrible in these if the party decides to wander them in the dark on such a night.

In general, things are dark except for the strange glow emanating from The Nazuk Barn—the multicolored light leaking through the gaps around the wooden doors and coming from a hole in the roof. This detail can be discerned if on the east side of the Stone Wall. The light is of a weird quality, doing little to illuminate the area.

Note to the Judge Regarding the Wall:

The key for the Gate's lock is in the fireplace in the Great Room of the Nazuk Farmhouse—see the appropriate section.

The Stone Wall can be climbed, but it is tall and quite slippery. An Agility Check versus a DC10 needs to be made for each character attempting the climb. Failure means the character making the attempt falls 10 feet and takes 1d6 points of falling damage—roll versus their Luck to see if they fall to the side of the wall they were trying to reach (this is done by rolling a d20 and if the result is equal or less than the character's Luck Ability Score, they succeed).

The Judge is encouraged to state the condition, and height, of the Stone Wall so the players can make informed decisions for their characters.

The Stone Wall can be easily circumnavigated by entering the house through the front door and proceeding out the house's back door to the east. The Judge is under no obligation to provide this information.

The Backyard:

The Backyard is a grassy area separating the Nazuk Farmhouse from the Cow Pastures. The small flock of sheep owned by the Nazuk Family keep it well-manicured with their incessant nibbling of every stray blade of grass that dares attempt to grow here. A small grove of trees stands near the back of the house—a wooden table and rope swing sit beneath their sheltering branches. Laundry, soaked with the day's rain, is hung over a line strung between two wooden poles.

An open-front shed shelters some rather miserable looking sheep huddled together, attempting to escape the rain in its depths. They can be heard quietly bleating to themselves in the darkness.

Tall hedgerows to the north and the south separate the Backyard from the fields, their crops of grain flattened by the heavy rains, and the Abandoned Orchard respectively. A wooden-rail fence to the east cuts off the Backyard from the Cow Pasture beyond.

Along the graveled path leading to the Cow Pasture and the Nazuk Barn is a well, stoutly constructed with stone walls and a wooden roof. The workings of a windlass with a crank can be seen, supported by the timbers holding up the roof. When the well is silhouetted in the flashes of light, it does not appear the rope is present on the windlass.

The Backyard Entrances/Exits:

The Graveled Path leads towards the gate in the wooden-rail fence leading to the Cow Pasture and the Nazuk Barn to the east and leading to the Gate in the Stone Wall to the west. A door leads into the Nazuk Farmhouse to the west.

ENCOUNTER!

The sheep have...changed. What appears to be a small flock of the creatures at first glance is actually a bizarre, fused mass of wool and mutton.

The fused creature does not leave its bed of straw within the shelter of the enclosure unless provoked. If the characters do not approach and enter the shed, for all intents and purposes, the sheep still appear as if they are normal sheep huddled together.

However, if any character sets foot within the shed the creature labors to its multitude of feet; limbs, heads, and tails protruding in all directions; and in a wheezing and bleating voice from many different throats it says:

**I AM THE GRANTER OF WISHES!
NOMINATE YOUR CHOSEN ONE TO FULFILL THEIR DESIRE.**

The granting of a wish is legitimate. Unfortunately, it is from the point of view of sheep. The Judge is encouraged to think of highly disappointing ways to grant the wish—have fun subverting your players' desires Judges! Also, don't be afraid to apply a **baaa-d** (see what I did there...) result from the wish to the entire party if it makes sense to do so.

Examples of wishes:

- A character wishing for a vast fortune finds themselves plunged into a large wooden bin, filled with oats, which suddenly appears. This character begins to suffocate as the oats fill their nose and mouth.
- A character wishing to become powerful is turned into a ram with large curling horns—and is effectively now a companion animal to the other characters in the batch of zeros being controlled by the player of the character making the wish.
- A character who asks to become more attractive is covered completely in a thick and beautiful coat of wool—permanently. The character's base armor class is now the same as "Hide Armor", with all its bonuses and penalties. They may shear themselves seasonally to fill a sack with the highest quality wool that is highly sought after (probably not a good thing)—worth 1gp.

The party is, of course, free to decline the offer of a wish.

The Sheep-Mass: Init -1; Atk trampling hooves +0 melee (2d4); AC 8; HD 3d8; HP 15; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +1; AL N

If attacked, the Sheep-Mass defends itself the best it can by attempting to trample the characters to death.

OPTIONAL:

*Companion-animal sheep within the party who ate fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) merge with the thing. Each additional sheep increases the Sheep-Mass's stats as follows: Hit Die is increased by 1d8, movement is increased by 5' per Round, the Attack Bonus is increased by +1, and the Damage caused by Trampling increases by 1d4.*



The Well:

ENCOUNTER!

Any character peering into the Well notices several small silver coins (2d10+4) beneath the crystal-clear water in the bottom—glinting in the pulsating light coming from the Nazuk Barn, as well as the occasional flashes of lightning. The rope and bucket, once attached to the windlass, can also be seen lying at the bottom.

Notes to the Judge on the Well:

- The diameter of the Well is only great enough to allow two characters to enter at any time and remain side-by-side.
- Characters above other characters in the well, who then fall, take the lower characters with them...should have been more careful.
- Descending the slippery and sheer sides of the Well requires an Agility Check versus DC10 if a rope is utilized and a DC15 if the characters attempt to freeclimb.
- Ascending with or without rope is a Strength Check versus DC10 and DC20 respectively.
- The Well is 20 feet deep from the top to the surface of the water, however falling damage is only 1d2 due to the water breaking the victim's fall at the bottom.
- The water at the bottom is 10 feet deep.
- The coins at the bottom may be gathered up in quantities of 1d4 per dive beneath the water's surface—this takes one Round each attempt.

The water in the well is VERY cold. Entering the water causes the characters to immediately go into shock from the cold. Characters who find themselves in the water (whether voluntarily or by accident) must exit within three Rounds or they succumb to the icy water and drown on the fourth—let this be discovered by trial and error.

Being so cold has the following effects—cumulative—per Round:

First Round:	Characters feel noticeably slowed—their Agility Score is reduced by -1 for 1d4 days.
Second Round:	Characters feel noticeably shaky—their Stamina Score is reduced by -1 for 1d4 days.
Third Round:	Characters feel noticeably weak—their Strength Score is reduced by -1 for 1d4 days
Fourth Round:	DEATH

Characters who drown return as Zombies of the Well controlled by the Judge. Their unnaturally twisted and water-soaked forms shamble forth—seeking vengeance against those treacherous individuals who allowed them to drown. This should occur at the worst possible moment, at the Judge's discretion, and not necessarily during this adventure.

Characters who die outright from falling in the water do not reanimate.

Zombies of the Well: Init -5; Atk icy grasp +4 melee (1d4) Fortitude Save versus DC10 or lose 1 point Stamina Score permanently each hit; AC 10; HD 2d8; HP 12; MV 20'; Act 1d20; SP undead, induce terror; SV Fort +5, Ref -5, Will +5; AL C

Zombies of the Well “live” on long after the corrupting force spawning them may have been destroyed. They are motivated by vengeance born from the notion they were sent to die horribly, for a mere handful of coins, down at the bottom of the well by the greed of those vermin they thought were their friends.

