

BAREBONES FANTASY™

Role-playing Game

CHILDREN OF THE GIANT'S FIST

BY QUINN
CONKLIN

AN ADVENTURE IN THE
KERANAK KINGDOMS™



LICENSING

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ABOUT THE AUTHOR

Let's start this off by saying that one of the few things the author hates to right is short little bios about himself. To that end he has tried pawning the job off on his cat, who told him sure just as soon as I grow thumbs and figure out the can opener. The author pointed out the cans have pull tabs now and the cat decided to go to sleep. So here we are most of the way through the paragraph and so far you know the author has a cat that is unwilling to be helpful, does not like writing this sort of thing and hopefully you have come to appreciate his sense of humor. What else do you need to know? The author started with the original red box basic d and d and has dice older then some of the people he games with. He also writes Toys for the Sandbox, a weekly system free fantasy setting and a blog about being a better person, with the occasional digestion into other areas of life. You can find the author on [G+](#) at, his blog at Themighty.us and his [Toys](#) over on DriveThruRPG.

ABOUT BAREBONES FANTASY™

This game takes advantage of the d00Lite™ system, a fast and simple set of game mechanics created by Dwd Studios. To find out more visit <http://dwdstudios.com/barebones>

ABOUT KERANAK KINGDOMS™

The Keranak Kingdoms is a fantasy setting designed for but usable without the BareBones Fantasy roleplaying game. It is a broad brush-stroke fantasy game world designed for you – the GM – to tell a story that involves the player's characters. It gives you tools to build your tale, not frames to box in your imagination. Check out the Keranak Kingdoms setting book for sale where you purchased this product, or read the brief summary of the setting within the pages of the BareBones Fantasy game book.



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ADVENTURE BACKGROUND

After returning with the survivors of the attack on the coach, and having successfully rescued the profits from the sale of *Whitelock & Sons'* medicines, the party has been told that they will have to wait to be paid for their work because Whitelock has been called away from town to deal with an emergency.

This gives the party the night to rest and time to explore the town a bit more. The following morning while they are at the inn having breakfast they are approached by a distraught woman who tells them her son has gone missing. Sheila Brisain is a widow and one of the poorer people in town. She does not have much time to go out in the field to gather herbs which is the way many in the community gain their income. Sheila Brisain works hard taking in laundry to support her three children and keep food on their table.

She does not have much to offer the party, but pleads with them to help her find her son. A bit of poking around finds the boy had snuck off after supper to gather herbs so he could help support the family. Other reports tell of ratmen in the area and some suspect they have grabbed the boy.

The players will find a series of caves about a mile north of town that are reported to be a ratmen warren. Investigating the caves, the party finds it is really a factory used to produce Whitelock's secret strength potion. The potion uses pollen from the *giant's fist orchid* and is processed by children who are having their innocence actively stripped away and used as an ingredient in a potion to counteract the rage effect of the pollen.

PLAYER BACKGROUND

This concludes the adventure, "*A Bigger Problem*" and it's assumed the characters survived and are waiting in Shield Home waiting for Vincent Whitelock to return and pay them for the work they have done.

ADJUSTMENTS

GAMEMASTER TIPS

If the characters did not play this adventure's predecessor, "*A Bigger Problem*," you can read this aloud to bring them up to speed with the story so far.

Vincent Whitelock hired you to watch a shipment he was ex-pecting. However, it was attacked by ogres. Tracking the wagon, you encountered a human-like creature with tentacles. After outman-euvering ratmen hunting parties, you finally came upon the home of the ogres and removed them from the area. Now you await Whitelock to return and make payment for your services.

SECTION 1

IN TOWN

The party will have some time to kill the night after they rescue the coach. The business manager for *Whitelock & Sons* arranges for the party to stay overnight at Sheid's Rest, the town's only inn. This is a good time for encounters with the locals, which will prove useful when they need to ask questions later.

