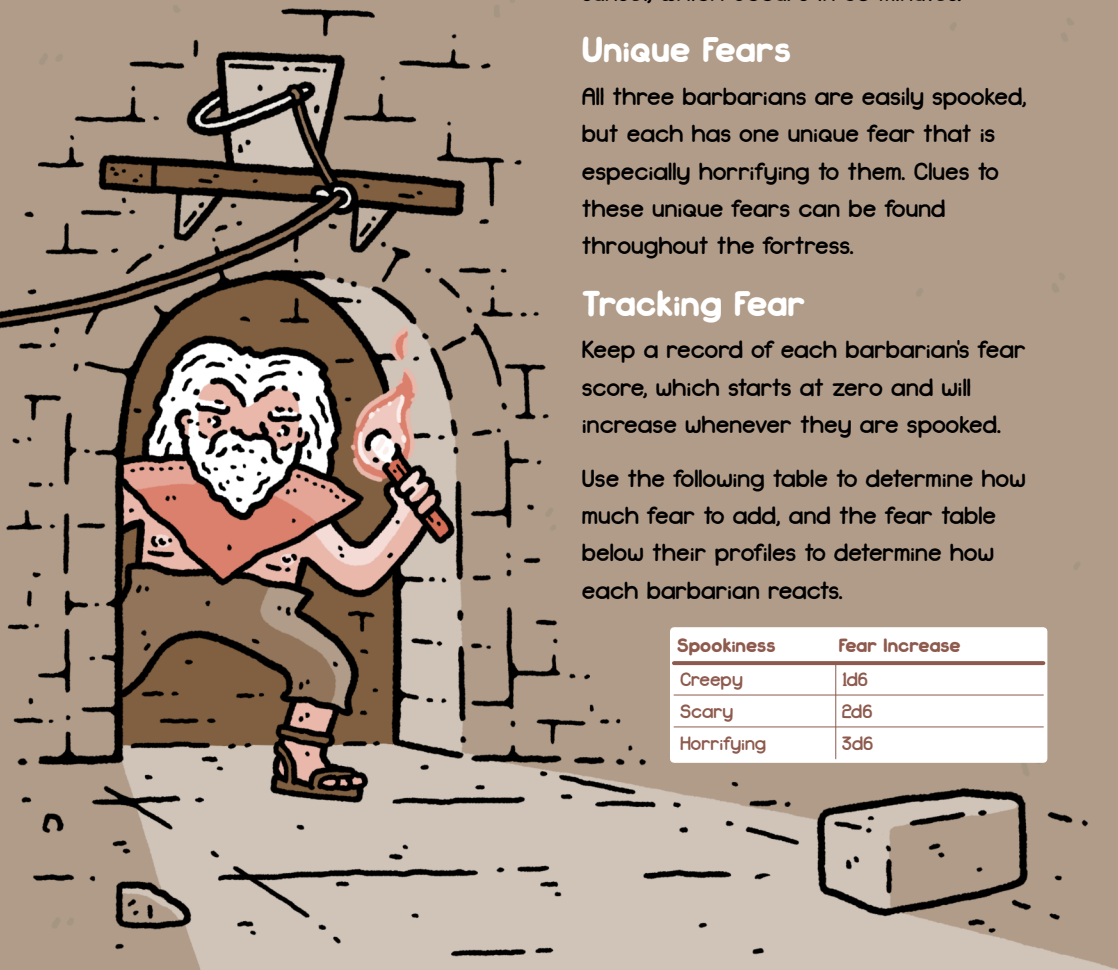


Introduction

Three troublesome barbarians have recently taken up residence in an old fortress, they've been causing all kinds of grief to farms and towns in the area.

Hook

The brutes are too tough to be defeated with force, so you've been hired to take advantage of their weakness: paranoia. You must sneak into the old fortress and scare the barbarians so much that they run screaming from these lands.



Running the Adventure

Adventurers will have some time alone in the fortress to investigate, plan, prepare. Their goal is to wait for the barbarians to get back, and spook them enough to send them running out of the fortress and far away.