They move with a shambling gait: constantly dripping ice cold water from their twisted forms. They attack by grabbing hold of their victim and crushing them with their incredibly strong grasp. The cold water which killed them soaks into the very soul of their victim, sucking away their prey’s vitality.

Any within sight of these creatures must make a Willpower Save versus DC12 before the first Round of combat begins or stand rooted in terror for 1d3 Rounds.

The Cow Pasture:

A small herd of cows, six in total, stands at the southern end of the Cow Pasture, chewing on some apples which have fallen onto the ground from the branches overhanging the southern hedgerow bordering the pasture. Near the west gate is a water trough Farmer Nazuk presumably fills from the nearby well. Across the way, near a wooden gate leading to what looks like a pond and a chicken coop to the east, is a wooden hay crib about 30 feet west from the fence.

Both gates to the Cow Pasture are simple wooden affairs, held closed with a wooden peg through a large iron hasp.

The Cow Pasture Entrances/Exits:

Wooden-rail fences and gates separate the Cow Pasture from the Backyard to the west and the Fishing Pond/Chicken Coop to the east. The Cow Pasture is accessed by climbing the fences (easily done in one Round—no rolls are necessary) or passing through the wooden gates (easily opened in two Rounds—no rolls are necessary).

The Cow Pasture consists of a wide-open swath of ground between three wooden-rail fences to the east, west and north and a hedgerow to the south. The ground here is chopped up by the many prints of the large farm animals and is currently a muddy morass: **travel through this area is reduced by 10 feet per Round for all characters due to the muddy conditions!**

The Cow Pasture—continued:

COMBAT!

Entering the Cow Pasture triggers the six (or is it six-six-six...?) Demonic Cattle to split up and form a ring around the characters. They slowly drift between the characters and the gate/fence to the Backyard and the gate/fence nearest the Chicken Coop to cut the characters off from leaving. *Only let the characters notice the Demonic Cattle are attempting to cut them off if the players specifically state their characters are observing the movements of these creatures for a few minutes.*

Investigating the hay crib reveals a gruesome sight: a bloody arm with a stump where the hand should be protrudes from the hay. Buried in the hay is the partially consumed body of Farmer Nazuk!

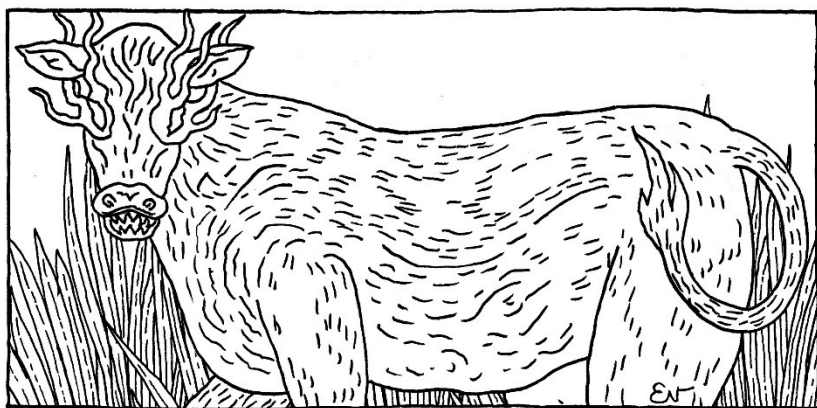
Moving from investigating the body in the hay crib is one of two triggers for the Demonic Cattle to begin their attack on the characters. The other trigger is attempting to leave the Cow Pasture in general.

The dark shapes of the cattle charge across the sodden ground, their hooves churning the mud which does not seem to slow them down in the slightest...their eyes glow a fiery blue like the witch lights seen glowing over the unhallowed graves of executed criminals. Their mouths hang open in anticipation of the two-legged flesh piles standing before them. Should cows have...fangs?

Demonic Cattle (6): Init +1; Atk bite +1 melee (1d6) or kick (1d8); AC 10; HD 2d8; HP 6 each; MV 50'; Act 1d20; SV Fort +4, Ref +1, Will -2; AL C.

OPTIONAL:

Any cows included in the group as companion animals, who ate the fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**), suddenly and horribly transform into a member of the herd of the Demonic Cattle and attack with surprise unless the party has made preparation against this—up to the Judge's discretion.



The Fishing Pond:

This small pond's level seems to have recently been raised by the driving rains. On its surface swim various domestic ducks and geese—seemingly oblivious to the weather.

Fishing Pond/Chicken Coop Entrances/Exits:

A wooden-rail fence, as well as a wooden gate leading through the fence, lead to The Cow Pasture to the west. To the east a wooden-rail fence borders The Pigsty—a deep and muddy pit. The wooden-rail fences can be climbed in one Round and the gates opened in two Rounds.

ENCOUNTER!

If the party watches for any length of time, they notice the ducks and geese swimming in intricate patterns—the Judge should point out the patterns seem to be “abnormal yet graceful”. Any character, once given this information, continuing to look towards the pond must succeed a Willpower Save versus DC10 or attempt to join in this beautiful display of swimming. Those who fail immediately plunge in the water and begin to join in the swim. Not being ducks or geese...well...it might make things deathly difficult.

OPTIONAL:

*Any ducks or geese with the party who ate the Corruption Touched Fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) join in the swim. Once the swim routine is complete, they emerge from the pond as normal.*

Any character failing their Willpower Save must perform a random routine with an accuracy of at least **3 out of 6** moves. To do so, the character must perform either a Strength or an Agility Check (whichever is better)—do not forget penalties due to armor, etc. Failure means they founder from exhaustion and drown. Mesmerized character(s) avoid aid from those not affected and actively fight off rescue:

Roll 1d6 six times and note the following results to generate the swim routine:

1. Turn three clockwise revolutions in place while treading water (DC10)
2. Turn three counterclockwise revolutions in place while treading water (DC10)
3. Layout on their back and swim in a clockwise direction to make three complete circles around the pond (DC5)
4. Layout on their back and swim in a counterclockwise direction to make three complete circles around the pond (DC5)
5. Build a living platform—the characters at the bottom gracefully lifting the waterfowl overhead (DC15)
6. Inverted leg kick—the swimmers submerge headfirst and kick their legs above the surface in perfect time (DC15).

The Chicken Coop:

A well-made wooden chicken coop, a clean coat of white paint on its sides, sits between the two fences separating the Cow Pasture and the causeway running through the mire of the Pigsty to the Nazuk Barn. A flickering light, like that of candles, can be seen through the small openings set up high beneath the eaves on all four sides and spilling from the open door in the south wall. From inside the Chicken Coop comes the familiar murmur of hens in their roost.

A plank ramp, doubling as the door to the Chicken Coop, is currently down.

The party may, with a bit of ingenuity, boost themselves up and look through the small openings (approximately 8 feet off the ground) and view the scene inside the Chicken Coop revealed by the flickering candlelight. The characters making the attempt need to make an Agility Check versus DC10: failure means the inhabitants within are aware of the party's presence. They are also aware of the party's presence if any of the characters make their way to the door.

The party can avoid the attention of the inhabitants of the Chicken Coop if they simply walk, quietly, along the north side and avoid the open doorway.

If the party views inside the Chicken Coop via the door or windows:

Viewing the interior, a bizarre sight greets your eyes: pillar candles, black in color, are placed at the apexes of a strange geometric figure, drawn in what appears to be blood, on the floor. In its center sits the severed head of a red fox.