ENCOUNTER 1: KILLING TIME

While in town the party has a chance to shop or drink at the inn (or both):

SHOPPING

There are several shops including but not limited to:

- » **Shield Home Metals** - A smithy that sells armor and weapons owned by Gru'nin (Dwarf Blacksmith 75%). He is an elderly dwarf who has started to go night blind and has moved above ground for his health. He's looking for something to do in his retirement rather than to earn money. Gru'nin forges horse shoes, tools, and axes of various grades, though he could forge other weapons if given time.
- » A **Whitelock & Sons** outlet for *healing potions*. They cost 75gp apiece and heal 2D damage. There are four on the shelf. They do not sell strength potions here – those are made for specific clients. An assortment of simple salves and ointments can be found here as well, of variable usefulness.
- » Two apothecaries:
 - » **Hearth & Health**, run by Velin Longtrot (Halfling Apothecary 50%, leather armor DR2, shortsword, purse with 50GP) who sells cheap, poor quality products.
 - » **Healing Touch**, run by Ashton Carmikel (Human Apothecary 60%).
- » A **General Store** is run by Anna Casume (Human Shop owner 70%). Anna has anything in the equipment list worth 25gp or less (except weapons and armor).

CHEAPER HEALING

GAMEMASTER TIPS

If you want healing potions to be more plentiful in your game world, adjust the cost for the potions for sale at the Whitelock & Sons outlet to 25gp.

You should carefully consider the ramifications of inexpensive healing in your world.

Any party members trying to visit the shops will be accosted by children wanting to hear about their adventures. One of the children is Julian Brisain (son of Sheila Brisain).

DRINKING AT THE INN

The inn is called Sheid's Rest, and is a modest building with a warm fire and always smells of fresh bread and ale. The innkeeper is Douglas Whitelock (Human Innkeeper

55%, leather overalls, kitchen knives), a distant cousin of Vincent Whitelock, who arranged for the players to have two private rooms (each with 2 beds).

While at the inn a number of locals will approach the heroes to hear the story of their adventure. The party should not have to buy their own drinks. Among those buying them drinks is Thomas Kreal, (Human Farmer 75%, dirty overalls, knee-boots, longsword, walking staff) an old herb farmer who owns a large spread of land on the southwest end of town.

ENCOUNTER 2: A BREAKFAST REQUEST

Sheila Brisain approaches the party at the breakfast table. She is dressed in well-kept but faded clothes; tears stream from her eyes and pleads for the characters to find her son Julian who has been missing since the night before. Her eldest son, 10 year old Julian, has disappeared. He has been the man of the house since his father died, and it is not like him to run away. She is worried that something has happened to him. She does not have any money, but she believes the party to be heroes and that if anyone can find and save her son, they can.

ENCOUNTER 3: FOLLOWING UP LEADS

If the party made contact with the locals the night before, they will quickly turn up some information about Julian. Here is a list of who knows what.

- » **Kids Around Town** - Julian was sneaking out at night to gather night blooming flowers to help his mom pay their bills. They do not know where he went last night. They also know a few other kids have gone missing around town in the last year. Mothers tell their children if they are not good the ratmen will get them.
- » **Velin Longtrot** - He knows that Julian was selling herbs around town and often bought from him. They were supposed to meet last night but Julian never showed.
- » **Thomas Kreal** - He has had some problems with ratmen on his property. He thinks they make their home in a cave nearby. Late last night after he came home from the inn, his dogs went crazy barking at something. He found signs of a struggle, a patch of torn up crops in one of his fields, this morning when he was walking his property line. If the players are not on good terms with the locals they may need to come across these signs on their own.

NO PAYMENT?

GAMEMASTER TIPS

Characters' moral choices will help guide this situation. Selfish characters may not take the job. However heroic characters may see a mother who desperately needs their help. If the players do not help, consider the following.

- » The party finds the child dead in the woods, clearly the work of ratmen.
- » They hear child screams and running, the child is being chased by 3D ratmen!

LOCAL TREATMENT

GAMEMASTER TIPS

Locals are curious of the heroics of the party. If they behave honorably the locals will be receptive to queries for information. If the party mistreats the locals they may need coerced to give information with kindness, threats or coin. Keep notes on the characters' treatment of the villagers; they may come here again someday.

