

BAREBONES FANTASY™

Role-playing Game

WHAT THE HEART DESIRES

BY MARK MIZAK

AN ADVENTURE IN THE
KERANAK KINGDOMS™



LICENSING

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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

ADVENTURE BACKGROUND

We all know that love knows no bounds. And the world is replete with the hybrid offspring of the creatures of Keranak. We often see the results of these couplings, but how often do we see the first glimmers of what is to come? Krog is an ogre with unusual taste in women, and we do not refer to his culinary preferences. Two years ago Krog, the leader of his tribe, was out in the woods hunting when he happened to spy a human female who was doing the same. Krog who had the good fortune not to be moving at the time – he had just woken up from a nap and was leaning back into the shadow of a small rock undercut near a river – watched in fascination as the woman moved gracefully through the undergrowth. Krog was smitten and after the woman had moved on he carefully tracked her back to her home, a small steading on the edge of the human settled area. Shaking his head, confused as to what he was feeling Krog headed back to his tribe.



The human woman haunted his dreams and Krog, who is surprisingly intelligent for an ogre, decided to communicate with her. He stalked her, discovering what her normal hunting route was. Then he killed a small faun – he was afraid she would be too weak to carry anything else, and peeling the bark from a tree he used it as a canvas and drew the picture of a woman finding a dead faun and carrying it back to her home with a smile on her face. When the woman found the faun and the picture, she puzzled over it for a moment, and then with a smile she accepted the present and headed for home. Krog repeated the gesture once a week for two months before he got up the courage to pursue his position further. This time Krog drew a large figure killing the faun, and leaving it for the girl. When Julia, for that was her name, found this new picture she laughed and called out for her

OGRES IN THE KINGDOMS

Ogre society in the Keranak Kingdoms can vary depending on where one finds ogres. Although clans are a rare thing (since most ogres despise everyone, including each other), a charismatic and mighty leader can sometimes bring a large number of ogres under one banner.

Despite their reputation, ogres are not all as unintelligent as most would prefer. Their strange customs and primitive society would suggest they lack cunning, but an individual ogre can be as dumb or keen as a human. Some even cast spells, such as Vark the tribe's shaman.

In this adventure, Krog is one unusual ogre: highly charismatic, impressively mighty, and unusually cunning. Describe him as exceptional; it is not just any ogre who would be accepted by a human as a mate. If the players believe Krog is a monster, they may not care about him enough to even give him a chance to tell his tale.



hunter to come forth. Filled with dread Krog came forward. Rather than running screaming as he had feared Julia strode right up to the towering ogre, poked him in the chest with a stick and demanded with a smile to know why he was leaving her the game.

So the unlikely pair came to be, secretly meeting in the forest, building a home for themselves slowly over time. Or at least they thought it was secretly. Unknown to the happy couple, Agork, the wife of Krog, followed him on one of his mysterious “hunting” trips. When she saw the pair walking hand in hand through the forest she flew into a jealous rage and began planning her revenge. Vark the shaman, seeing a chance to increase his power and influence, told Agork that Julia was a witch and that Krog was lost to her and had to be destroyed and the witch’s power consumed to save the tribe.

On midsummer’s day Krog and Julia moved into the love nest. A cabin connected to an overhung cliff with a cave. Agork and Vark began their plan at once. Telling their tribesmen that Krog had been enchanted by a witch. This whipped the tribe into a frenzy. Vark “blessed” the tribe protecting them from the “witches” spells. They were ordered to dispatch Krog and bring the witch back to the ogre village to allow Agork to end the threat to the tribe.

PLOT SUMMARY

This is a simple adventure with the players meeting the nearly dead Krog who is pulling his broken body to the human settlement to tell Julia’s family, who have no idea Krog exists, that she has been kidnapped. The adventurers will need to backtrack Krog’s trail to the love nest, face the ogres left there who are looting the cave and cabin before burning it down. There the group will find out, if they question an ogre, or overhear the looters, that Julia is to be the main course at an upcoming feast. Following the ogres back towards the tribal village they will be ambushed by some ogres left behind to guard the trail. Then they will have an encounter with some of the forest denizens angered by the rampaging ogres. Finally if they survive that, the players must decide between stealth and assault as they face the remaining warriors, their shaman, and the womenfolk of the ogre village.