Standing at the side furthest from the door is an impossibly large hen, nearing the size of a halfling, dressed in red robes. She is flanked by four hens dressed in crude black robes—two on either side of her. In the roosts above, as if observing from a gallery, are eight more hens dressed in crude black robes.

If the chickens inside are unaware of the party:

After a moment of observing, it appears the hens inside the coop are performing some type of ritual, their gentle clucking forming definite patterns and rhythms.

If the chickens inside are aware of the party:

You apparently have interrupted some type of ritual being performed by these "fowl" creatures (yeah...I went there). Almost as one, these birds turn to face the party—a strange fire in their eye no chicken should have.

COMBAT!

- If the chickens spot the party, they immediately stop what they are doing and engage the party following the roll for initiative.
- The chickens all make individual attacks for the first Round of the combat.
- After the first Round of combat, the individual chickens fly into each other* in an explosion of feathers, obscuring the vision of everyone in the party. For the next Round all party members attempting to attack the chickens do so with their vision obscured: apply a penalty of -2 to all attack rolls for the Round.
- When the feathers settle the party views, in all its horror and majesty, the Gonzo Chicken: a hulking beast of a monstrous-humanoid chicken. Standing nearly seven feet tall, it flexes its heavily taloned hands menacingly at the invaders as it snaps its drool-soaked beak.
- The chickens, either as individuals, or as the Gonzo Chicken, attempt to hold the party in their area. It is possible for the characters to flee through the wooden gate to the causeway running past The Pigsty to the east or to flee back the way they came through to The Cow Pasture to the west.
- If the party flees back to the Cow Pasture the chickens (or Gonzo Chicken) follow and press the attack. If the party flees to the causeway at the Pigsty, the chickens do not follow—they know better than to mess with Pig-Thulhu and will stand and stare menacingly, waiting for the carnage to begin.

** Formation of the Gonzo Chicken requires the Priestess Chicken and at least eight chickens be alive at the time of formation. If this is not the case, the chickens cannot form the Gonzo Chicken and instead continue to make individual attacks. If the Gonzo Chicken is killed, all the component animals are killed, and the threat is neutralized.*

Priestess Chicken (1): Init +1; Atk cultist dagger +1 melee (1d4+1); AC 14; HD 1d4+2; HP 6; MV 25'; Act 1d20; Spcl: Damaging Spell; SV Fort -3, Ref +1, Will +2; AL C.

The Priestess Chicken is capable of casting, once per Round in lieu of attacking, a harmful spell. Two bolts of light, in the form of glowing multicolored eggs, streak from her outstretched wing unerringly towards targets of her choice—causing 2d3 points of damage to an individual target or 1d3 points of damage to two separate targets.



The Chicken Coop—continued:

Chicken Coven (12): Init +1; Atk small knife -1 melee (1d2); AC 13; HD 1d4; HP 2 each; MV 25'; Act 1d20; SV Fort -3, Ref +1, Will -2; AL C.

OPTIONAL:

*Any chicken animal companions in the party who ate the fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) turn on the party at this point. They replace any fallen members of the Chicken Coven in the formation of the Gonzo Chicken or fight as individuals if there are enough chickens to form the Gonzo Chicken without them or the Gonzo Chicken cannot be formed.*

Gonzo Chicken (1): Init +1; Atk fists +2 melee (1d6+1); AC 12; HD 4d6; HP 18; MV 30'; Act 2d20; SV Fort +1, Ref +0, Will +2; AL C.

Note to the Judge:

If the Priestess Chicken is killed prior to formation of the Gonzo Chicken, the Judge may speed up combat by allowing the characters to intimidate the poultry in lieu of attacking for the Round (see “**Intimidating the Chickens**” below). Running several combatants can end up being a monotonous experience for the Judge. Also, due to the quantity of potential attacks the individual chickens can inflict on the party if separate, this situation is likely to result in a TPK (total party kill).

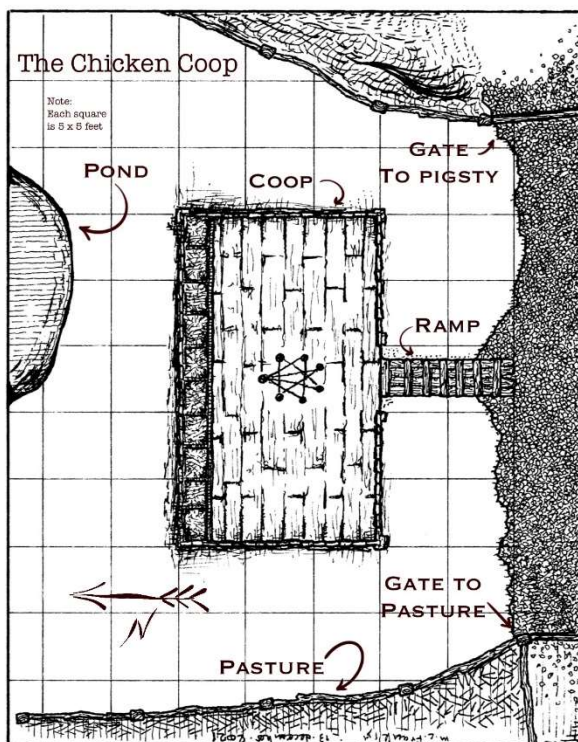
Intimidating the Chickens:

- Roll 1d20 + Personality modifier of the character making the attempt to set the DC.
- The Judge then makes a single Willpower Save for the entire group of remaining chickens using this DC.
- If the chickens fail their Willpower Save, the player with the attacking character rolls the die associated with the attacking weapon to determine the number of chickens who flee.
- This can be performed once per character.

As an example:

The Elven Chandler, Waldron Waxfingers, has a Strength Ability modifier of +0 and a Personality modifier of +2. The player controlling Waldron Waxfingers rolls an “8” on a d20: this generates a DC of DC10 (roll of “8” plus the Personality modifier of “2”).

The Judge then rolls for the chickens’ Willpower Save and rolls an 11 on a d20. Adding the chickens’ -2 modifier to their Willpower Save results in 9. This number is less than the DC10. A 1d4 (the damage caused by Waldron Waxfinger’s scissors plus Strength modifier if any) is rolled and the resulting number equals how many of the chickens flee blindly. Note damage is not applied as intimidating is done in lieu of attacking.



