



THE CHEESE STANDS ALONE

Wisconsin Adventures are works of fiction designed for educational purposes and inspired by Wisconsin history. Characters, names, dialogue, descriptions, images, and any other attributes within the Roleplaying Adventure are fictional and wholly the concept of the author.

WISCONSIN ADVENTURES

Welcome adventurers! In this scenario you will be helping Willy Dee deal with a rat problem in his cheese cellar. The full game *Wisconsin: Myths & Legends* is not required to play this adventure. This adventure may be played as 5e compatible or as a mini-game. Art for the mini-game was created using Adobe Firefly.

Read text in *italics* to your players. Words in **bold** indicate you will find information in the SRD. The SRD is not required to play the mini game; see rules below.

FOR GAME MASTERS

Willy Dee has returned to his passion of dairy farming after a dramatic end to his political ambitions when he tried to make all schools teach Common. Some of his former constituents are not content with voting him out and have secretly deposited several giant rats close enough to his farm that they have burrowed to his cheese cellar.

Players may tease out clues by examining the surrounding area to the farm, recalling historic information, or talking with Willy.

The cellar has been barricaded with now-chewed furniture. Past this first obstacle, there is a cool, dark room with scraps of Willy's most recent batch of aged cheddar. A few rats scurry around in the shadows and will try to harass the party. The way deeper is hidden behind a false wall that might be found by investigation or perception. Beyond this, there is a barred and locked door. A small hole at the bottom has been chewed out by the voracious rats. What lay beyond it is up to you, Game Master...

Rules for the Mini-Game:

- Player effects and skills can only affect a single rat (except fighter's Double Attack).
- There are as many rats as there are players +2.
- Rats are AC 10 to hit with each rat taking one hit to kill with either spells or weapons.
- Rats get a +2 to hit.
- Rats that hit players do 2 points of damage.

Players should be encouraged to use their primary ability (Bards can charm with a song, Rogues can sneak attack, Fighters bash things until they stop moving, Wizards use Magic Missile or Burning Hands, Clerics use Aid for the party or Cure a fallen comrade, etc).



WISHISTORY



THE ADVENTURE

SCENE ONE: THE INN

Outside the inn of the small farming village of Wade, you see a bulletin board filled with small-town notes.

(Roll d6)

1. Missing cat: Yellow with tan stripes, answers to Tigs. Notify bartender if found.
2. Missing cat: Black with green eyes, answers to Midnight. Notify bartender if found.
3. Help Wanted: Loggers needed at Paul Bunyan's lumber camp. No hodags!
4. Help Wanted: Guards for Bray Road caravan. BYOSW (Bring Your Own Silvered Weapon)
5. Help Wanted: Museum Curator. Benefits. Orphans preferred.
6. Help Wanted: Pest exterminator. Rodents of unusual size.

The bartender, Kub, is a large talking badger wearing a red and white apron. He doesn't like to talk about himself. Players entering the bar and asking about the jobs are told only one person is here to talk with, and that is **Willy Dee (Human Commoner, CG)**, the dairy farmer with a rat problem.

Willy's tale:

Well, it's the darndest thing. Everything was going fine over at the dairy. You like cheese? I love cheese! And milk, and butter, and ice cream, and...er sorry where was I? Anyway, I was heading into the cellar to put up a few more wheels of my fabulous homemade cheddar, when I hear this terrifying squeaking noise. I held up my lantern and there's 3-4 pairs of beady red eyes staring at me, and they were huge! I turned tail and got the heck out of there.

A successful **Difficulty Class (DC 5) Intelligence/History** check gets Willy to discuss his past as a politician that angered locals trying to enforce teaching common over other languages. He still doesn't get what the fuss was all about.

After talking with Willy, run the scene below.

Several patrons at a booth in the corner are listening in, pointing, smirking, and laughing. When they see you notice, they pretend to be looking the other way. The language they are speaking isn't common, but you can't quite make it out. "Verruckter idiot" you hear one say, pointing at Willy.

