

There's Something in the Dairy Air

Shout out to Dave Driscoll: "Hey Kurt-did you know there are stinky cows in D&D?!?"

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Bucolic Dairy Farm by Carrie Griesemer

Nestled among the rolling hills surrounding Oxblood, Steve and Bab's dairy is known far and wide for its delicious cheeses and freshly whipped butter. Bucolic violet and clover covered hillsides dotted with cows of as far as the eye can see, scents of lilac wafting in the breeze, the dairy is, in normal times, a scene of idyllic country living.

These are not normal times.

A gloomy reek has taken over the farm, oozing forth from the hillside like a malevolent fog. Casting the entire area into shadow, sunlight struggles to reach the ground. And the smell! A reek so foul that even the hardest of adventurers (and farmers) eyes begin to water. The dairy cows, too, seem affected by the gloom. Their hides have grown tougher. Their eyes have reddened. No longer do they freely go back and forth between fields and barn. At night, when once they would have sought shelter, they now menacingly stalk the hills, looking for unwary travelers.

Woe to any who are caught by the packs of malodorous bovines. The stench is so strong, they say, that it must come from the very pits of the Flatlands!

In this adventure, players discover that the cow herds of Steve and Bab's dairy farm have been twisted by diabolical **Tommyknockers** into **Reeking Bovines**. The tommyknockers have discovered a cavern in the hillside close to the dairy filled with the precious metals they covet and hope the stinking creatures will drive the farmers off.

Note on Gameplay

Not everything needs to be resolved with violence! Subtly encourage the players to seek diplomatic solutions when available using persuasion, intimidation, etc. Have fun with the idea that the goblins, tommyknockers, and dairy farmers may have to enter a time share!

New Monsters

Reeking Bovines

Large Abomination, Neutral Evil

Reeking bovines are often mistaken for simple dairy cows from a distance, but once close enough, the eye watering reek and steady, menacing approach quickly dispel that notion. Reeking bovines can be any typical cow colors and types. Their transformation has given them a slimy, filthy appearance, as if they climbed up out of a marsh.

- AC: 9
- HP: 18 (3d8+3)
- Initiative: -1
- Speed: 30'
- STR: 18 (+4); INT: 3 (-4); WIS: 10 (+0); DEX: 9 (-1); CON: 16 (+3), CHA: 8 (-1)
- Senses: Darkvision 60'; Passive Perception: 10
- Immunities: Poison
- Languages: None
- CR: ½

Traits

Reeking Cloud: The Reeking Bovine passively emits a Reeking Cloud in a 10' radius. Within the cloud vision is Heavily Obscured. Characters entering the cloud for the first time must make a **DC 13 Constitution save** or receive the Incapacitated condition for one round and the Poisoned condition for one additional round. Making the save gives characters immunity from the reek until their next long rest.

Pack Tactics: The reeking bovine has advantage on an attack rolls against a creature if at least one of the bovine's allies are within 5' of the creature and the ally doesn't have the Incapacitated condition.

Prone to Tipping: A reeking bovine that fails its Strength check against a shove automatically gains the *unconscious* condition for one hour.

Actions

Cloven Hooves: *Melee Attack Roll:* +6, reach 5', *Hit:* 7 (1d6+4)

Reeking Bovine BBEG

Huge Abominations, Neutral Evil

On occasion, the forces that create Reeking Bovines coalesce into an even bigger, nastier version.

- AC: 11
- HP: 76 (8d12+24)
- Initiative: -1
- Speed: 30'
- STR: 20 (+5); INT: 3 (-4); WIS: 10 (+0); DEX: 12 (+1); CON: 17 (+3), CHA: 5 (-3)
- Senses: Darkvision 60'; Passive Perception: 10
- Immunities: Poison
- Languages: None
- CR: 3

Traits

Reeking Cloud: The Reeking Bovine BBEG passively emits a Reeking Cloud in a 15' radius. Within the cloud vision is Heavily Obscured. Characters entering the cloud for the first time must make a **DC 14 Constitution save** or receive the Incapacitated condition for one round and the Poisoned condition for two additional rounds. Making the save gives characters immunity from the reek until their next long rest.

Actions

Multiattack: The reeking bovine bbeg makes two cloven hoof attacks **or** uses its breath weapon

Cloven Hooves: *Melee Attack Roll:* +8, reach 5', *Hit:* 11 (2d6+5)

Poison Breath (Recharge: 6): Constitution Saving Throw: DC 14, each creature in a 20' cone. Failed save: 21 (6d6) Poison damage. Success: Half damage.

Immune to tipping: They are, after all, the BBEG.

Tommyknockers

Tiny Fey, Chaotic Neutral

Tommyknockers appear as tiny gnome-like creatures, often sporting small pickaxes. They are obsessed with gems and ores of all types and will go to great lengths to secure them.