Countdown

When the players arrive at the fort, they should be made aware that the barbarians will arrive home just after sunset, which occurs in 30 minutes.

Unique Fears

All three barbarians are easily spooked, but each has one unique fear that is especially horrifying to them. Clues to these unique fears can be found throughout the fortress.

Tracking Fear

Keep a record of each barbarian's fear score, which starts at zero and will increase whenever they are spooked.

Use the following table to determine how much fear to add, and the fear table below their profiles to determine how each barbarian reacts.

Spookiness	Fear Increase
Creepy	1d6
Scary	2d6
Horrifying	3d6

The Barbarians

Lognog, Gruch, and Mekk are huge, powerful, and oafish warriors who have spent the last few weeks burning down barns, tossing sheep, and chasing villagers through the forest.

- **Superstitious:** While usually obnoxiously brave, the barbarians believe the fort is cursed, and are easily scared here.
- **Behaviour:** The barbarians will investigate something unusual, but will quickly try to convince themselves that they were just imagining things if they can't find anything.

Lognog

The bravest of the three, she keeps a cool head by frequently journaling about the things that scare her.

- **Fear:** Spiders.

Fear	Behaviour
3	Becomes more observant.
8	Works up courage and starts searching rooms randomly.
12	Retreats to the main hall and barricades the entrances with furniture.
15	Flees the fort via the nearest window or door.

Gruchnel

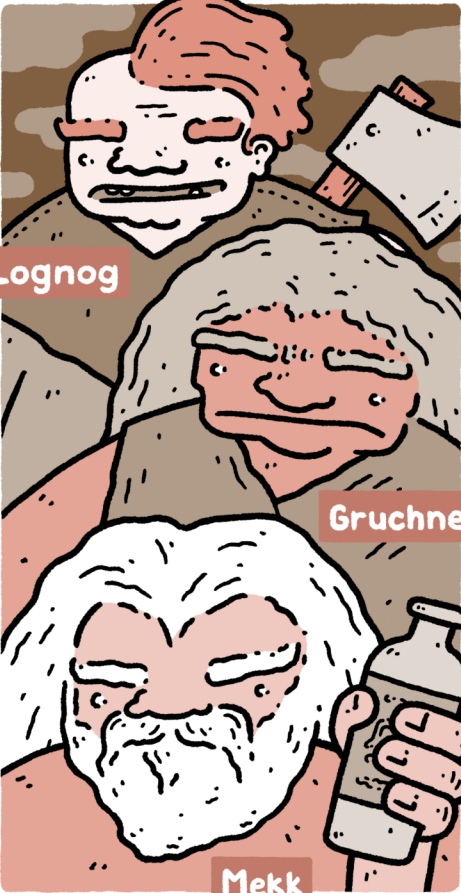
Easily shocked, she is prone to punch and kick before investigating.

- **Fear:** Ghosts.

Fear	Behaviour
3	Has a little freak out, breaks a few things in fear, then continues as normal.
8	Screams, and flees to the basement to hide behind some crates.
12	Flees the fort via the nearest window or door.

♥55 15 20 STR+6 DEX+1 CON+3 WIS+2 INT-1 CHA+0

- **Paranoid:** Due to paranoia, all skill checks are made with disadvantage.
- **Smash:** +8 melee, 1d8+6 bludgeon dmg.