PLAYERS

This adventure is for a group of 4 to 6 rank 3 to 4. Encounters deal mostly with ogres and some forest creatures. It is very combat-heavy, and even a group accustomed to warfare may find themselves challenged. If the encounters are seeming too easy or too difficult, scale the encounters as necessary.

SECTION 1

HOME IS WHERE THE HEART IS

In this section the players encounter Krog as he painfully drags himself towards the home of Julia's parents to tell them their daughter has been kidnapped.

ENCOUNTER 1: THE OGRE IN THE FIELD

As the characters travel, read or describe the following:

The road you are on left the woods about 2 miles ago and you have been passing fields ever since. Every third field is fallow and the crops in the planted fields look well-tended and healthy. When you are about a half mile from the big whitewashed farm house that dominates the landscape you notice a figure in the fallow field to your left. The shape is about eight or nine foot long and two foot tall and is slowly moving across the field. As you get closer you see it is an ogre, covered in dirt and blood and it is slowly crawling across the field towards the farmhouse.

Krog is on the edge of death. He fought off as many of the ogres sent to kill him and capture Julia as he could and was left for dead. Both his legs are broken in multiple places, one eye is swollen shut (in fact it has been destroyed though the players cannot see that). As the players approach him they can hear him mumbling over and over again, "Julia."

Krog, Ogre King (Rank 4)

STR: 80	BP: 40 (1)
DEX: 50	INIT: 1
LOG: 55	DR: 0
WIL: 60	MOV: 12

» **By Weapon** – 90%, dmg +5



If the players are foolish enough to fire missiles at him he screams out her name and the GM can assume he has enough BP to survive until the players approach. If they insist on peppering him until he dies, then they will have a much harder time of figuring out the point of the adventure, though Julia's family may be able to help. Healing spells will help Krog to recover from the edge of death, but no amount of spells will enable him to join in the expedition to rescue her. Krog will never run again and will walk with a limp for the rest of his life even if he survives. His right eye has been destroyed. He can, if healed, tell the players where the ogre camp is, though their trail is easy enough to follow from the cabin he and Julia built.

ENCOUNTER 2:

YOU CAN'T PICK YOUR FAMILY

The players may wish to talk to Julia's family, though they do not need to do so to continue the mission. If they talk to the family without telling them that Julia has been abducted they will be informed that Julia told them she was going to live in another town after being offered a job as a sheriff stopping poachers on the duke's land. Julia's mother thinks she had fallen for one of the duke's guards as she was kind of moon-eyed for the last year or so. If the players tell the family Julia was living in the woods with an ogre they will not believe them. If they hear it from Krog, who can tell them details of Julia then they will be convinced, though not happy. The GM can play this however he wishes, anywhere from the family disowning Julia, to the family welcoming Krog into their lives or anything in between. You, the GM, know what will play best with your group and in your world.

If Julia's family is upset about her abduction in your campaign they will begin getting ready to pursue the ogres and get her back. Julia's father, uncle and three brothers will start getting ready immediately. But it is clear they are going to get slaughtered. They have no armor, their weapons consist of clubs and pitchforks, and they only have three riding horses between the five of them. This will not deter them if they are intent on saving Julia; the only thing that will keep them from riding off to be killed is the players offering to undertake the rescue. Even then they may have to talk three of the family out of going along, one for each horse. It is up to the GM to determine if the players are successful convincing the family to stay home and let the professionals take care of the rescue.

ENCOUNTER 3:

THE BATTLEFIELD IS THE HEART OF A MAN

After the players have travelled about four and half miles through the forest read or describe in your own fashion the following:

6 Wolves (rank 2)

STR: 40	BP: 25
DEX: 65	INIT: 1
LOG: 20	DR: 0
WIL: 10	MOV: 15



» **Bite** – 70%, damage 2D

Note: the Alpha is especially vicious; his bite causes 2D+6 damage. While he lives, the pack's INIT score is +1.