- AC: 15
- HP: 10 (3d4+4)
- Initiative: +2
- Speed: 30' (Burrow 10')
- STR: 12 (+1); INT: 12 (+1); WIS: 12 (+1); DEX: 15 (+2); CON: 18 (+4), CHA: 10 (+0)
- Skills: Stealth +4
- Senses: Darkvision 60'; Passive Perception: 13
- Immunities: Poison
- Languages: Common, Elvish, Gnomish
- CR: ½

Tommyknocker by Doug Griffin

Traits

Charmed by Food: Unless actively hostile (in combat, etc), offering food to the tommyknockers grants Advantage on Persuasion checks made against them.

Cavernous Camouflage: The tommyknocker has Advantage on Stealth checks made underground.

Innate spellcasting –

- *Cantrip: Cavernous Prestidigitation:* (25' range) Auditory only. Knocking sounds; stones grinding; rocks falling, etc.
- *Fog Cloud:* Once per long rest
- *Cunning Meld into Stone:* Once per long rest, as per the spell with the following changes: tommyknockers are aware of their environment and can use their innate *Cavernous Prestidigitation* while melded.

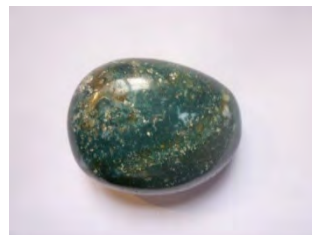
Actions

Multi-attack: The tommyknocker makes two pick attacks **or** two stone attacks **or** one of each

- Pick: *Melee Attack Roll:* +3, reach 5', *Hit:* 4 (1d6+1)
- Stone: *Ranged Attack Roll:* +4, reach 20' *Hit:* 5 (1d6+2)

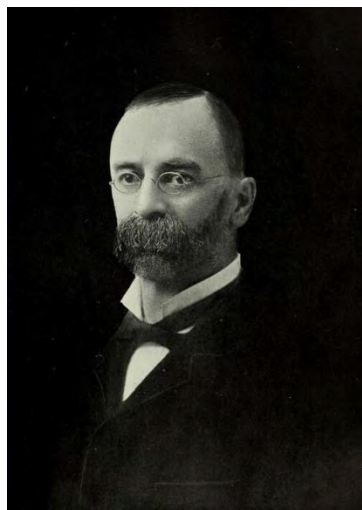
Treasure: All tommyknockers carry 2-5 (1d4+1) gems worth 5-20 (1d4x5) gp apiece. Gem types vary (1d4):

1. Smoky Quartz
2. Agate
3. Jasper
4. Azurite/malachite



Green Jasper

Notable NPCs



Steve & Bab Moulton

Steve is a slim, middle aged white man with receding dark hair, glasses, and a prodigious mustache. He has a serious manner and dresses in the greens and yellows typical of many Oxblood residents. His wife Bab always seems to be just out of sight. Steve uses the **Guard** stat block with the following changes: INT: 16 (+3), Proficiency: Tinker's Tools. AC 13 (leather armor). Pitchfork (*Melee Attack Roll:* +3, reach 5 ft. Versatile. *Hit:* 4 (1d6 + 1) or 5 (1d8+1) two-handed Piercing damage.

Steve is confounded by what's been happening to his cows. When first encountered, he is wearing a clothespin on his nose.

I used to have a head of 30 Holsteins, but now I'm down to half! Well, there are still 30 cows out there, but some of them are the orneriest, stinkiest things you've ever seen!

The Plot

Unbeknownst to Steve & Bab, just out of sight in their fields a cavern has opened up, exposing a network of caverns underground. These caverns wind beneath the farm, through tunnels filled with precious ores, gemstones, and the occasional pit...

The caverns' many treasures soon attracted a wandering band of tommyknockers seeking new homes far from their realm across the great waters. They stumbled upon an ancient magical pool deep in the cavern and have put it to nefarious use converting Steve & Bab's

innocent cows into reeking bovines in an attempt to drive them off the property. They call this process *The Reeking*...

What is the Reek?

The Reek is a magical poisonous goo slipping in through cracks in *The Wall* (See WA1; WA2 *The Wall*) and pooling in the caverns below the dairy. The only way to stop it is to collapse the cavern on top of it.

The tommyknockers have been using their *fog cloud* abilities to disguise their cownapping ways. If anyone approaches, the spooky cavernous sounds have been enough to drive nosy townsfolk away. Once the Reeking has taken place, the tommyknockers let the reeking bovines loose on the surface.

The player characters must discover the tommyknockers plot and put an end to their stinking plans before the whole of Oxblood is driven out by the fumes!

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1. The Farmhouse

Not far from the river you see a quaint white clapboard farmhouse and round wooden barn. Off in the fields you spy a number of cows lolling about, eating grass, and otherwise looking relaxed. The faint sulfuric odor of rotten eggs wafts on the breeze.