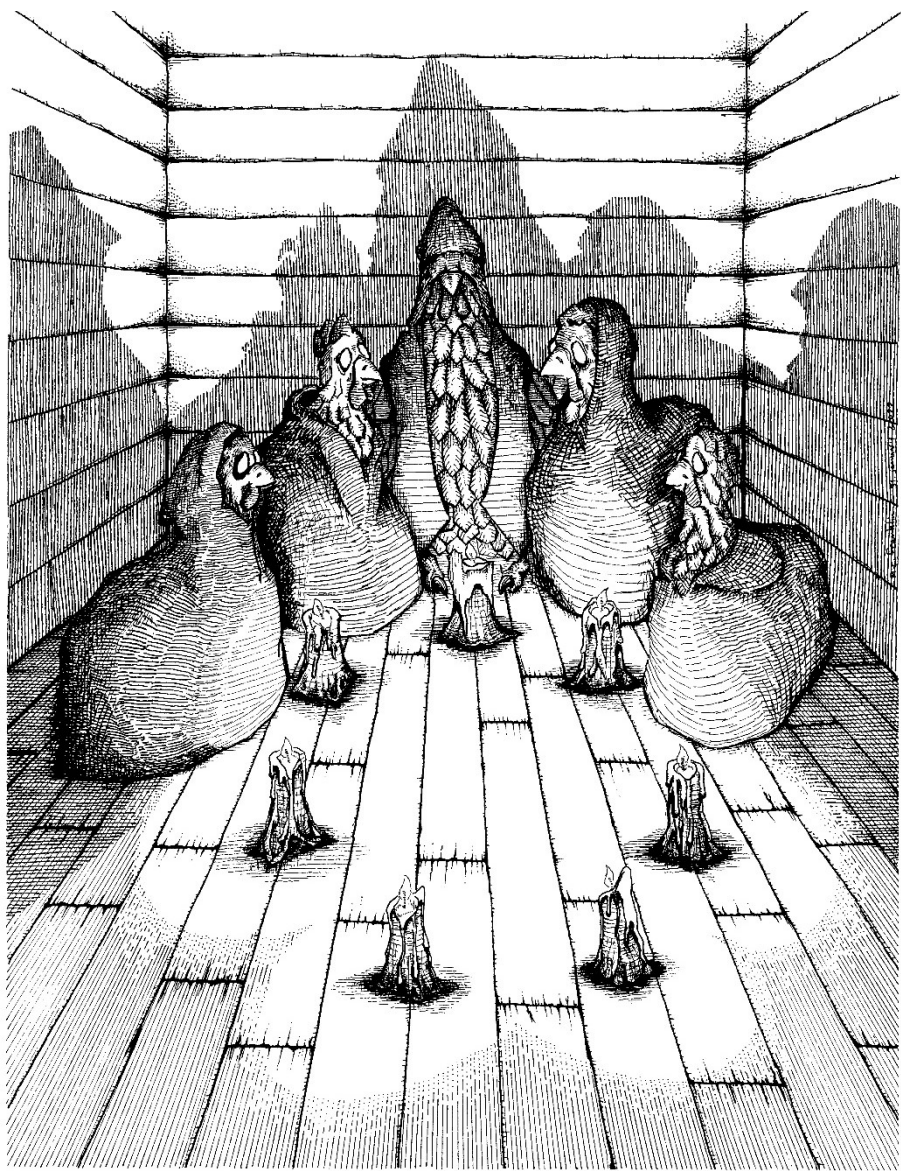
Design Note:

During one of the playtests, the party decided to focus attention on the Priestess Chicken and took her out in the first round, thwarting the formation of the Gonzo Chicken. Not only was this probably a death sentence to the party due to the number of attacks the remaining twelve individual chickens had, but I was also not looking forward to running the twelve opponents. This is when I decided to utilize the intimidation option on the fly.

As it turned out, the players seemed to be pleased with their sudden rout of the enemy, and I was pleased it all worked out...just as planned.

Also, as a side note, they had set the coop on fire. Oh players...so predictable.

This was also where I decided, since this was a one-shot adventure for playtesting, it was a good time to introduce the Zombie of the Well: a hapless character who fell in during the attempt to retrieve coins and left to drown by their companions above—too afraid to fall in themselves to perform a rescue attempt. Again...oh players...so predictable.



The Pigsty:

The wooden gate leading east from the area of the Chicken Coop creaks open after much effort, and you are able to move out onto the earthen causeway running above the muddy pits that are the Pigsty.

Through a sudden break in the clouds a gibbous moon can be seen. The stars; brilliant, distant, and cold; are framed in the sky in unfamiliar patterns which make you feel uneasy: as if grand tumblers of a cosmic lock had fallen in such a way as to allow strange portals, portals which should remain closed, to open. As quickly as the clouds break, they close back in upon themselves, plunging the landscape once more in gloom.

Before you, a straw-strewn earthen causeway leads towards the barn doors some 60' distant, the strange light still pulsating outward through the gaps around the door and the hole in the roof.

To either side of the trail are mud filled trenches, of depths unknown beneath their mired surface, several feet below.

The Pigsty Entrances/Exits:

A wooden-rail fence with a gate leads to the Chicken Coop to the west. To the east is the door to the Nazuk Barn. The wooden-rail fence can be climbed in one Round and the gate opened in two Rounds.

Strange drawings of fish men worshipping a horrible porcine-octopodal figure, along with an array of baffling symbols of unknown origins, are scrawled on the gate. A wizard's apprentice may attempt to read these symbols on a successful Intelligence Check versus DC15:

- On a successful check: ***In his house at Sty'lyeh dead Pig-Thulhu waits dreaming...***
- On an unsuccessful check: ***Single file you go, rattling pots and pans, skip-skip-skip.***



On the post are small amulets made of a strange green stone with a vaguely porcine image carved on them. The amulets are meant to be worn by Mordi-Cow and her minions to make it past Pig-Thulhu (who even she fears). These amulets can be found by characters examining the symbols on the gate on a successful Luck Check versus DC20.

Pig-Thulhu does not attack anyone wearing an amulet unless attacked first. Note there are always enough of these small amulets for all the members of the party to wear...except for the characters who find themselves with the lowest Luck Ability scores of the party (tied scores count). Yeah...I know...poor saps.

The Pigsty—continued:

Within the deep, muddy trenches lies Pig-Thulhu in all its horror. The vibrations of the characters walking on the causeway rouses it from its slumber and draws its attention towards this ready meal.

COMBAT!

Pig-Thulhu, with surprise in the first Round, attacks any character (up to four per round) not wearing an amulet—grabbing them by the ankle with long tentacles and easily hoisting them up in the air before plunging them down into the mud in order to crush and drown them.

After this surprise attack, Pig-Thulhu reveals itself in its full splendor: a bloated pink monstrosity of enormous size, capable of eating a grown human in one bite. Its porcine face is ringed with writhing tentacles. A clump of four long tentacles Pig-Thulhu uses to grab victims sprouts from behind its shoulders and wave about, constantly probing the air.

Optional:

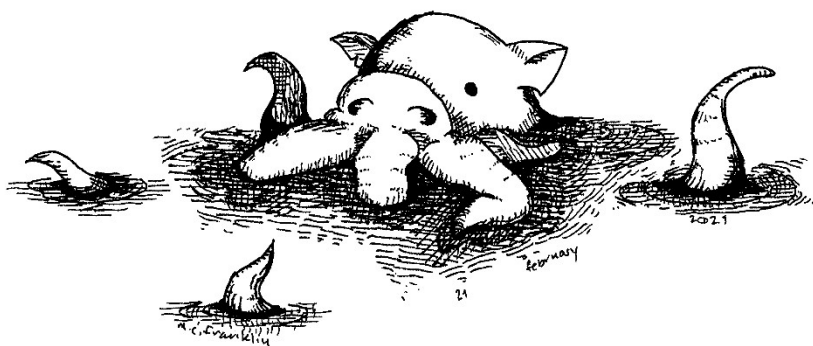
*Any pigs with the party who ate the fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) immediately fling themselves as willing sacrifice to Pig-Thulhu—each doing so adding an additional Hit Die to the already bloated bulk of this alien monstrosity as they are horribly absorbed.*

Pig-Thulhu (1): Init +0; Atk tentacle +4 melee (1d6); AC 10; HD 4d8; HP 22; MV 0'; Act 4d20; SPCL grab & crush victims (1d6 on unsuccessful Strength Check vs DC15); SV Fort +5, Ref -2, Will +5; AL C

Pig-Thulhu can engage up to four characters at one time with the tentacles on its back.