As you come through the forest you hear the sound of growling and water running. The trail leads into a clearing split by a happily bubbling brook. However the scene is ruined by what you see along the river. This is obviously the scene of Krog's battle with the ogres sent to kidnap Julia. You see laying amongst the wildflowers the bodies of seven ogres. The bodies have been dead for almost four hours and the scavengers are here for the feast. In addition to dozens of crows there is also a small pack of wolves tearing into the corpses.



The players cannot avoid a confrontation with the wolves if they want to examine the bodies. Remember that unless the players have trained war or hunting horses the mounts will not want to get anywhere near the wolves. If the players stay to the trees they can ride around the circumference of the clearing until they pick up the trail of the ogres.

The bodies (indicated with red **X** symbols on the map above) have been savaged by Krog in his desperation and fury during the attack. When the ogres confronted Krog they taunted him with the fact that there were two dozen more ogres at the cabin where Julia awaited the return of Krog. Krog attacked the dozen ogres sent to kill him and dispatched seven of them before finally falling unconscious from his injuries. The remaining five injured ogres, thinking Krog dead, headed back to the cabin (players can follow their tracks).

SCAVENGERS

Interesting fact: though not usually scavengers, wolves will scavenge if the meal is large enough. Further, their pack mentality emboldens them when their Alpha is threatened while protecting their food or den.

There is a lot of combat in this adventure and this situation need not result in a fight; a scout should be able to convince the wolves to edge back a bit while the party evaluates the scene.

Loot: A careful inspection of the bodies and the surrounding area produces nine clubs (two of the ogres were too injured to carry their weapons away) and one **two handed sword** (Krog's, a present from Julia). The ogres' buddies looted their bodies of any treasure before they headed back to the cabin.

6 Ogres (Rank 2)

STR: 85	BP: 40
DEX: 55	INIT: 1
LOG: 25	DR: 0
WIL: 40	MOV: 12



» **Club** – 60%, damage 2D+6

One ogre has an ornate silver dagger worth 25gp, and another wears a ring on his thumb which is actually a woman's golden bracelet worth 35gp.

ENCOUNTER 4: A CABIN WITH PLENTY OF FOOD IS BETTER THAN A HUNGRY CASTLE

From the farm house of Julia's father to the edge of the woods is approximately two miles. From the edge of the woods to the cabin is another six miles. That is right, Krog dragged himself six and a half miles, and he did it in only two hours. If players are on horseback the ride to the cabin should take them about the same amount of time unless they push the horses.

The cabin of the loving couple is nestled against an undercut on a cliff face. The cabin is built right into the cliff side allowing the couple the best of both worlds, a cave for Krog, and a cabin for Julia. As the players approach, read or describe in your own fashion the following:

You see from the filtering daylight that there is a clearing ahead of you. As you approach the clearing you see that there is a small cabin built against the side of a cliff. The cabin is stoutly made with a heavy thatch roof, a large door, and three windows across the front with their shutters closed. Outside the cabin a large fire is burning fiercely, and from within the cabin you can hear the sound of things breaking and yelling in a foreign language.

There are six ogres still at the cabin. They are gathering loot, breaking things, and getting ready to burn the cabin down. To that end they have built a big bonfire outside the cabin and are going to carry burning brands into the cabin when they leave. The ogres are making a great deal of noise and if the players approach carefully they should be able to get the drop on the raiders.

The cabin is a simple, one room affair measuring 20'x30' with a ten foot wide hallway attaching it to the cliff side. The cavern in the cliff is about 30'x30'. The area around the cabin has been cleared of debris, and both the area and the cabin appear to have been built with a great deal of care.

If any of the players can understand ogrish they will hear the ogres saying how much they want to hurry up and finish so they can get back to the village before the feast. They wonder if there will be any of their captive left for them after Agork gets her fill. They also wonder if the shaman is now bedding Agork.

The ogres do not realize the players are on the trail to rescue Julia. If captured any ogre will give up the information on what is going to be done to Julia, though they are more reticent to reveal the location of their village. Again the trail left by the ogres going towards the village is not difficult to follow.

SECTION 2

WHICH WAY DID THEY GO?