Situated in the rolling hills just north of Oxblood, Steve and Bab's dairy farm is a picture perfect affair, with a red painted round barn and a white clapboard farmhouse. He is serious but friendly enough to the players, inviting them into his house to get out of the reek. Babs can be heard in the kitchen and readily answers any questions but never makes an appearance.

Steve can impart the following information:

- His herd started changing slowly from docile heifers to aggressive red-eyed beasts
- The reeking odor is always preceded by thick, heavy fog.
- The fog and odor are strong enough to knock a person unconscious, spoil milk and cheese, and leaves one extremely queasy and gassy
- Strange noises sometimes accompany the fog, almost like being in an underground cave or mine
- If asked about anything else odd, he says: *"It's weird, but lately anytime Babs puts out fresh bakery to cool, something has been taking it! We've lost a whole pile of pasties!"*

- The missing food and strange noises point to tommyknockers, but he has no idea why they are menacing his farm (he can describe the basics of what they are, see the above description)
- Steve believes his Cowmilker Carousel (see the Barn) is key to curing his herd.
- He offers the party 50gp apiece and a downpayment of a scroll with two 2nd level wizard spells: *Gust of Wind*; *Web*

Without warning, a malodorous fog began creeping over the land. As the smell grew, so to, did the cantankerousness of the dairy herd. Soon they wouldn't even come in for milking! One evening I went out to try and bring them in, only to see a few of them being led away by unseen forces toward a dark and distant cavern. "I tried to give chase," he says, "but the smell was too much for me. I passed out, but luckily Babs found me and brought me back home."

2. The Barn

This unusual round barn is painted a cheery red, with large, curved doors on the north and south that slide out of the way to allow the entry and egress of the dairy herd. Inside the barn is Steve's "Cowmilker Carousel," an invention he created to speed up the milking of his herd. Cows enter the barn and are hooked to milking apparatus that circle along with the cows. When the cows have finished a full rotation, they are disconnected and funneled to the feeding troughs out the side. Steve's quite proud of his invention and will talk at length about it to anyone who inquires. He calls it the *Cowmilker Carousel*.

The apparatus in the center of the barn looks like an enormous forge bellows connected to large barrels and tentacles that end in suction cups. Wooden bars with tasty salt embedded in them jut out from the center. As the cows enter the carousel, they gently push forward on wooden bars to get a lick of salt, causing it to circle. The suction cup ends are placed on their udders, and the spinning of the carousel moves the bellows slowly in and out, milking the cows into large metal cans. Once their rotation is finished, the suction cups drop off and the cows go back to the fields. The whole contraption prevents overmilking and keeps the cows happy and healthy.

There is a trap door that opens to stairs leading down into a cool cellar where the milk is stored.

Steve believes that by speeding up the Carousel he can cure his herd. He offers an additional 10gp per unconscious reeking bovine that is returned to him. He provides the characters with a quasi-magical cart (no matter how much you load into it, it weighs the

same as an empty cart) pulled by a rather stubborn donkey named Bob. Bob the donkey is happy to pull the cart once offered a carrot or two. **Bob has no stats and automatically survives any encounter. He has dreams of joining the circus someday...**

"All I need to do is attach some leather belts to carry the cows, adjust the gears, and add a crank, and we'll skim that reek right outta my herd!"

2a. The Cellar

Down a short flight of sturdy wooden stairs is a cold cellar with multiple shelves and many large tins for milk and cream. The temperature is much cooler than above, keeping the fresh milk from spoiling before it can be made into cheese at the Temple of Colby in Barbieu.

Once every few days a horse-drawn wagon piloted by two **acolytes** with Animal Handling arrives from the town of Barbieu to take the milk and cream for processing into cheese. They do not have any idea what is happening, though they do complain that there is less milk for them to buy than usual. *Perhaps we should ask Ole near the Village of Wade about sheep's milk...*

There is nothing of interest in the cellar.

3. Cowpens

This is the barn where the cows spend their evenings. The sulfurous odor of rotten eggs is stronger here. A sinkhole creating a new entrance to the caverns below has begun to form. See the battle map for details.

- A. *This long barn has pens for up to forty cows, twenty along each wall. There are hay bales outside each stall as well as bins of dried corn. Additionally each stall has a metal tub filled with clean water. Several pitchforks line the walls. You see a horse cart filled with wheels of cheese near the front of the barn.*

There are three wheels of cheddar cheese worth 2gp each.

- B. *A strong sulfurous odor arises from the back of the barn.*

Characters actively Investigating (DC 14 – dwarves gain advantage) the barn can detect the presence of a sinkhole. If they walk over the area, they fall thirty feet to the caverns below (**area 10**), taking (9) 3d6 damage. The cows avoid the sinkhole by instinct. The tommyknockers have not yet discovered it from below.

4. The Land

With rolling hills and grasslands populated by the occasional oak and pine trees, Steve and Bab's dairy farm would be the near-perfect painting, if it weren't for the ominous rolling clouds of multi-colored fog to the northeast.