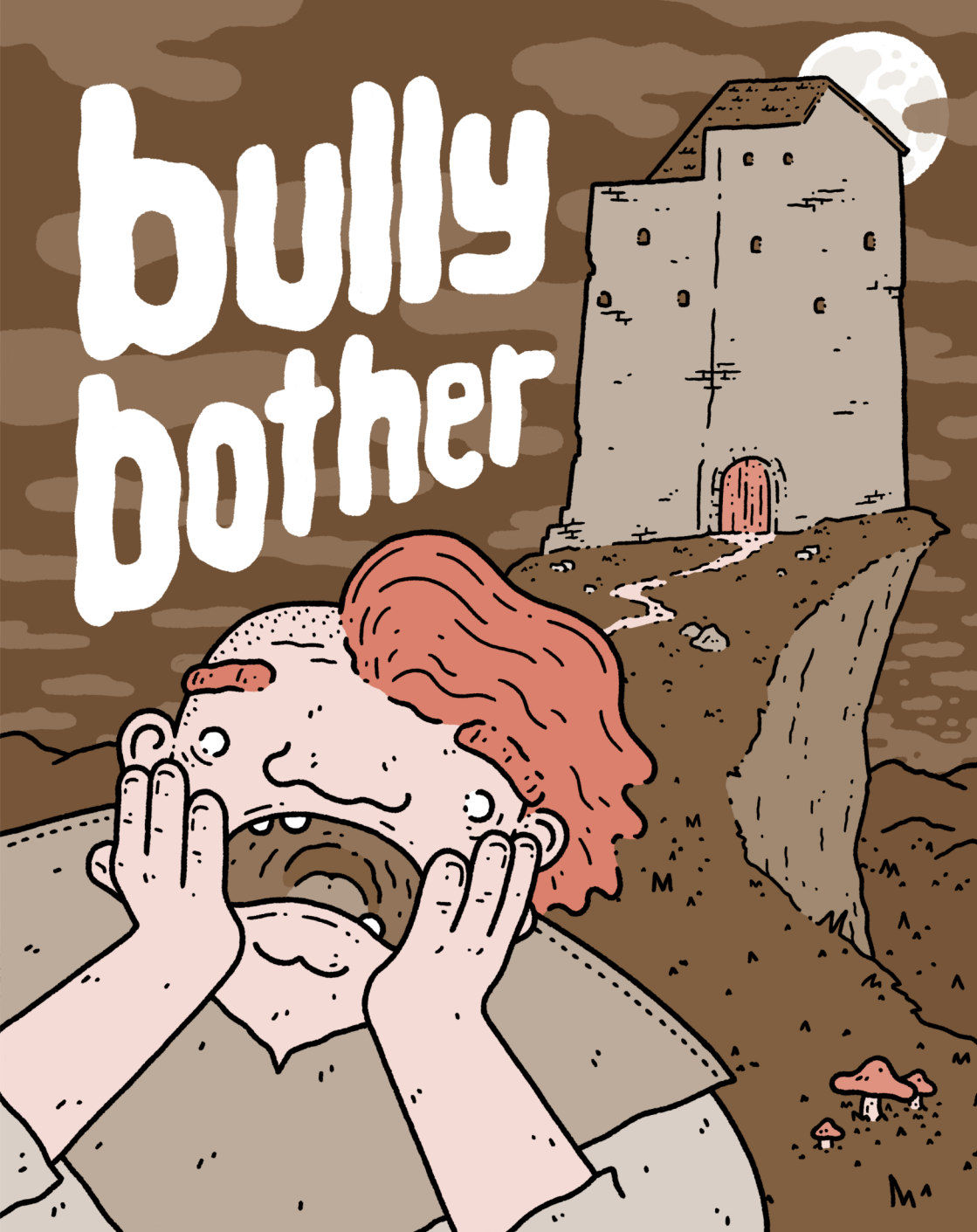


Mekk

Has a big mouth but will be first to drop everything and run. Mekk also tends to blame everything bad that happens on his fellow barbarians.

- **Fear:** Birds.

Fear	Behaviour
3	Finds some wine, drinks a whole bottle, then continues as normal.
8	Flees the fort via the nearest window or door.