In this section the players take to the trail of the ogres, discover some unexpected allies, and face an ambush.

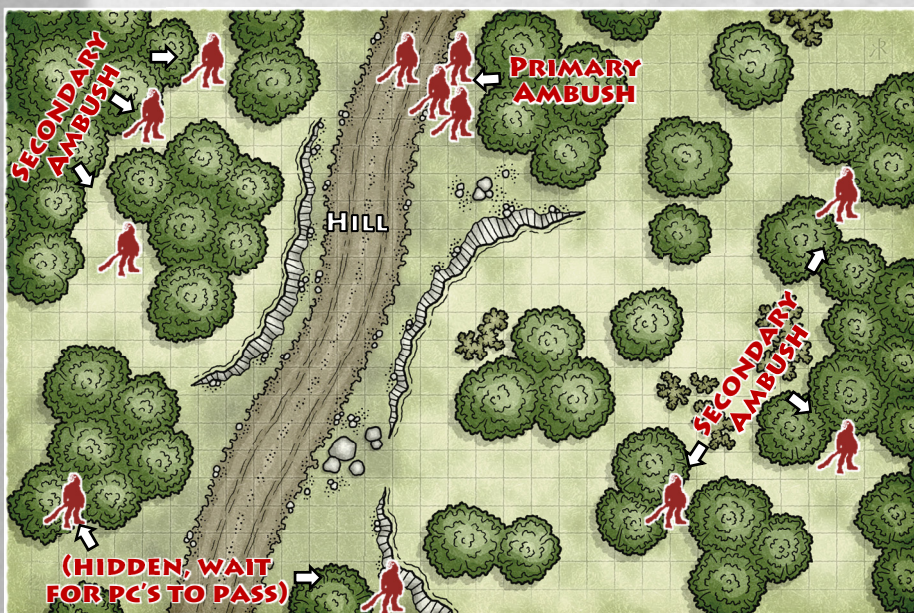
ENCOUNTER 1: SHHHHH....DID YOU HEAR SOMETHING?

The trail of the ogres is not hard to follow. After leaving the cabin with Julia the ogres headed straight towards the village which is 10 miles away. Their movement was slowed slightly at first because of the injured ogres. It was at this point that Julia made a mistake. She realized that one of the ogres understood trade speech and told them her father and brothers would be coming after them and would kill them all unless they let her go right now. The ogres, after arguing about it for some time, decided to leave the injured ogres and some of their healthy brethren behind for an ambush. The players should ride right into the ambush unless they are lucky or very attentive, or if one of the players has an ability which would alert them to danger.

NOTE: Do not read the description if they players are not expecting an ambush as it will alert them that something is up. If they players are alerted to the ambush read, or describe the following:

Ahead of you the trail of the fleeing ogres leads through a small glen. The sun lowering in the sky is obscured behind the treetops on the west side of the glen, casting long dark shadows towards the bottom of the grass covered hill which lies in the center of the clearing. As the shadows lengthen the quiet of the woods around you warns that something is not quite right.

There are a dozen ogres secreted about the glen. Six of these ogres are wounded (Julia got one good shot in while she was being abducted, and Krog had injured the others when they attacked him). Two of the healthy ogres are behind the group, having laid in wait, cleverly concealed to spring the trap. After the players passed them they alerted the ogres ahead by calling out with a bird call. Four ogres are behind the hill and will come from over the top, as the players get to the base. While the players are dealing with these four ogres, the final six ogres will come out from the woods, three on either flank.



12 Ogres (Rank 2)

STR: 85	BP: 40
DEX: 55	INIT: 1
LOG: 25	DR: 0
WIL: 40	MOV: 12



- » **Club** – 60%, damage 2D+6
- » **Punch** – 60%, damage 1D+6

Notes:

The two scouts left to hide and wait for the PCs to pass are unarmed and attack only with “punch” damage.

Three of the secondary ambushers (the ones nearest the top of the ambush map) are wounded with only 23 BP each.

Loot:

Between the 12 ogres the group will find one battle axe (used for chopping wood by one of the ogres) and a silver and turquoise necklace worn as a bracelet worth 125gp.