ENCOUNTER 4: SEARCHING THE AREA

If the party did not meet any of the villagers the night before, or if they managed to get on the bad side of the ones they did meet, they can spend the morning searching the countryside for signs of the boy. They will eventually find a group of ratmen returning to the cave in the southwest. A LOG check will identify them as some of the ratmen they saw camped in the lower valley yesterday (see “A Bigger Problem,” Section 2, Encounter 4: Nothing Here).

Following the ratmen leads to the cave entrance.

STRAGGLERS AT THE FARM

GAMEMASTER TIPS

The enormous Brisain Farm is vacant, since Sheila is in town looking for help. If the players head to the farm to investigate, there are signs of a struggle and a region of fence destroyed. Consider throwing four ratmen at the players as they examine the area: stragglers who have stayed behind to loot. If intimidated, they'll give the location of the cave.

Ratmen (Rank 1)

STR: 40 BP: 8

DEX: 70 INIT: 1

LOG: 45 DR: 0

WIL: 55 MOV: 10

» Spear 60%, damage 2D+5

» Long knife 65%, damage 1D+1



SHIELD HOME AREA MAP

1 HEX = 10 MINUTE WALK

BRISAIN
FARM

SHIELD
HOME

• THE CAVE

SECTION 2 INTO THE CAVE

The ratmen are working for Whitelock. He uses them as guards and to gather the pollen from the *giant's fist orchid*. They live in the cave which connects to Whitelock's hidden strength potion operation.

ENCOUNTER 1: THE GUARD ROOM

This room is a medium sized cavern about 25 feet on each side. There is a small table set up here where a group of 6 ratmen are gathered paying a dice game. They keep an eye on the door. If the party followed the group of ratmen returning to the cave then there are an additional 4 ratmen present as the guard is being changed. If the party finds the cave after talking to the villagers they get there as ratmen are dropping off several sacks of *giant's fist orchids* they have picked. A man is there paying them for the harvest. He will run if the party attacks the ratmen.

Ratmen (Rank 1)

STR: 40	BP: 8
DEX: 70	INIT: 1
LOG: 45	DR: 0
WIL: 55	MOV: 10



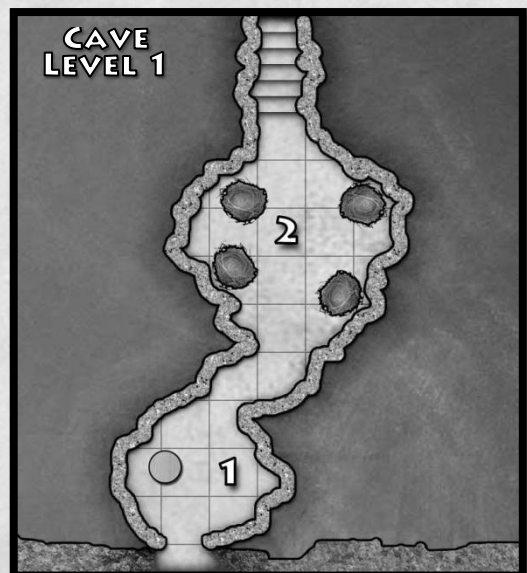
- » Spear 60%, damage 2D+5
- » Long knife 65%, damage 1D+1

ENCOUNTER 2: SLEEPING QUARTERS

The chamber behind the guard room is obviously used by off duty ratmen to sleep. There are 4 nests of torn fabric, old cushions and straw spread about the room. At the back of the chamber is a corridor that leads down. Listening near the entrance, the party can hear strange cries similar to the ones they heard while on the road yesterday (see "A Bigger Problem" Section 1).

Searching the nests the party will find a few spare knives and 3 *strength potions*. The bottles the potions come in may look familiar to the party (LOG check with a -20 penalty) as identical to the ones that were part of the ruined shipment from the day before (see "A Bigger Problem" Section 1).

A rough staircase is cut into the wall at the back of the chamber. The tunnel is carved into is quite narrow, requiring those descending to go single file and preventing anyone from seeing more than just a small area at the foot of the stairs.



ENCOUNTER 3: THE LOWER CHAMBER

The stairs open up onto a largish chamber with irregular walls and a few stalagmites that interrupt the floor space. The strange howls are louder in this room and seem to come from the far end of the chamber which is swallowed up in shadows. Occasionally the clanking of chains can be heard if there is a pause in the cries.