If charmed or confronted with **Intimidation or Persuasion (DC 5)**, they quickly switch to common and give up that they were the ones that planted the rats in Willy's cellar with help from a wiry, beady-eyed, foul-smelling stranger. They will not fight for or against the adventurers and will run away at the first chance they get. Willy Dee calls the local constable who arrests them and takes them away otherwise.

Willy encourages the heroes to get the rats out of his barn, offering a **10ggs** per player that agrees to help as well as a **potion of Healing** to take along.



WISHISTORY

WISCONSIN ADVENTURESTM

SCENE TWO: THE FARM

This beautiful farm is nestled in the woods adjacent to large open fields. Cattle are grazing in the distance. The farmhouse is just east of the barn, and the barn door is wide open.

Willy accompanies the adventurers to the farm and after encouraging them again runs into his farmhouse and locks the door. The heroes can see him peeking through the blinds where he occasionally shouts encouragement.

"Go get um! You got this! I believe in you! Forward!"

Players entering the barn find a trap door down to the cellar that has been barricaded with chewed up furniture. A successful **Nature, Survival, Perception, Investigation, or Insight roll (DC 10)** shows a set up human prints all over the barn and identifies the gnawing on the furniture as rodent teeth. Big rodent teeth.

Moving the furniture is easy to do. Characters making a successful **Intelligence/Investigation (DC 10)** check to listen for sounds hear squeaking coming from beyond the door, but it seems distant.

You open the trap door and see steps heading down into a cool dark room. The smell of aging cheese wafts up from below and behind it, something a bit fouler...

THE CELLAR:

The first room players enter is a non-descript 20x20' room with gnawed on wheels of cheese everywhere. A successful **Nature, Survival, Perception, Investigation, or Insight roll (DC 5)** reveals rat dropping all over the floor and the cheese. There is a burlap sack full of five untouched cheese wheels (**2ggs apiece**). There are a few normal rats here who try and scurry past the characters toward the steps to escape.

A successful **Nature, Survival, Perception, Investigation, or Insight roll (DC 10)** is required to find the false door that is in the east wall. Players may find large rat tracks that lead them up to it or simply see the outline of the door in the wall. This door had been put there by the previous owners of the farm for unknown reasons. The door can be opened through a successful **Strength (Athletics) or Dexterity (Sleight of Hand) (DC 12)**.

Beyond the door, in the fading light of your torches and lanterns is a dark corridor with an earthen floor. At the end of the 15' long hall you see a stout wooden door, barred shut from this side. Only something has gnawed a hole in the bottom corner, and a horde of giant rats pour through!

Combat Notes:

- There are as many **giant rats** as there are players +2.

Finally, the last rat lay twitching at your feet. Job well done; you think. And yet...what lay beyond the stout oaken door? Who was the wiry stranger with the foul smell and beady eyes? Why were the rats so bloodthirsty? Perhaps there is more yet to be discovered...next time!



Bard

Your music provides inspiration for your companions and can charm your enemies. Once per adventure describe how you inspire your friends and also soothe the savage beast.

- Equipment: Lute, Rapier, Leather Armor
- Skills: Performance, Persuasion, Investigation
- Special: Charm (DC 14), Inspire (ADV)

Armor Class: 14

Hit Points: 7

To Hit Bonus: +3

Damage: Short sword: 1d6+3

Cleric

Your devotion to a higher cause or power aids you in your adventures. Once per adventure describe how divine intervention or a minor miracle makes things easier for you or your companions. You can also heal the wounds of fallen friends.

- Equipment: Mace, Shield, Chain Mail
- Skills: Insight, Medicine, Religion
- Special: Aid (ADV), Cure Wounds (9)

Armor Class: 15

Hit Points: 8

To Hit Bonus: +2

Damage: Mace: 1d6+2

Druid

Your connection to the natural world gives you the ability to shapeshift and speak with animals. Once per adventure you can take the form of a crow and fly. Your sight also improves.

- Equipment: Scimitar, Shield, Padded Armor
- Skills: Animal Handling, Nature, Survival
- Special: Shapeshift (Crow – ADV Perception), Speak with Animals

Armor Class: 14

Hit Points: 8

To Hit Bonus: +2

Damage: Spear: 1d8+2

Fighter

You make it through any ordeal through grit and skill. Once per adventure, describe how you've dealt with a similar problem before to make your task easier. You can also use your great strength to solve otherwise unsolvable problems.