Cows wander the dairylands during the day; at night they are in their pens. A few stragglers are caught each dusk and transformed into Reeking Bovines. A party staking out a section of the field at dusk has a 20% chance of encountering four **tommyknockers** attempting to cownap a member of the herd. The tommyknockers will attempt to escape back to their lair.

At night (anywhere in the area – GMs choice) the party automatically encounters a pack of five **reeking bovines** and two **tommyknockers** heading away from the cavern (5). Again, the tommyknockers will attempt to escape back to their lair, leaving the reeking bovines behind.

Tommyknockers above the surface can be persuaded to talk to the characters by using food as a bribe. They fill in the details outlined in the plot, above, and promise to leave the area if unharmed, and they get to keep the goodies they were given. They will not divulge how the Reeking works or exactly where it is, saying vaguely: *"It's deep in the tunnels-you can't miss it, just follow your nose!"*

5. The Crystal Caverns

The Crystal Caverns are natural formations of sandstone and limestone bedrock eroded by water and time.

Features: Most tunnels in the cavern are 8'-10' tall unless noted otherwise. Light sources sparkle off the cave walls from the quartz embedded throughout the caves. The smell of the Reek permeates the caves.

Narrow sections of the tunnels (marked with an "X") act as natural cowcatchers, keeping the cows and reeking bovines from wandering into other areas of the caves.

Cow tracks are easy to spot in any area of the caverns wide enough for cows to fit (Survival: DC 5).

1. Cave Entry

Cold, foul-smelling air rushes out at you as you descend into the caverns. A rough passage leads to the east and you see a torch sputtering on the southern wall. The air smells as dank as any city sewer...

A single tommyknocker named Zennor is *melded into stone* here. He uses his *Cavernous Prestidigitation* to attempt to scare characters away, but will otherwise not engage until a better opportunity presents itself. A Perception check (DC 14) allows the characters to hear the sounds of mooing cows from the east.

2. Stirge Lair

As you approach the cavern opening ahead, you see a strange blueish glow emanating from above. The closer you get, the more the hairs on the back of your neck stand up. You hear persistent humming and then ZAP! A bright light flashes and moments later a huge chonky mosquito lands with a thud at your feet. As your eyes adjust to the strange lighting, you see dozens of the chonky bodies lying about the floor of the cavern. Above you see a large floating ball glowing blue. The hum seems to be coming from it. As you watch, another chonky mosquito flies slowly into it. ZAP! THUD.

Nothing the party does affects the ball lightning (except dispel magic DC 22), though flying up and touching it (30') results in the offending party member being dealt 15 (3d8+3) electrical damage (no save). A pack of **stirges** make their lair here, flying out of the cavern entrance at night. The tommyknockers use the permanent ball lightning to keep the

population numbers down (current population: zero). The ceiling is 40' high. There is no treasure in the room.

The mooing of cows can be clearly heard from the large eastern passage. There is a narrow passage to the southwest.

3. Cow Pens

A large wooden pen takes up most of this roughly 25'x 25' cavern. Though the smoke from the many torches makes it difficult to see, you detect several miserable cows trapped inside. The cows shift back and forth on their hoofs, nervously eyeing the characters as they approach. The stench is quite strong in this room.

Two **tommyknockers** (Talwyn and Jory) keep watch here, melded with stone. If the party moves to free the animals, the tommyknockers step out from the stone and cast fog cloud. This signals the four hidden **reeking bovines** to emerge from behind the pen to attack.

Perceptive characters (Passive PER: DC 13) notice that the gate is poorly latched. Hitting the latch with an arrow, rock, or other object (AC: 5) releases the four trapped cows who immediately stampede over the two tommyknockers for (14) 4d6+2 bludgeoning damage; STR/ATH save DC: 16 or knocked prone. The cows nimbly avoid the characters as they charge toward the exit.

Trampled in the mud of the pen is a *Cloak of Protection* +1. (DC 5 Investigation in the pen; outside of the pen DC 25).

4. Non-negotiable Door

The sputtering torchlight reveals an ornate stone door ahead. Carved into the door is the head of a badger. As you approach, the head animates and speaks!

"None shall pass into the past! Nor can they enter by standing still! How then, can they progress?" The badger's eyes glow a menacing blue as it falls silent, expecting an answer.

The password is "Forward."

Guessing incorrectly cause a blue and white ball lightning (5' diameter) to burst in front of the door for 7 (3d4) electrical damage; ½ on a successful DC 12 Dexterity save.

If characters try and force the door open, they take 25 (5d8) points (1/2 on successful DC 15 Dexterity save) of electrical damage as blue and white lightning arcs out in a 20' line.

The door is magically locked (DC 22 to dispel or break down) with four cheese wheel motif dials. The dials are numbered 0-9. The players can open the lock by entering **1848** on the dials.

If the players are stuck, a successful **DC 13 History** check allows them to remember either the state motto or the year Wisconsin became a state.