After they have engaged the final two ogres will appear from behind the group. If the players are alert to the ambush the GM will have to make the necessary adjustments. If the first two ogres are detected in some way and they know it, they will call out loudly to alert the ogres ahead that the jig is up.

WHAT IF THE PLAYERS ARE ALL DEFEATED?

If the characters fail to detect the ogres, this encounter can go very poorly for the players. The ogres, however, are left behind to deal with persuers, and they’re not that happy about it. They worry that if they’re not with the main group dragging Julia to their camp, they might miss it if Julia becomes a meal, and they really want to be a part of that. Therefore, if the player characters are all defeated, the surviving ogres won’t take the time to stop and eat them; they’ll hurry along to catch up with the main group. Therefore, it’s possible for defeated characters to wake up and continue the adventure, albeit in a reduced health capacity.

ENCOUNTER 2: NATURE MAKES NATURAL ALLIES OF US ALL

After leaving their comrades behind to set up the ambush the ogres continued on their way. After they had gone about a mile they stumbled into a hunting band of gnomes who they pummeled in passing. The gnomes made camp nearby to heal their wounded and regroup. The gnomes hear the fighting at the ambush site and arrive just as the fighting ends.

As the players prepare to leave read or paraphrase the following:

Just as you are about to take the chase up again, you see fifteen small humanoids approaching from out of the trees. As they come forward you recognize them as gnomes. They look a little worse for wear, some are sporting bandages and one is walking with a distinct limp. Nonetheless they seem happy enough to see you.

The leader of the gnomes, who speaks the trade language, is Beryl Gallen. They were hunting far from their homes on a training hunt for two of their younglings, Opal and Chrome. Since they weathered the storm of the ogres with no fatalities they are feeling quite lucky and happy to be alive. Chromiate, the second in command is a shaman, who, if she sees the players are injured will dispense some heal spells in appreciation of the players bravery and skill in killing the ogres.

Do not use the gnomes to restore the players to full health, but it is definitely a chance to see how well the characters role play and how well they can win the gnomes over to their cause. The more successful they are the more likely the gnomes may have a potion of healing to add to the mix. They also might be able to convince the gnomes to watch the horses when the final battle begins. They will not however join in the overall combat, as they are neither armed nor armored for such an encounter (though see the side bar on page 16).

15 Gnomes (rank 1)

STR: 35	BP: 10
DEX: 60	INIT: 1
LOG: 70	DR: 0
WIL: 50	MOV: 4



- » **Illusion** – cast as spellcaster level 3, 70%
- » **Sneak** – 60% remain unseen
- » **By Weapon** – 45%

SECTION 3

IS THERE ROOM AT THE TABLE FOR US?

In this section the adventurers face a final showdown with Agork and the shaman Vark, as well as the remaining ogres in the ogre village. If the players take the time to do surveillance on the village they will observe that a great feast is being prepared. The feeling should be that the feast will start at any time—this should drive the players to act thus making the coming combat more strenuous for the partly damaged, perhaps spell-short heroes.

The truth is less dire. Agork is waiting on the feast until the entire ogre clan returns from the attack on Krog, his cabin, and the ambush. Agork wants the entire tribe to see her eat the heart of the “witch” and change her name to Akrav, thus signaling her marriage to the Shaman. So if the party does not attack immediately Julia still has a chance of surviving until the group takes action.