The party crosses the chamber, and when they reach the halfway point they can see faint firelight coming from a corridor that leads off the far end of the room. In this faint glow they can also see two of the strange mutant child beasts they fought in the forest chained near the entrance to the tunnel. The creatures can only move in a limited arc (3 spaces) in front of the door. They will attack anyone who tries to get past them unless they have a *control stone*.

Mutant Child (Rank 3)

STR: 65 **BP:** 30

DEX: 60 **INIT:** 3

LOG: 65 **DR:** 2

WIL: 65 **MOV:** 12

- » **Razor Fur Tentacles** - 85%, damage 2D+3, range 1, effect ongoing 1D damage (ignores DR) while attached.
- » **Claws** - 70%, damage 3D
- » **Unsettling Appearance** – usage 1/encounter, duration continuous, resist WIL-20, effect lose first action.



ENCOUNTER 4: THE STORE ROOM

This room is filled with bags, jars and jugs filled with powders, liquids and other plant parts. Everything is neatly arranged. The only thing that seems at all out of place is a stack of iron hoops on one high shelf. A LOG check will help players make a connection to the collars they found on the mutant child yesterday or to the ones on those guarding the gate today. These hoops are not closed or marked with runes. They seem to be blanks used to make the collars rather than a finished product.

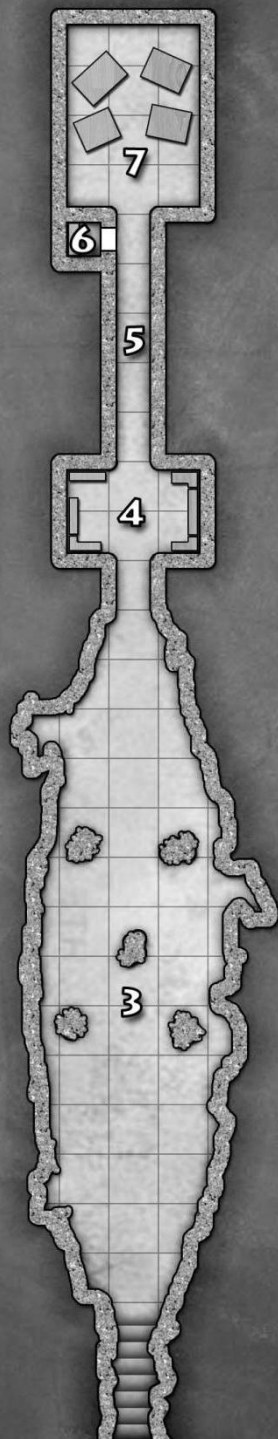
ENCOUNTER 5: CORRIDOR

The corridor is about 45 feet long with one door on the left hand wall near the end. This leads to the office. The corridor then opens up on a larger chamber used as the production room.

ENCOUNTER 6: THE OFFICE

The office is empty except for a large, heavy desk covered with records of production and orders for strength potions. The records also indicate orders for

CAVE LEVEL 2



supplies, including the order that was supposed to be delivered yesterday. All of the orders are signed by Vincent Whitelock. There is also a pair of *control stones* on the desk. If a party member has one of these he can move unnoticed among the children and the mutant children. An enchanter-10 check will reveal command words that can be used to give orders to those wearing collars.

Locked in one of the office drawers is a book containing notes on creating potions as well as *control collars*. An enchanter check will reveal most of the formulas are fairly common; however the one for the *strength potion* lists “childhood innocence” as an ingredient to balance out the rage inducing properties of the pollen.

An enchanter check will reveal that the collars will harvest the innocence from the children wearing them and store it in crystals. These crystals are kept in a case hidden in Whitelock’s office in town.

ENCOUNTER 7: PRODUCTION ROOM

One of the first things the party will notice on entering this room is that there is a mix of beasts and children working here side by side. Closer inspection reveals that most of the children have some level of mutation which starts with elongated faces. In further stages the children’s faces become covered with a fine, wiry hair and in the ultimate stages there is splitting of the snout into tentacles.