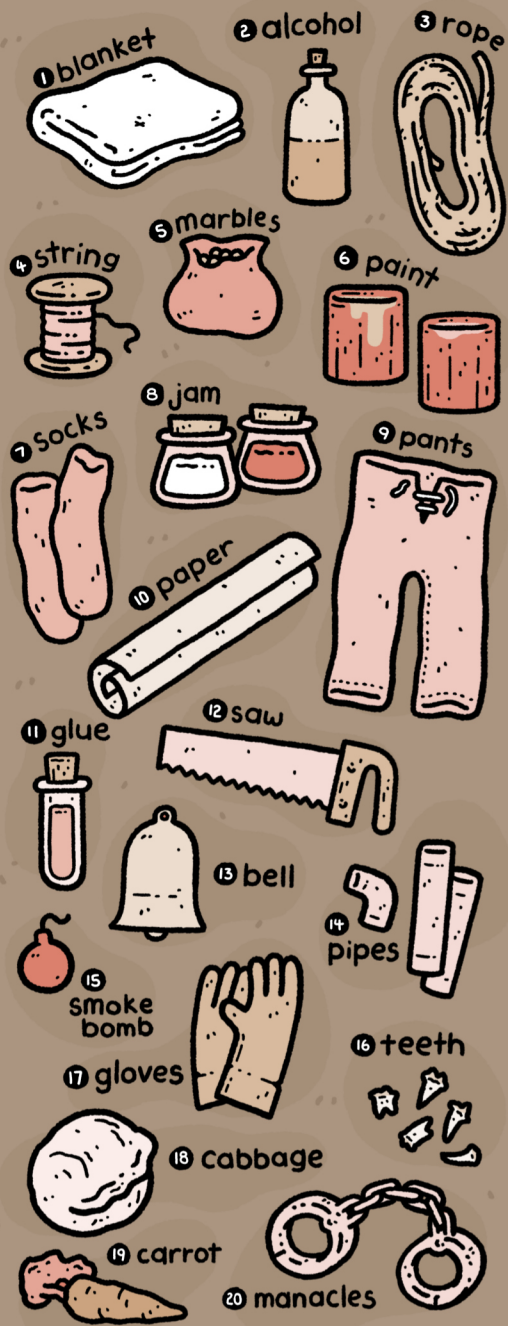


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1-3 2-5 5E
LEVEL PLAYERS SYSTEM

Random Items

Each room has 1d4 random items to be found. Roll 1D20 to determine the item.