If the Strength Check to escape is unsuccessful, the captured character takes 1d6 points of damage per Round from being crushed by the tentacle, which twines itself around them ever tighter. The character may attempt to free themselves during their portion of each subsequent Round with a successful Strength Check versus DC15. They continue to suffer another 1d6 of crushing damage each failure.

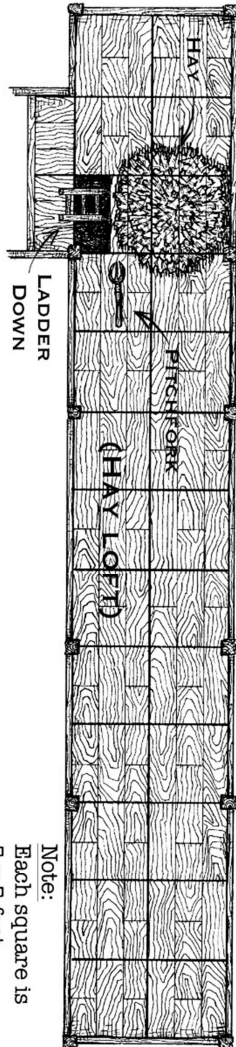
This crushing damage repeats until the character is either free or has died. Dead characters are immediately, and gruesomely, eaten with much crunching of bone and rending of flesh...Judges should be encouraged to have fun with this.



Notes:

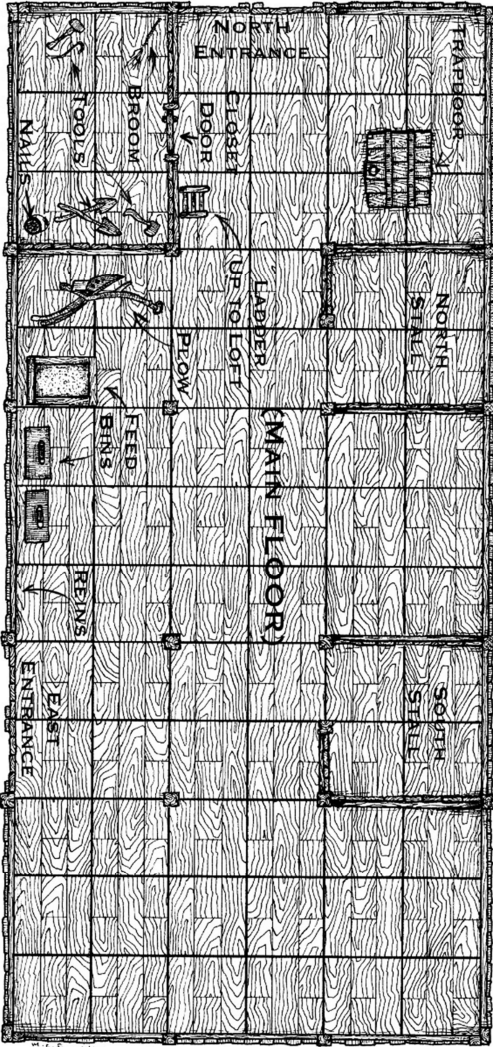


Nazuk Barn



Note:
Each square is
5 x 5 feet

Align loft above here



Align loft above here

The Nazuk Barn:

Opening the west barn door exposes your eyes directly to the scintillating light emanating from somewhere deeper within the rear of the structure. Without the intervening doors, the beacon that called you here is nearly blinding.

Silhouetted against this insanely bright light is a bizarre and nightmarish sight: two draft horses walking towards you on their hind legs. Their iron-shod hooves thunder resoundingly on the wooden plank floor of the barn as they stomp heavily towards you—the hoofbeats seemingly like the drumbeat of your doom.

Suddenly, with the sound of a slamming door, the light is cut off and all is the deepest dark for the moment as your eyes adjust. In the darkness you can still hear the hooves approach you—now joined by the clang of iron as the two freaks strike their forehooves together.

As your eyes acclimate to the more subdued light of a few scattered candles, you see Farmer Nazuk's prize draft horses, Dilly and Molly, transformed horribly with their towering bodies twisted and contorted into bipedal form. Their forehooves no longer hooves but slugs of iron like the heads of mauls, which they strike together to form showers of sparks—casting their forms in hard-edged shadows with each flashing burst in the gloom.

Stringers of drool hang from their chins, and a disturbing blue glow emanates from their eyes like corpse lights. As the pair get slightly outside of melee range, they both square up like traditional boxers. Molly beckons you, with a gesture of her iron hoof, to step forward.

The Nazuk Barn is a large area, with a solidly built wooden floor. On the west wall to the north of the entrance are bins of feed; hooks on this wall holding bridles, reins and other items required for hitching horses; a ladder leading up to the loft is secured to the wall near a door to a small closet with various implements: twig broom (1d3), two spade shovels (1d4), a sledgehammer (1d8), crowbar (1d4), axe (1d6), and a bucket of large iron nails (48 nails). A plow meant to be hitched to the two horses is off to the side. Across from the entrance are two stalls for the horses.

At the rear of the Nazuk Barn to the northeast is the trapdoor in the floor where the light was emanating from when the party first entered. A large iron ring may be used to pull the door up to access the opening to tunnels below.

A hay loft runs north to south down the center of the structure 15 feet above the main floor of the barn and is open on both sides.

A door (barred on the inside) leading out to the fields is in the north wall.

The Nazuk Barn—continued:

Note to the Judge:

Let us get this out of the way right now. Players are players, and we all know players, especially those controlling low-level characters, like to solve their problems with what? Let us all say it on the count of three: one... two... three... **FIRE!**

There is the very real possibility with the introduction of the two monstrous horses the characters are going to say they have had enough, set fire to the Nazuk Barn, and call it a day. And this is okay. Let the structure go up in a good and satisfying blaze—leaving only a smoking skeleton of charred timbers and horse bones.

Things are probably great with this plan except:

1. The party never did find the remainder of the Nazuk Family...hmmm...wonder where they were.
2. Just because the barn above burns, it does not mean what was below was harmed. Let the party know search parties find a tunnel system below and the remains of the unfortunate family strapped down to a table. Keep this general—no reason to make it gory.
3. Mordi-Cow and her Chaos Goats are now fully empowered with the gifts given to them by the entity known as Stach-Tarum...and they really want to punish anyone who thought they were going to thwart their plans.

COMBAT!

The iron-hoofed horses wait until the characters make the first move, and then initiative takes place. Note Dilly and Molly are too large to enter the loft or climb down the hatch to the tunnels below.

Dilly and Molly (2): Init +2; Atk crushing hoof +5 melee (1d10+3); AC 14; HD 4d8; HP 22; MV 60'; Act 2d20; SV Fort +6, Ref +4, Will +4; AL C.