There are 8 total children toiling away, in various states of mutation. Working at one of the tables sorting out bits of plant material is Julian. He has a collar around his neck like the others and a glazed look in his eye.

The three overseers will spot the characters looking down on the room. If a fight breaks out there are two fully mutated children that the guards will use to cover their own escape and the evacuation of the other six children. If defeat appears inevitable, the overseers won’t hesitate to command the children to attack to cover their own retreat.

SCALING THE PRODUCTION ROOM ENCOUNTER

GAMEMASTER TIPS

If you would like to make the encounter in the production room a bit more challenging, give each of the human overseers strength potions they will immediately imbibe.

This will make them far more dangerous, adding +15 to their chance to hit, and give them 25BP instead of the standard 10BP common to other minor NPCs. In addition, their weapons will suddenly cause an additional +6 damage.

Mutant Child (Rank 3)

STR: 65 **BP:** 30
DEX: 60 **INIT:** 3
LOG: 65 **DR:** 2
WIL: 65 **MOV:** 12



- » **Razor Fur Tentacles** - 85%, damage 2D+3, range 1, effect ongoing 1D damage (ignores DR) while attached.
- » **Claws** - 70%, damage 3D
- » **Unsettling Appearance** – usage 1/encounter, duration continuous, resist WIL-20, effect lose first action.

Human Overseer 50%



chainmail DR5, longsword 2D+1, dagger 1D
These workers have *control stones* that allow them to give orders to the collared children and pacify mutant children.

Mutating Child Laborer 50%



Fists, feet, and teeth 1D/2
The human overseers won’t hesitate to command the children to cover their escape if necessary.

SECTION 3

A CONFRONTATION

ENCOUNTER 1: CONFRONTING WHITELOCK

After consulting the notes in Whitelock's office in the cave, the party will come to realize (especially if they have a character with levels in the enchanter skill) that they need the stones Whitelock keeps in his main office. Crushing the stones while the children are still alive will return their stolen innocence and reverse the mutation.

As long as no guards noticed or escaped from the production room, Whitelock will have no idea the party is coming for him. He will welcome them in, and thank them for the hard work they did in saving the coach (from the previous adventure, "*A Bigger Problem*"). Once confronted, he will try to deny their accusations, and then he will plead with them saying the town will be ruined if his business collapses.

If that fails he will try to escape through a secret panel in the back of his office.

If Whitelock has had warning, he will have removed the stones from his office and disappeared. He will be going to meet his overseers and the children they have managed to take with them to a place higher in the mountains. If Whitelock gets away, the party can pursue him. He has only had time to grab the older innocence stones. Julian's stone is among the ones that have been left behind.

FINAL NOTES

If the party has exposed Vincent Whitelock as a child slaver to the village he will be thrown in jail. The town could face economic ruin without *Whitelock & Sons*. If Whitelock escaped, the party may pursue him into the mountains in the concluding adventure: "*Striking through the Shield*."

WHITELOCK'S AMBUSH?

GAMEMASTER TIPS

Although this confrontation is designed to be a role-playing encounter, if Whitelock has had warning, then he might leave behind a surprise for the characters in the form of a rune carved in haste on the desk of his office.

When someone enters the office the rune will explode and cause 2D damage to all in the room. This damage is magical and bypasses DR. He hopes this finishes the characters off for good!

APPENDIX

NPCs & CREATURES

VINCENT WHITELOCK

Human Merchant NPC

STR: 58 **BP:** 29
DEX: 60 **INIT:** 2
LOG: 69 **DR:** 3
WIL: 60 **MOV:** 8

Rank: 2
Primary: Enchanter
Secondary: Scholar

Skills:

- » Enchanter (2) 75%
- » Scholar (3) 75%
- » Scout (0) 35%
- » Thief (2) 50%
- » Warrior (0)
- melee 29%
- ranged 30%

Equipment:

- » nice clothes
- » pouch with small stones inscribed with runes.
- » purse with 75gp
- » set of keys
- » studded leather armor

Weapons:

- » Dagger - 29%, damage 1D
- » Unarmed - 29%, damage 1D/2

MUTANT CHILD

Vicious furred humanoid with long tails and sharp claws.