The tommyknockers store many gems in three out of five chests in this room. Two of the chests are **mimics**, indistinguishable from the others.

There are five chests in this room, filled to the brim with various gemstones taken from the cavern walls. There are many bones piled in the center of the room.

Each chest has 2d20 gems worth 5-20gp each (1d4x5). When the mimics are slain, they vomit out a *potion of extra healing* and a *+1 dagger* (or other small weapon of choice).

5. Empty (?) Room

This room is filled with dense, reeking clouds. The light from your torches barely penetrates.

Due to quirks of geology, gasses from the reek gather here. Characters entering the cloud for the first time must make a **DC 14 Constitution save** or receive the Incapacitated condition for one round and the Poisoned condition for two additional rounds. Making the save gives characters immunity from the reek until their next long rest.

There is nothing of else of note in this room.

6a. Pit Trap! Ceiling Trap! Trap Trap!

Ahead of you the cavern branches east and west. No torches light either corridor.

Fearing the undead in room 9, the tommyknockers created a fiendish trap. The first is a concealed pit trap, which activates when stepped on. Two cantilevered doors swing open, dropping the characters 20' into a spiked pit for 12 (2d6+5) bludgeoning and piercing damage. DC 15 Investigation check to spot and then DC 15 Dexterity check to disable. Falling into the pit disables the ceiling trap.

If the characters successfully navigate the pit trap, a trip wire activates a deadfall ceiling drop of boulders for 12 (2d6)+ 5 bludgeoning damage. DC 15 Investigation check to spot and

then DC 15 Dexterity check to disable. This blocks the corridor and takes a DC 14 Strength check to remove the fallen rocks.

If they fall into the pit, read the following: *As you attempt to extricate yourself from the spikes, you notice that two hideous dwarven zombies are in the pit as well!*

These two wounded **zombies** (HP: 10) are impaled on the spikes and cannot move but have a 5' reach if the characters decide to get that close.

6. Water Feature

You hear the gentle sound of flowing water as you approach this room.

A small spring has bubbled up here. Beautiful formations of fragile limestone decorate the area, falling apart at the touch. In the spring are 5d4 gems of various types worth 5-20gp (1d4x5) apiece. The water is clear, cool, refreshing and safe to drink.

7. The Mysterious Wheat King

As you round the corner and head east, suddenly the cavern walls take on the clear work of dwarven craft. The passage ends in a "T" going north and south. To the north, boulders have fallen, forming an impenetrable wall. To the south looms a foreboding wooden door.

The door to the south is locked (DC 16 Sleight of Hand to open). It is inscribed with a shaft of wheat similar to that found in the adventure *The Hunt for the Hodag* in WA1.

8. Another Tomb for the Wheat King

The southern passage is clearly of dwarf-make, with clean lines and a 7' tall ceiling. It opens into a tomb containing three sarcophagi. Two of the sarcophagi have been broken open; the third is sealed. On the lid of the sealed sarcophagus is the same inscribed wheat symbol as on the door. There is a painting on the far wall.

The zombies from the pit trap at 6a were in the first two sarcophagi. The third contains a dwarven **wight** (replace the sword and bow with a **Greataxe +1 (Multiattack)**. The wight makes two attacks using its Greataxe: *Melee Attack Roll: +5, reach 5 ft. Hit: 9 (1d12 + 3) Slashing damage plus 4 (1d8) Necrotic damage.*)

The painting depicts a cliffside with a cunning door carved into it in the middle of a peaceful forest. The door has a wheat symbol carved into it. The scene looks familiar, but you can't quite place it.

The painting is worth 300gp.

9. Humongous Fungus Amongus

The light from the torches in the next cavern are a brilliant violet hue, in stark contrast to the previous areas. The odor of the reek has been replaced by the slightly more pleasant odor of various fungi. The center of the room ahead drops 20' down into a swirling purpleish mass of moving fungus. Some of the fungus are very large, indeed, nearly humongous! You see a curled up rope ladder at the eastern edge.

On a successful **DC 13 Perception** check the party notices a pile of cow bones at the bottom of the cavern with fungus babies happily growing on them.

The tommyknockers occasionally forage for mushrooms from this area should they run out of stolen pasties. They do so by tossing a cow over the edge to distract the fungus, then climbing down to forage. There are 20 **violet fungus** below that cannot reach the characters. The fungus gather at the edge of the cliff below the party, hoping for a cow toss (other large quantities of food will also distract them). There are 115gp, 90pp, and a *wand of fireballs* (3 charges) in the detritus of mulch and earth below (Investigation DC 13).

10. The Sinkhole

Characters can fall into this area from **The Cowpens** above. Falling characters automatically fail their dexterity save (see below) and slide into the ochre jelly pool. Adjust the description as necessary.

This cavern is extremely damp with moisture. The roof is 30' up and appears unstable; best tread carefully! Slabs of red granite form a descending circle into a pool of water at the center. The slabs of granite are slick with moisture. Something gold and shiny catches your eye in the pool below...