OPTIONAL:

*Ponies who ate the fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) suddenly have eyes burning with the same blue glow as Molly and Dilly. They turn on the party, though they attack as if they were normal beasts.*

Design Note:

Individually Dilly and Molly are probably the most formidable fighters of the whole module and are true zero-killers: vicious attacks capable of one-shotting a zero-level character (and probably some 1st or 2nd level ones as well) combined with a high defense, these two are the perfect choice to mind the gate to what's beyond.

At first, I was worried about a TPK here, but after a few sessions testing I discovered these two were ideal to whittle a bloated party of zeros down quite nicely—with a few traumatized characters left over to finish the module!



Loft:

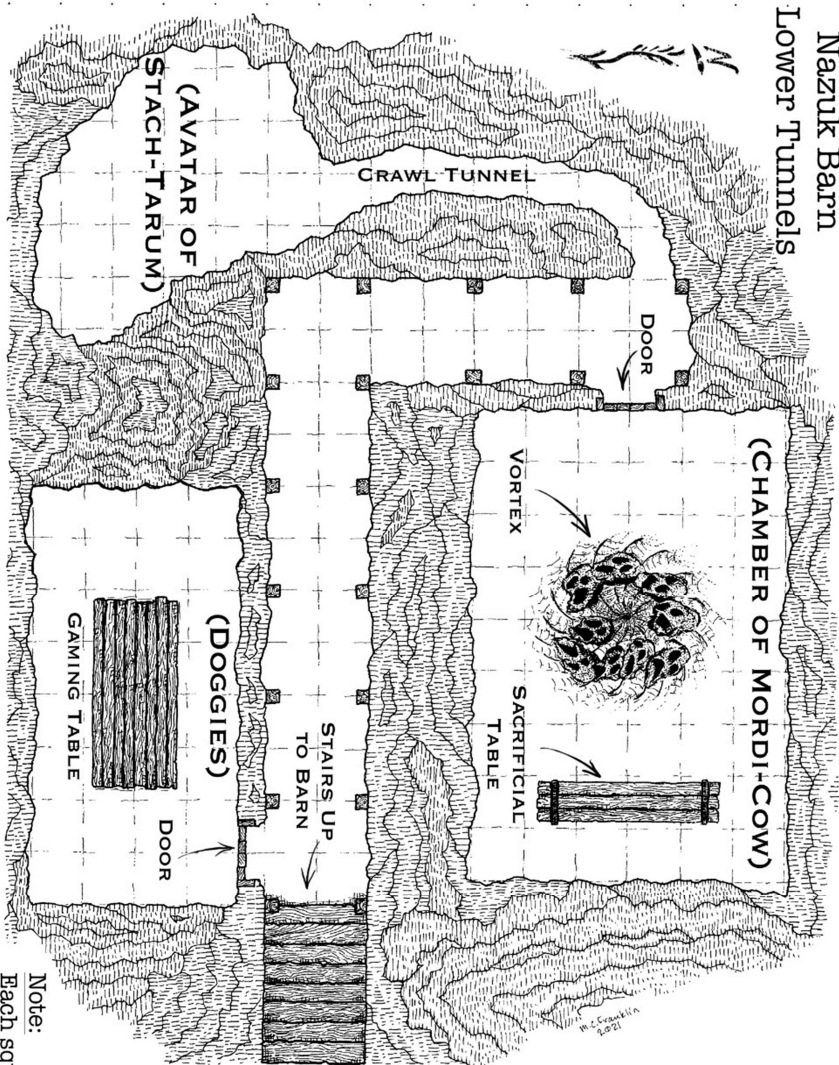
This is a standard hayloft, open towards the interior of the barn, and filled with loose piles of hay. At the head of the ladder there is a long-handled pitchfork (1d8) stuck into a large pile of hay, and within easy reach. Otherwise, this area is devoid of interest (though the Judge is free to add anything helpful, or hurtful, as they wish). This could be a good place for smart characters to remain out of reach of the two draft horses—and the pitchfork looks pretty convenient...

Note to the Judge:

The characters can attempt to break down the northern door, after some effort, to gain entry to the barn with the same result of an encounter with Dilly and Molly.

Nazruk Barn Lower Tunnels

Notes:



Note:
Each square
is 5 x 5 feet

The Nazuk Barn—Lower Tunnels:

A steep wooden stair leads down from the trap door. Once a small storage area below the main barn, the back wall has been broken out and a tunnel dug into the earth, braced with timbers.

The tunnel looks to be large enough for the party to walk side-by-side. The ceiling appears to be high enough to barely clear the head of the tallest member of the party. Though braced off with timbers, the whole affair looks to be crudely done—dirt rains down in small plumes with every step.

Further back, the tunnel bends to the south. The whole complex is bathed in the crazy glow, now much subdued, emanating from around the end of the passage. Immediately in the tunnel to the north is a doorway, its simple wooden door is opened outward slightly, with the warm light of candles spilling out to mix with the cold glow of unknown origin in the passage.

Unless the party goes to great lengths, knocking out the timbers supporting the ceiling, the construction of the tunnels is stable. But who says they need to know this...? Unless there is a dwarven-miner, ditchdigger, or gravedigger in the party, it is impossible for the party to know for certain how stable the tunnels are.

The Doggie Door:

Approaching the slightly open door on the north of the tunnel, you see a table around which sit seven dogs: a mastiff, a gray bulldog and a brown bulldog, two collies, and two hounds. They appear to be playing some type of game with dice.

The mastiff, in surprisingly well formed common and in a friendly tone, asks if one of you want to sit for a game before heading out on your way.

If the characters decline to participate the dogs act a little disappointed, but they do not interfere with the characters leaving. If a character steps forward, the dogs play dice with them and, if the character wins, the dogs honor their part of the bargain and pay out.

If any of the party decide to just attack the dogs, the dogs defend themselves.

Optional:

*Any dogs with the party who ate the Corruption Touched Fruit in the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) are now able to talk. They are not hostile to the characters, but the Judge should imagine how annoying a talking dog would be—and then bring that level to the table!*

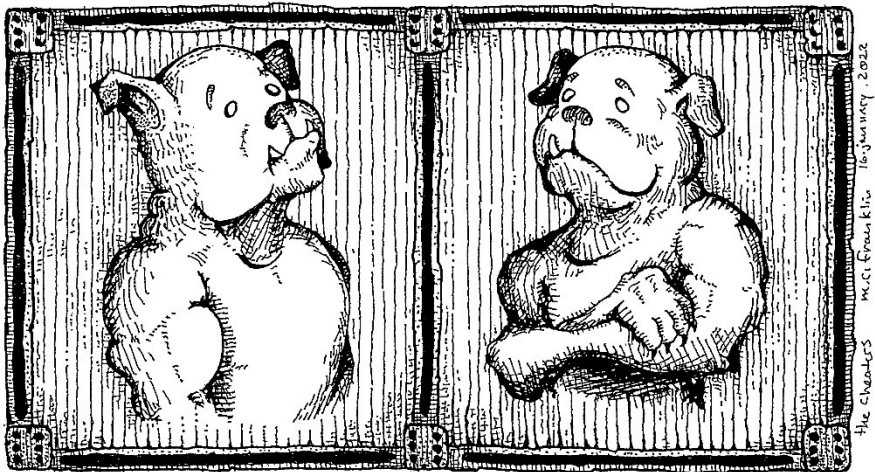
The Doggie Door—continued:

Gambling Rules:

1. The character selects their dog opponent.
2. The participating character and dog each ante 1cp.
3. The character and the dog (played by the Judge) each secretly roll 5d6.
4. The dog bets 2cp, and the character must match the bet or quit at this time—losing the 1cp ante if they decide to quit.
5. Both the character and the dog may re-roll up to three of their lowest dice. If either of the bulldogs are selected they are both (secretly) cheaters and replace one of their lowest dice with a “6” during the re-roll.
6. Either side may bet at this time—either matching the bet or quitting—losing any coins already bet if they decide to quit.
7. The selected dog then calls—both the character and the dog present the results on their dice—the highest total winning.
8. This can be repeated with the same dog, a different dog, and different characters until funds on either side are depleted (the dogs have a collective pool of 50cp) or the players wish for their little zeros to move on.