STR: 65 **BP:** 30
DEX: 60 **INIT:** 3
LOG: 65 **DR:** 2
WIL: 65 **MOV:** 12

Rank: 3
Nature: Evil

Travel: 10 leagues

- » **Razor Fur Tentacles** - 85%, damage 2D+3, range 1, effect target takes ongoing 1D damage (ignores DR) as long as the tentacle-suctions are attached.
- » **Claws** - 70%, damage 3D
- » **Unsettling Appearance** - usage 1/encounter, duration continuous, resist WIL-20, effect opponents loose first action



RATMEN

Vicious furred humanoids with long tails and sharp claws.

STR: 40

BP: 8

Rank: 1

DEX: 70

INIT: 1

Nature: Evil

LOG: 45

DR: 0

WIL: 55

MOV: 10

Travel: 10 leagues



» **Spear** - 60%, damage 2D+2

» **Long Knife** - 65%, damage 1D+1

There are several ratmen encounters in this adventure. The ratmen of this region tend to live in small groups rather than large hordes, and share their living environment with dire rats and other vermin. Many of the ratmen found in this adventure make regular use of *giant's fist orchids*, and have become very violent as a result.

NEW EQUIPMENT

Long knife - Originally described in the adventure "*A Bigger Problem*," this is an extra-long heavy knife for when that standard dagger just isn't enough. Damage 1D+1, market cost 4gp.

HERB LORE

Giant's fist orchid - has the appearance of stone, but is soft and velvety to the touch. When inhaled, the user is granted increased strength and resilience (+5 BP damage from melee attacks, DR5) for 1D/2 hours, but becomes aggressive and hard to control.

MAGIC ITEMS

Healing Potion – *Whitelock & Sons* healing potions are clear liquid with flecks of purple. When imbibed, 2D lost body points are immediately restored. Market price: 75gp.

Strength Potion – Although *Whitelock & Sons* doesn't sell it in their market, they do sell strength potions to specific clientele. These are dark foul-smelling (but sweet tasting) liquid that burns on the way down like strong liquor. STR is boosted +30 points for 2D turns. This also affects other things calculated by STR (such as adding +15 to BP, adding to melee warrior score and melee weapon damage). When the duration expires, the added BP is taken away along with the added STR, which could kill someone who is heavily damaged by reducing their BP below 0. Market price: 250gp.

Control Collar – This enchanted iron loop collar allows control of children while worn. A child wearing the control collar can be commanded by someone equipped with a *control stone* (see below). Not only does it allow control, but it also drains innocence from children and stores that unique energy specially-prepared crystals.

Control Stone – Small rounded-smooth stone with engraved runes enchanted to control children who wear *control collars*. When in possession of one of these stones, collared children (and *mutant children*) will not attack and can be given simple one-word commands which must be obeyed (unless a LOG check -20 is successful, but immense pain exists while resisting commands).



INTO THE CAVE LEVEL 1

CHILDREN OF THE GIANT'S FIST

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INTO THE CAVE LEVEL 2

CHILDREN OF THE GIANT'S FIST

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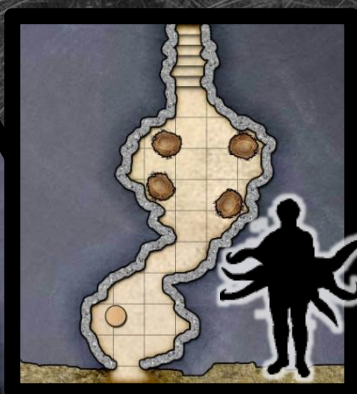
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CHILDREN OF THE GIANT'S FIST

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Your mission complete, you await payment in the town of Shield Home and enjoy some well-deserved rest. But adventure waits for no man, and soon you and your companions find yourselves on a mission to save a child who has gone missing. The truth of his disappearance reveals a sinister plot that threatens all children of Shield Home. So much for an earned respite...

This is a rank 1 adventure for the BareBones Fantasy™ role-playing game. It is set in the Keranak Kingdoms™, but could be placed anywhere in any setting. Written by Quinn Conklin, this is the second in a three part story arc which is concluded in *Striking through the Shield*.



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