The pool shines an iridescent yellow due to the **ochre jelly** living inside. The jelly will not attack unless at least one character has slipped into the pool. Characters attempting to walk on the slick granite slabs must make a DC 16 Dexterity check or slide into the pool below.

Just outside the room a rather bored **tommyknocker** named Elowen stands watch over the ochre jelly. She occasionally feeds it cave crickets and otherwise hates her job. Elowen is also responsible for keeping the torches lit for guests. If combat breaks out she will use her fog of cloud to obscure the room before joining the fight. If captured she spills the entire tale of why the tommyknockers are trying to scare off the dairy farmers in return for her

life. She also vaguely refers to the cows and reeking bovines... "...just follow your nose...you can't miss it..." but otherwise doesn't really understand the process.

At the bottom of the ooze's pool (5') is a *Potion of Stone Giant Strength* (23).

11a. The Cow Dipper

Entering this large cavern you can't help to notice a huge apparatus near the southern edge. Built like a crane with a large leather basket (currently full of one unhappy cow), it swoops over the cliff edge and dunks the cow completely into the swirling Reek below! A tommyknocker is busy operating the machinery through a series of levers and dials of unknown origin as an assemblage of goblins looks on. A second tommyknocker peers over the edge of a short cliff watching the dunked cow. There is a pen with three more cows along the western wall.

The Cow Dipper (AC 15; HP: 90) is a magical construct that takes two beings to operate; one to load the cow and the other to manipulate the crane. The goblins are **four goblin warriors** (Favray, Stard, Dodger, and Crush) and one **goblin boss** (Blüte) who are thinking of forming an alliance with the tommyknockers. They will fight (or flee, see below) alongside the tommyknockers.

If the party interrupts or delays the process in any way, the two **tommyknockers** (Shorgar and Kelyn) and goblins turn to fight. Characters or monsters going over the 15' cliff take 6 (1d6+3) falling damage. If they fall into the Reek (area 11), they take 3 (1d6) damage and must make a **DC 14 Constitution save** or receive the Incapacitated condition for one round and the Poisoned condition for two additional rounds. Making the save gives characters immunity from the reek until their next long rest.

The cow remains under the reek until the characters attempt to rescue it...see area 11 **The Reek**. Feel free to play up what is happening in the Reek as the fight goes on (*Huge bubbles break the surface as something flails about just beneath the surface...splashes of the Reek shoot tens of feet into the air!*)

Shorgar is the leader of the tommyknockers with the following changes: HP: 16; *scroll of Earthquake*. If captured she tells how the tommyknockers lucked into finding these caverns and the Reek inside. She also seems to harbor some animosity toward Steve but won't reveal why even if compelled (immune to persuasion).

11. The Reek

Regardless of which way the characters approach, the BBEG Reeking Bovine will still be made. Adjust the description accordingly.

The smell of this huge cavern is nearly unbearable! A series of stone steps lead to a greenish-glowing pool that swirls with malevolence. Several reeking bovines stand about, and a tommyknocker waits expectantly at the edge. A strange machine sits on a cliff over the northeastern wall, a crane of some sort whose shovel end is under the reek. As you watch, the crane arm swings out, lowering an unhappy cow into the reek! Mooooooooo!

If the players interrupt/delay the process in anyway, read the following:

The rise of the BBEG Reeking Bovine...

Suddenly the crane begins to tip, as if a massive weight was pulling it toward the reek! You see the tommyknockers eyes go wide with fear as she turns to run from the edge. Too late! As the crane topples forward, a massive, grotesque, 10' tall by 15' long Reeking Bovine springs from the poison pool, its cloven hooves landing on the tommyknocker with a squelch! It turns to look at you, hatred brimming in its glowing red eyes...

There are three **reeking bovines** and one **reeking bovine BBEG** in this cavern. If the tommyknockers and goblins in **11a** are alive to witness the rise of the BBEG, they wisely turn and flee.

Characters falling into the Reek must make a **DC 14 Constitution save** or receive the Incapacitated condition for one round and the Poisoned condition for two additional rounds. Making the save gives characters immunity from the reek until their next long rest.

Ending the Reek

If the characters are stumped, give the characters hints that the only way to remove the Reek is to collapse the caverns using the *Earthquake* scroll from Shorgar. However, they will need to be in area 11 or 11a to successfully destroy the Reek. Once they cast it, read the following:

Suddenly the ground begins to tremble and quake as the swirling green pool starts overflowing its rim. Chunks of rock fall from the ceiling, splashing green ichor everywhere! It's an earthquake!

Give the characters five rounds to exit the caverns after which point any characters **not** in room 1 or 10 take 60 (10d12) points of bludgeoning damage and are **restrained** (Strength

check DC 25 to free themselves). The remaining cows need no encouragement as they leap over the fences for freedom.