If the character loses, they must pay what they owe, otherwise the dogs, hating a fraud, transform into hideous beasts and attack the offending character and anyone assisting the character in combat. Any characters not helping to attack the dogs are not attacked.

Doggies (7): Init +1; Atk bite +1 melee bite (1d6); AC 11; HD 1d8; HP 5 each; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will 0; AL N.



Design Note:

There must be something about talking dogs—nobody has ever started anything with the dogs.

The Avatar of Stach-Tarum & In the Chamber of Mordi-Cow:

Making your way to the end of the hall, and rounding the corner, you are greeted with a closed wooden door to the west with a single mark upon it—the bloody hoofprint of a cow stamped on its rough-hewn wooden surface!

Seeping from out around the gaps along the door's edge are the strange scintillating colors of the cold light. Once nearer the door a strange lowing chant is heard called out on the other side—a bleating chant heard in response.

Across the way from this doorway is a low tunnel choked with fallen clods of earth and barely large enough for a grown human to crawl into on their hands and knees. The smell of mold and decaying organic matter pours forth in an almost palpable wave from this orifice burrowed through the soil.

The Avatar of Stach-Tarum:

The tunnel is low and narrow, only allowing the passage of a single character at a time, crawling along on hands and knees through the mud and filth lining its bottom. The tunnel appears as if it might collapse at any moment, though it is relatively stable. A pervasive stench of mold mingles with decaying animal and vegetable matter and fills the space with its horridness.

At the end of the tunnel is an irregularly shaped chamber whose ceiling is just barely high enough for characters to stand in. Water is slowly seeping through the ceiling and walls and has collected in shallow pools about the floor. Floating about in the water are various bits of mold-blackened organic matter of all manner: rotting fruit, piles of grain, the rotting carcasses of songbirds, dead rabbits, etc.

Residing within the very soil making up the walls, floor and ceiling of this chamber is the Avatar of Stach-Tarum—colonies of black mold covering nearly every surface. Thin tendrils of black mold manifest themselves from these colonies to probe the air briefly before being absorbed back into the main body.

Any characters within the chamber hear the rumbling voice of the Avatar of Stach-Tarum crashing through their mind:

I am Stach-Tarum—I know what your purpose is here. Instead of squandering what little existence you have left on such trifles as petty mortal morality come feast with me through eternity and...grow.

Pledge your allegiance to me! Stand before me in judgement of your worth! Otherwise, be gone on your way and meet your fate at the hands of my disciples.

The Avatar of Stach-Tarum—continued:

Characters wishing to stand before the Avatar of Stach-Tarum in judgement may perform a Patron Bond with the loathsome entity—see the section “**Appendix ST**” in **Farmyard Fatalities: Book Two**. Those not agreeing to stand before the Avatar of Stach-Tarum are free to leave and meet their fate at the hands of Mordi-Cow and her goat acolytes in the chamber across the hall from the tunnel.

Attacking the Avatar of Stach-Tarum is, as we say in the business, a “bad idea”. There is nothing in the power of the characters they can hope to do capable of harming this amorphous and omnipotent entity, and they soon find themselves hopelessly enveloped by its physical presence and consumed.

In the Chamber of Mordi-Cow:

In the floor of the chamber swirls a vortex in a dizzying array of multi-hued light. In its cold brilliance brief forms take shape: images of lost loved ones silently screaming in torment, hungry eyed demons, and other unspeakable blasphemies.

To the far side from the door of this vortex of light is a crudely made wooden table. Bound to its surface are the surviving members of the Nazuk household. Standing to either side of the table are black goats, their long horns gleaming wickedly in the swirling light, bedecked in silver trimmed crimson robes and murmuring strange words from evil looking black tomes held in their cloven hooves.

Standing above the bound humans is what you know to be the old cow Daisy, kept as a pet and not as livestock, dressed in gold trimmed crimson robes. A wicked looking dagger is raised high, held in her bizarrely shaped hoof-hand, as the creatures continue with their call and response of the horrible chant.

Note to the Judge:

The swirling vortex in this room is an environmental hazard—pulling in those who step too close to it. Any character standing in a space adjacent to this vortex must make an Agility Save versus DC5 each round they are near it or be grasped by streaming tendrils of color and light and pulled in to their obliteration. *The faces of characters lost to this damnation are added to the silently screaming masses.*

Optional:

*Goats who ate the fruit from the Abandoned Orchard (see **Farmyard Fatalities: Book Two**) suddenly transform into Chaos Goats and attack the party. This is done with surprise unless any character is watching for such a transformation.*

COMBAT!

Suddenly noticing your presence, the creature you knew as Daisy screams:

Who dares interrupt my ritual to Stach-Tarum! Who dares intrude upon the glory of Mordi-Cow!

With that, the horrible freaks set aside their ritual and come forward with murderous intent.

Chaos Goats (2): Init +0; Atk gore +1 melee (1d4); AC 12; HD 2d8; HP 5 each; MV 50'; Act 1d20; Spcl: Horns of Rot; SV Fort +0, Ref +0, Will -2; AL C.

The horns of the two Chaos Goats glisten with a black ichor containing the essence of Stach-Tarum—those hit by the horns must make a Fortitude Save versus DC10 or begin to rot from a black mildew. Those afflicted lose one point of their Stamina Ability Score each Round until the Chaos Goat inflicting the damage is killed, the character dies, or Mordi-Cow is defeated. This loss to the character's Stamina Ability Score is permanent.

The Glorious Mordi-Cow (1): Init +2; Atk dagger +2 melee (1d4); AC 13; HD 4d8; HP 18; MV 50'; Act 1d20; Spcl: Fire Gout (Flaming Hands as 2nd Level Wizard: Spellcheck 1d20+3); SV Fort +4, Ref +2, Will +2; AL C.



In the Chamber of Mordi-Cow—continued:

Upon the defeat of Mordi-Cow, a piercing scream is heard from the portal as it begins to spin rapidly then rise into the form of a great amorphous mass of many-faced blasphemies; the multitudinous mouths chittering, mewling, howling, and screaming ear-piercing curses; before collapsing into nothing, leaving only the dirt floor and a moment of stillness illuminated by a few candles on the makeshift sacrificial altar.

Suddenly, a gout of black, mildew-like slime begins pouring forth from the ground where the portal once was and begins filling the room—and soon the tunnels.

There are only moments to release the captives and usher them to safety out of The Nazuk Barn—reaching the causeway outside the barn, at a minimum, to be considered safe.