- Equipment: Great sword, Plate Mail
- Skills: Athletics, Intimidation, Perception
- Special: Double Attack; Smash (ADV)

Armor Class: 18

Hit Points: 12

To Hit Bonus: +4

Damage: Great sword: 2d6+4

Rogue

You have a variety of useful tools for burglary and thieving. Once per adventure describe how one of your tools or trinkets makes a task easier. You can also sneak up on creatures unexpectedly...

- Equipment: Short Sword, Studded Leather Armor, Thieves Tools
- Skills: Acrobatics, Sleight of Hand, Stealth
- Special: Sneak Attack (+2d6), Detect Secrets (ADV)

Armor Class: 16

Hit Points: 7

To Hit Bonus: +3

Damage: Rapier: 1d8+3

Wizard

You have studied long and hard to master magic. Once per adventure, describe a spell to make a task easier. You also can call on your magic to shoot missiles of force from your fingertips.

- Equipment: Staff, Spellbook, Robes
- Skills: Arcana, History, Investigation
- Special: Invoke the Weave (ADV), Magic Missile (3d4+3)

Armor Class: 10

Hit Points: 5

To Hit Bonus: +0

Damage: Staff: 1d8



Bard

Your music provides inspiration for your companions and can charm your enemies. Once per adventure describe how you inspire your friends and also soothe the savage beast.

- Equipment: Lute, Rapier, Leather Armor
- Skills: Performance, Persuasion, Investigation
- Special: Charm (DC 14), Inspire (ADV)

Armor Class: 14

Hit Points: 7

To Hit Bonus: +3

Damage: Short sword: 1d6+3

Cleric

Your devotion to a higher cause or power aids you in your adventures. Once per adventure describe how divine intervention or a minor miracle makes things easier for you or your companions. You can also heal the wounds of fallen friends.

- Equipment: Mace, Shield, Chain Mail
- Skills: Insight, Medicine, Religion
- Special: Aid (ADV), Cure Wounds (9)

Armor Class: 15

Hit Points: 8

To Hit Bonus: +2

Damage: Mace: 1d6+2

Druid

Your connection to the natural world gives you the ability to shapeshift and speak with animals. Once per adventure you can take the form of a crow and fly. Your sight also improves.

- Equipment: Scimitar, Shield, Padded Armor
- Skills: Animal Handling, Nature, Survival
- Special: Shapeshift (Crow – ADV Perception), Speak with Animals

Armor Class: 14

Hit Points: 8

To Hit Bonus: +2

Damage: Spear: 1d8+2

Fighter

You make it through any ordeal through grit and skill. Once per adventure, describe how you've dealt with a similar problem before to make your task easier. You can also use your great strength to solve otherwise unsolvable problems.

- Equipment: Great sword, Plate Mail
- Skills: Athletics, Intimidation, Perception
- Special: Double Attack; Smash (ADV)

Armor Class: 18

Hit Points: 12

To Hit Bonus: +4

Damage: Great sword: 2d6+4

Rogue

You have a variety of useful tools for burglary and thieving. Once per adventure describe how one of your tools or trinkets makes a task easier. You can also sneak up on creatures unexpectedly...

- Equipment: Short Sword, Studded Leather Armor, Thieves Tools
- Skills: Acrobatics, Sleight of Hand, Stealth
- Special: Sneak Attack (+2d6), Detect Secrets (ADV)

Armor Class: 16

Hit Points: 7

To Hit Bonus: +3

Damage: Rapier: 1d8+3

Wizard

You have studied long and hard to master magic. Once per adventure, describe a spell to make a task easier. You also can call on your magic to shoot missiles of force from your fingertips.

- Equipment: Staff, Spellbook, Robes
- Skills: Arcana, History, Investigation
- Special: Invoke the Weave (ADV), Magic Missile (3d4+3)

Armor Class: 10

Hit Points: 5

To Hit Bonus: +0

Damage: Staff: 1d8



The Farm

⬡ = 10'