Huge boulders now block the path behind you. The smell of the reek fades into the warmer air of the surface world. It seems the threat of the reeking bovines is no more!

Steve welcomes you back to his home with a huge smile on his bespectacled and impressively mustachioed face. "Our heroes! I can't wait to hear your tale of adventure! Come join us for dinner! Babs has made her famous meat and potato pasties for dinner and raspberry kringle for dessert! But first, my cows?"

If the characters have saved any reeking bovines, Steve (with the characters assistance) gently gets them positioned onto the canvas belts (imagine a swirling carnival ride except with cows). There is one set of canvas belts per reeking bovine. He then asks for help at a newly installed windlass crank. As the characters turn the crank turns faster, so spin the cows!



Mining Windlass

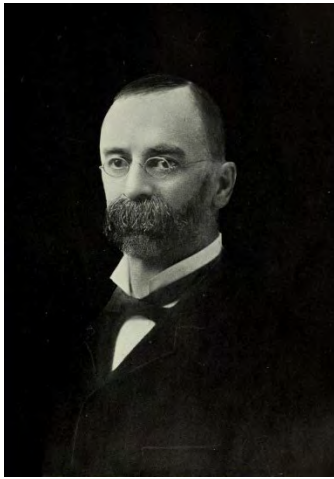
You work the windlass at speeds that would terrify the bravest miner! Faster and faster spin the now awakened reeking bovines, flying through the air as their plaintive moos fill the barn! As you watch, the very reek that gives them their names seems to separate from their bodies, quickly dissipating into the night sky. You slow the contraption down, and the tired, dizzy, cows meander off to the pen.

"And now," says Steve, "Let's eat!"

THE END



Historic Inspirations



Stephen M. Babcock (1843-1931)

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<https://commons.wikimedia.org/w/index.php?curid=26823610>

Stephen M. Babcock was a scientist with the University of Wisconsin – Madison when he landed on a method of separating butterfat from raw milk. The simple device created easy-to-replicate results, helping standardize payments and aiding in research to determine what diets for cows produced creamier milk. He is known, too, for not patenting his idea, instead allowing it to be distributed worldwide. This was considered part of the Wisconsin Idea, in that the university worked for the good of all the people of Wisconsin. “Babs” never existed in history, thus cannot be seen during the adventure.



Frederick Garland Short

Image courtesy of University of Wisconsin Collections

#505978

A fellow scientist, Short is credited with coming up with the initial idea for separating butterfat from raw milk that Babcock went on to perfect. “There is little evidence to say how Short and Babcock got along, but Short resigned from the Experiment Station about a year after Babcock’s arrival.” – WI 101

 Babcock Tester https://countway.harvard.edu/news/mystery-babcock-tester	This simple device revolutionized the nascent dairy industry in Wisconsin. By adding sulfuric acid to raw milk and spinning the handle, the centrifugal force separated butterfat from water, allow for accurate measurement of the quality of the milk. A version of this simple machine would be bolted into every milk truck in the Midwest.
 Tommyknockers	Cornish miners firmly believed in these small, ugly, wrinkled, underground beings. An angry knocker wasn't something you wanted on your hands. They might steal your tools or even cause a cave-in! The knockers could also be helpful if you treated them right. After eating lunch, miners often left the crust of their pasty (a traditional Cornish meat and potato pie) behind for the knockers to eat. The types of gems carried by the knockers can typically be found in Wisconsin. The names of the tommyknockers in this module (except for "Shorgar") are authentic Cornish names.
 Cowtipping	The idea of sneaking up on a sleeping cow and tipping them over has long been part of the mythology of Wisconsin and indeed anywhere cows are raised. It is an urban myth likely based on how often cows are found to be lying down. Do not attempt!



Crystal Cave

The map for the Crystal Caverns is very loosely based on a route within the Crystal Cave. Pictured here is the gift shop and entrance from a post card circa 1953. The interior descriptions are loosely based on a recent excursion by the author to Mammoth Cave, KY.



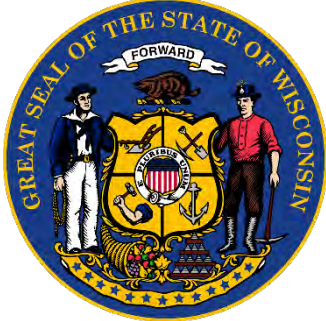
Round Barn

Round barns can still be found all over Wisconsin. Pictured here is Schuster's Farm along Highway 18 in Dane County.



Mosquito

Mosquitos, sometimes referred to as the state bird of Wisconsin, have long plagued the area. Bug zappers, usually lit with blue light and containing an electrified grid to attract and destroy the bugs, were once a common sight at RV camps and homes throughout Wisconsin.