The Judge should run this freeform and only have characters be trapped in the tunnel/barn if they attempt to do things such as: search the area, pick up the tomes, search the bodies, etc. At the Judge's discretion the characters may make a Reflex Save versus a DC18 to accomplish ONE additional task (basically make a quick grab for a dropped item) successfully—failure means they are swallowed and consumed by the rising foulness filling the chambers.

All creatures alive or dead, with the exception of Mordi-Cow (and the dead characters of course...), revert to their normal and living state. They flee the scene with great haste.

Design Note:

During a particularly memorable playtest, one of the characters had held back, hid, or just run away consistently from every combat. However, by the time the party reached the Chamber of Mordi-Cow there just were not enough meat shields for them to hide behind anymore.

Mordi-Cow cast her Fire Gout. The character had nowhere to hide; they were nearly burned to death—somehow hanging on with just one hit point.

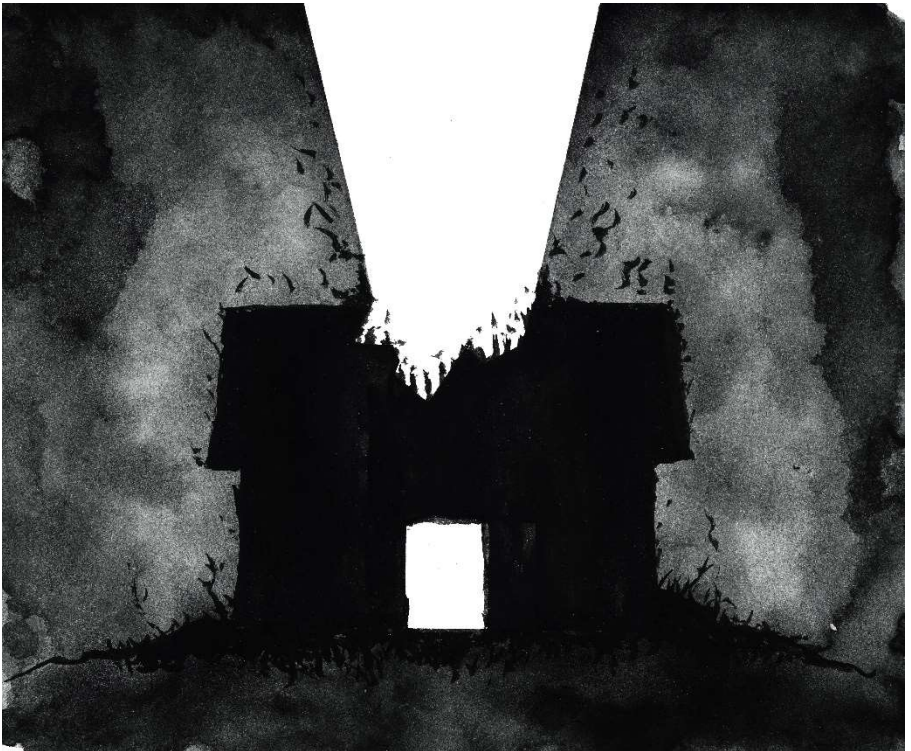
Realizing the inescapable end was near, this particular character, in a sudden bout of madness, decided to grapple Mordi-Cow and drag her, and themselves, into the swirling vortex while screaming madly of vengeance in an effort to end the combat with the three creatures who had not sustained any damage yet. I said on a natural 20 it happens...and a natural 20 it was.

Epilogue:

Upon fleeing The Nazuk Barn and at least making it to the causeway, all survivors are witness to the following:

The whole of the Nazuk Barn seems to shudder for a moment before rapidly sinking into the earth. A pillar of cold fire erupts from the sinkhole which has formed—reaching for the sky and stretching out to what seems the infinity of space. Momentarily the clouds part to reveal the stars swirling dizzily above in bizarre and unknown patterns. As rapidly as the sinkhole has formed it vanishes in a rumble of collapsing earth and the pillar of fire blinks from your sight.

Afterward, all is silence—all is dark—all is still. A chill rain begins to fall as the clouds close upon themselves once more and hide the distant, and horrible, stars from your view.



Doodle on this page!

CREATURES FOR BOOK ONE – IN ORDER OF APPEARANCE:

Page 36 (Pigsty):

Pig-Thulhu (1): Init +0; Atk tentacle +4 melee (1d6); AC 10; HD 4d8; HP 22; MV 0'; Act 4d20; SPCL grab & crush victims (1d6 on unsuccessful Strength Check vs DC15); SV Fort +5, Ref -2, Will +5; AL C

Pig-Thulhu can engage up to four characters at one time with the tentacles on its back.

If the Strength Check to escape is unsuccessful, the captured character takes 1d6 points of damage per Round from being crushed by the tentacle, which twines itself around them ever tighter. The character may attempt to free themselves during their portion of each subsequent Round with a successful Strength Check versus DC15. They continue to suffer another 1d6 of crushing damage each failure.

This crushing damage repeats until the character is either free or has died. Dead characters are immediately, and gruesomely, eaten with much crunching of bone and rending of flesh...Judges should be encouraged to have fun with this.

Page 40 (Nazuk Barn):

Dilly and Molly (2): Init +2; Atk crushing hoof +5 melee (1d10+3); AC 14; HD 4d8; HP 22; MV 60'; Act 2d20; SV Fort +6, Ref +4, Will +4; AL C.

Page 44 (Nazuk Barn – Lower Tunnels):

Doggies (7): Init +1; Atk bite +1 melee bite (1d6); AC 11; HD 1d8; HP 5 each; MV 40'; Act 1d20; SV Fort +0, Ref +0, Will 0; AL N.

Page 45 & 46 (Nazuk Barn – Lower Tunnels):

Avatar of Stach-Tarum (1): n/a

This is a character death sentence...time to reroll if they attack.

Page 47 (Nazuk Barn – Lower Tunnels):

Chaos Goats (2): Init +0; Atk gore +1 melee (1d4); AC 12; HD 2d8; HP 5 each; MV 50'; Act 1d20; Spcl: Horns of Rot; SV Fort +0, Ref +0, Will -2; AL C.

The horns of the two Chaos Goats glisten with a black ichor containing the essence of Stach-Tarum—those hit by the horns must make a Fortitude Save versus DC10 or begin to rot from a black mildew. Those afflicted lose one point of their Stamina Ability Score each Round until the Chaos Goat inflicting the damage is killed, the character dies, or Mordi-Cow is defeated. This loss to the character's Stamina Ability Score is permanent.

The Glorious Mordi-Cow (1): Init +2; Atk dagger +2 melee (1d4); AC 13; HD 4d8; HP 18; MV 50'; Act 1d20; Spcl: Fire Gout (Flaming Hands as 2nd Level Wizard: Spellcheck 1d20+3); SV Fort +4, Ref +2, Will +2; AL C.

Strange lights were seen in the sky over the Nazuk Farm just outside of town—followed by bloodcurdling screams of terror!

The screams died out almost as quickly as they came. The strange lights have been seen in the sky since—but the Nazuk Family have not.

Will you brave the terrors of the night and discover the source of these inexplicable happenings?

This zero-level funnel molds that horde of nameless rabble into true adventurers - featuring more than ten new monsters to overcome, new magic items, detailed maps, and the all-new patron...Stach-Tarum!



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