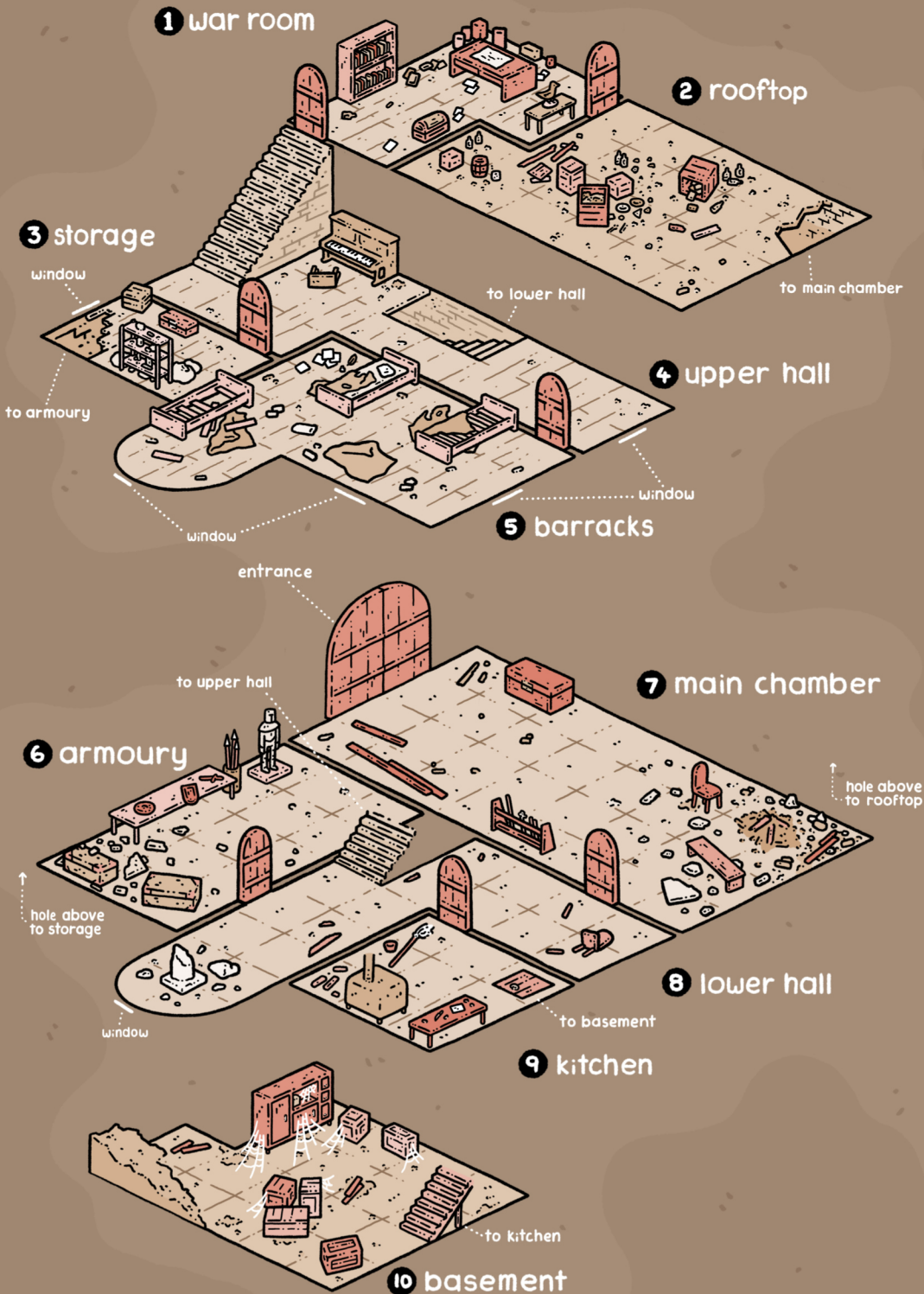


Activity

Shortly after sunset, the barbarians will arrive back at the fortress. They will immediately light a campfire in the main hall and cook rabbits for dinner.

Once every 10 minutes, randomly choose a barbarian and roll from the table to determine a change in activity for them.

1D12 Random Activity	
1	Makes a snack in the Kitchen
2	Naps in the Barracks
3	Throws bottles from the Rooftop
4	Looks for wine in the Basement
5	Journals in the War Room
6	Sings in the Main Chamber
7	Breaks stuff in the Armoury
8	Paints a picture in the Barracks
9	Drinks wine on the Rooftop
10	Chases a mouse in the Upper Hall
11	Wittles in the Main Chamber
12	Chops wood in the Main Chamber



1 War Room

- **Maps & Paper:** Scattered battle plans and rolls of blank paper.
- **Lognog's Diary:** A weathered book filled with personal diary entries of Lognog. Reading will reveal that Lognog is scared of spiders and the dark.

2 Rooftop

- **Hole:** A large hole leads to the Main Chamber
- **Crates:** Old crates contain waterlogged books, silverware, plates, and a trumpet.

3 Storage

- **Hole:** A hole in the floor leads to the Armoury
- **Chest:** Contains musty bed sheets.
- **Crate:** Contains large pots of red and green paint, and some paint brushes.
- **Roblin:** A hiding goblin, a captive servant of the barbarians. Will share that Gruchnell is scared of ghosts.

4 Upper Hall

- **Piano:** An old out of tune piano with a broken stool.

5 Barracks

- **Beds:** Three mostly broken beds.
- **Drawings:** Badly drawn ink depictions of a white haired man (Mekk) crying while being pecked by birds.

6 Armoury

- **Hole:** A hole in the ceiling leads to Storage
- **Weapons & Armour:** Rusted weapons and armour scattered about, including a full suit of armour on a display stand.
- **Chests:** Two locked chests contain a spool of string, bandages, a sewing kit and a bottle of rum.

7 Main Chamber

- **Ceiling Hole:** A large hole in the ceiling leads to the Rooftop, allowing some rain to fall inside.
- **Camp-fire:** Remains of a used campfire.
- **Trunk:** A large trunk, contains some rations, bread, cheese, and some wine.

8 Lower Hall

- **Statue:** A broken old stone statue.

9 Kitchen

- **Oven:** Home to a rather large pigeon seeking shelter from the rain.
- **Trapdoor:** Leads to the Basement

10 Basement

- **Crates:** Wooden crates filled with empty bottles, dusty blankets, and ropes.
- **Webs:** Harmless black spiders have made webs all over the basement.