 The State Seal of Wisconsin	The badger, Wisconsin's state animal and the state motto "Forward" both appear on the Wisconsin state seal. The badger became forever associated with the early white miners that settled in the lead mining region. Wisconsin became a state in 1848.
 King Wheat	The mysterious "wheat king" is an allusion to <i>Wisconsin Adventures: Myths & Legends</i> and is a reference to the time when wheat was Wisconsin's number one cash crop (5th in the nation). Over farming and an infestation of wheat-devouring chinch bugs left farmers seeking other ways to make a living. Entrepreneur William Hoard would arrive from out east during this time, bringing his love and vast knowledge of the dairy industries of New York with him.

Source List

- <https://wi101.wisc.edu/the-men-behind-the-butterfat-test/>
- https://en.wikipedia.org/wiki/Stephen_Moulton_Babcock
- <https://countway.harvard.edu/news/mystery-babcock-tester>
- <https://wisconsinhistory.org/educate/classroom-resources/picturing-history/>
- <https://www.understandingcows.com/post/the-truth-about-cow-tipping-and-lying-times>
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Steve & Bab's Dairy

N



4

1

2

2a

3

5

OXBLOOD ->

5'

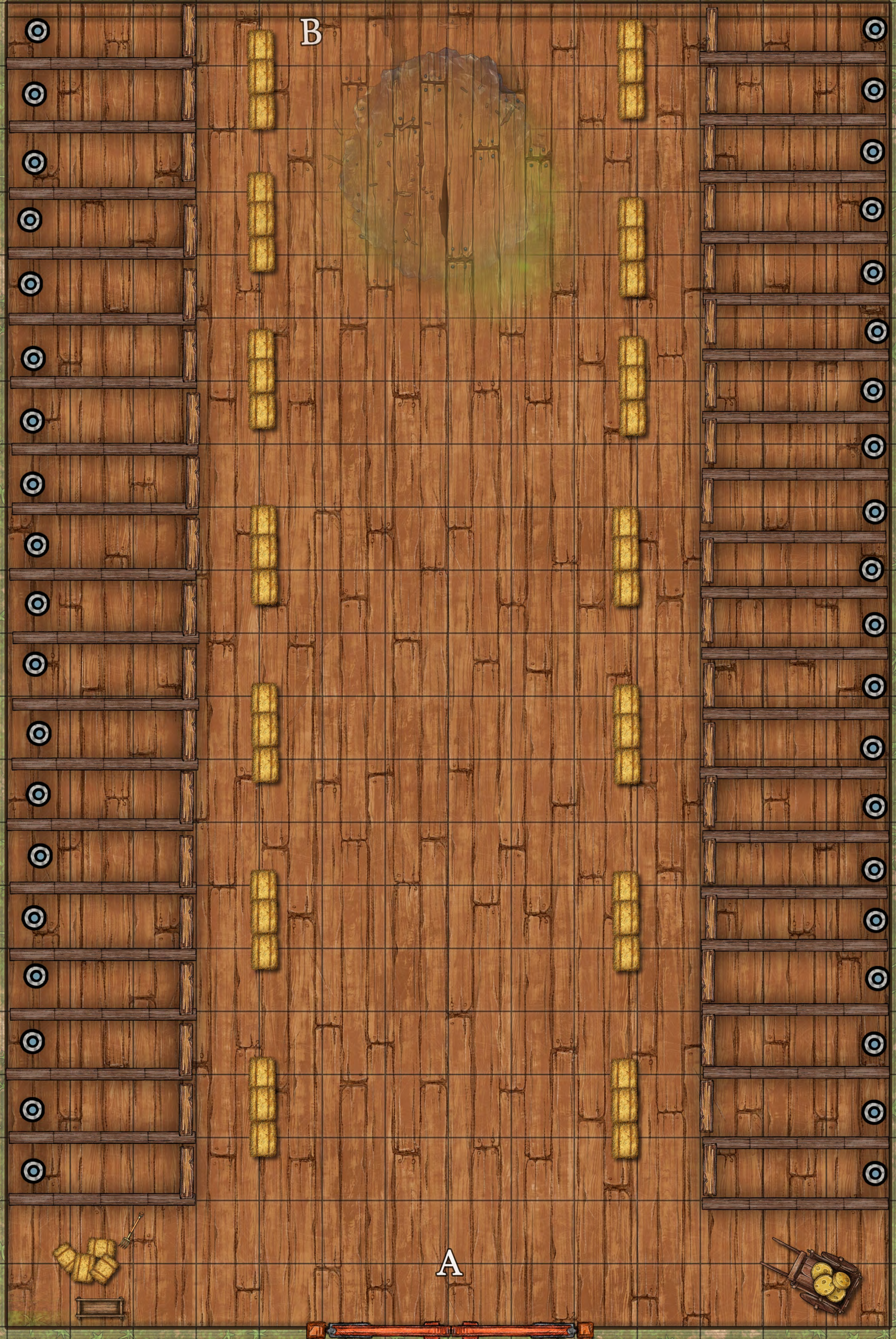
The Cowpens

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B

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The Crystal Caverns