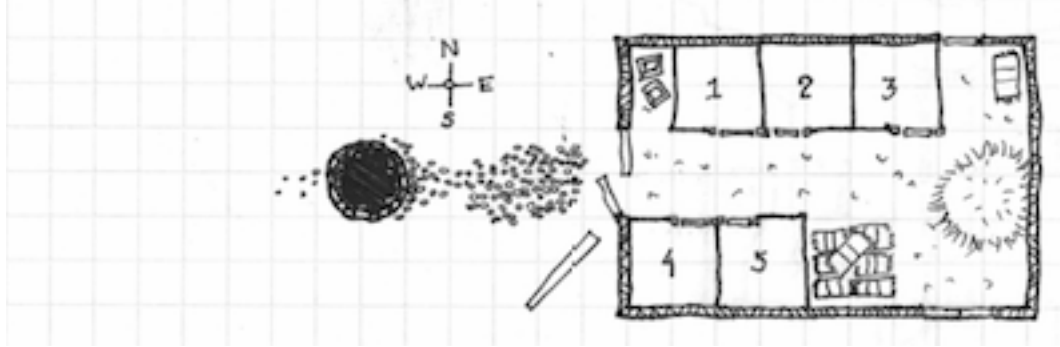


## The Noisy Barn by SDGibson

The Noisy Barn begins as a member of the Dharnast town guard asks the characters for a simple favor. “Widow Jenkins has been complaining about strange sounds in her barn,” they say. “Help her for me, and I’ll owe you one.”



Outside the old, battered barn, players see a well. Cobblestones lead from it to the open barn door. A long, heavy plank or bar rests on the ground south of the door. Inside are five stalls, boxes, bales of hay, and a tall pile of straw at the eastern end of barn.

### Set Up

1. Pick an appropriately difficult **dragon wyrmling**. Adjust its statistics to challenge, not devastate, the party.
2. Roll 2d6. The first die determines in which stall the **wyrmling** hides. A “6” places it under the pile of hay against the eastern wall. The second result determines which stall has the broken shell of a dragon egg in it.
3. Roll a d10. Divide the result by two. This result places Widow Jenkin’s **plow/riding horse**, Rex, in a stall.

### Adventure

1. Widow Jenkins greets the adventurers outside the barn. She has found her courage and explains she has a pitchfork. Characters can Persuade (DC 15) or Intimidate (DC 10) her from helping. If asked about possible causes of strange sounds, she will eventually say she angered a mischievous Fey decades ago.
2. Characters hear the whinnies of a panicked horse outside the barn, but no other sounds.
3. They need to search the barn for the cause of the horse’s panic.
4. Animal Handling (DC 15) calms Rex enough the horse can be lead outside the barn. Otherwise, as characters look in a second stall or at the end of the second round of combat, the horse escapes its stall. Roll a d8 to determine the direction it runs. Dexterity (DC 13) lets characters dodge. An unsuccessful roll results in 1d4 damage from the panicked horse. The wyrmling considers the horse an enemy.
5. The wyrmling hisses when approached. Once found, it attacks. If reduced to 25% of its hit points, it flees. Roll d6. With an even result, it flees to hide deep in the dark well. Odd, it flies toward the horizon.
6. If combat lasts more than four rounds, if the dragon uses its breath weapon, or if it damages the barn when it flees, the building will wobble for one round. After that round, a DC 13 Dexterity save is required to avoid 1d6 damage as the barn falls around the characters. Allow characters to innovate, using Strength, Intelligence, or other skill checks creatively to prop up the building if they wish.
7. If they don’t defeat it, characters may see the direction of the dragon’s escape. Members of the town guard and Widow Jenkins encourage the party to follow it: “Can’t have that thing growing up close by.”

Consequences	Widow Jenkins dies	Widow Jenkins lives
The barn falls	Characters are politely but firmly told to leave town and never return	The town’s attitude toward the characters remains unchanged
The barn remains standing	The town’s attitude toward the characters remains unchanged	The town takes up a collection for the characters yielding 1d100 gp

### Optional complications (d4)

1. Widow Jenkins is a Dragon Cultist. Rather than entering, she bars the party/meal and dragon inside.
2. No matter how successful the characters’ persuasion or intimidation, Widow Jenkins joins them during the second round of combat. Use **commoner** stats and treat the pitchfork as a spear.
3. Widow Jenkins worships a god of goodness. Use the **priest** stat block as she joins the party.
4. Rather than hiding in a stall, the wyrmling clings to the ceiling of the barn as the characters enter. It drops on them and gains surprise.