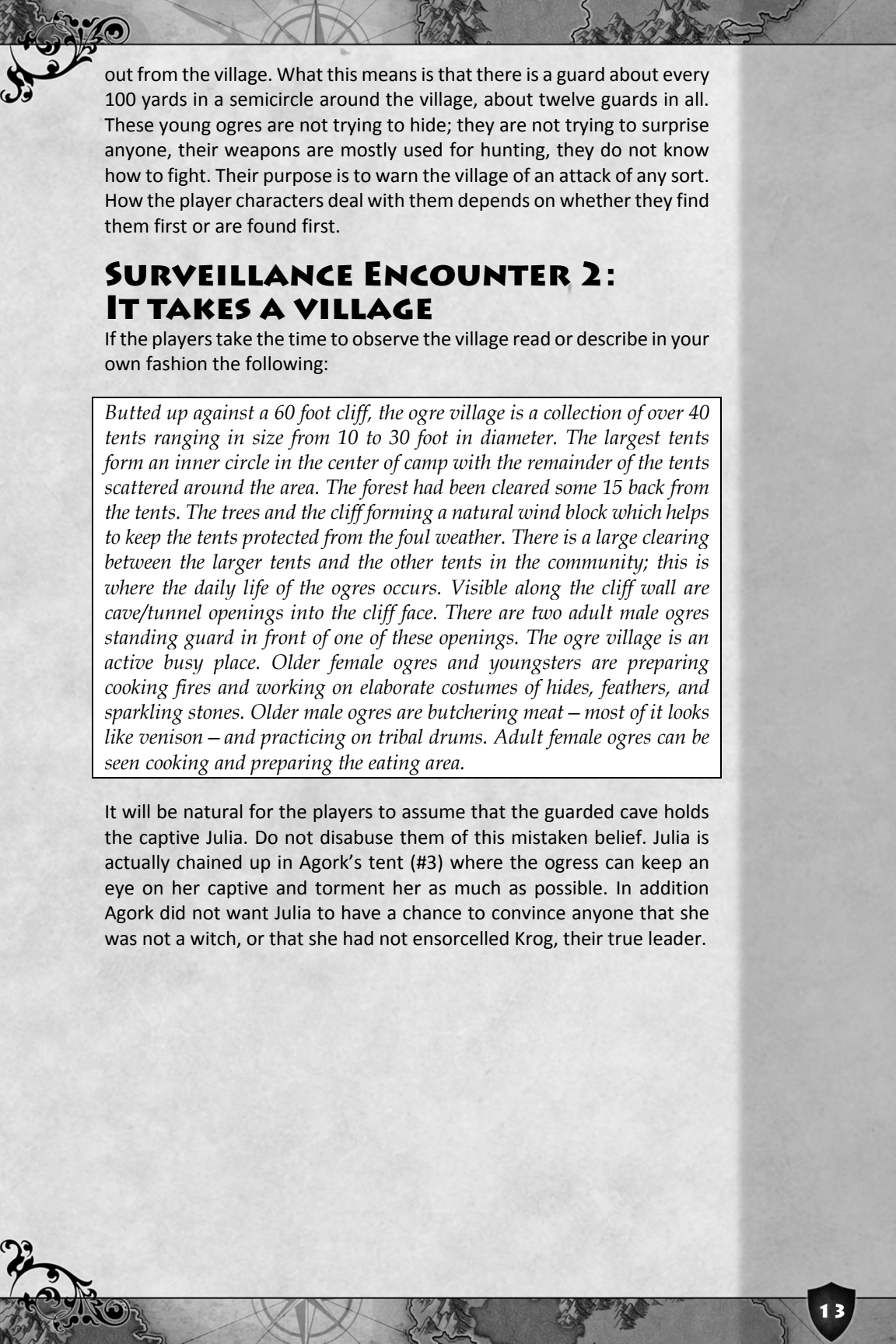
How the following encounters go is entirely up to you and the players. Do they rush in? Does the ogre picket line warn the village of the players approach? Do the players use stealth or brute force? How do the ogres react? That is all up to you. You know your players best; you know the type of campaign you are running. What I have included here is the vital information as to what can be found in the village and where the principal characters are, the rest is up to you.

SURVEILLANCE ENCOUNTER 1: IF THEY DO WELL MAYBE THEY’LL EARN THE RANK OF ROC

It’s a rough world out there and the ogres well know it. To help keep the village safe, and to train the up and coming male ogres, the teen-age male ogres are used as guards, and scouts for the village’s protection. The young ogres are stretched out in a picket guard line a quarter mile

DARKER GAMING STYLE?

If you have a darker style to your games, or wish to penalize the characters if they didn’t make haste to save Julia, maybe the players’ characters arrive *after* Julia has been killed and cooked, and watch as Agork and Vark devour her cooked remains. Or perhaps Agork got curious already and had just a little taste...



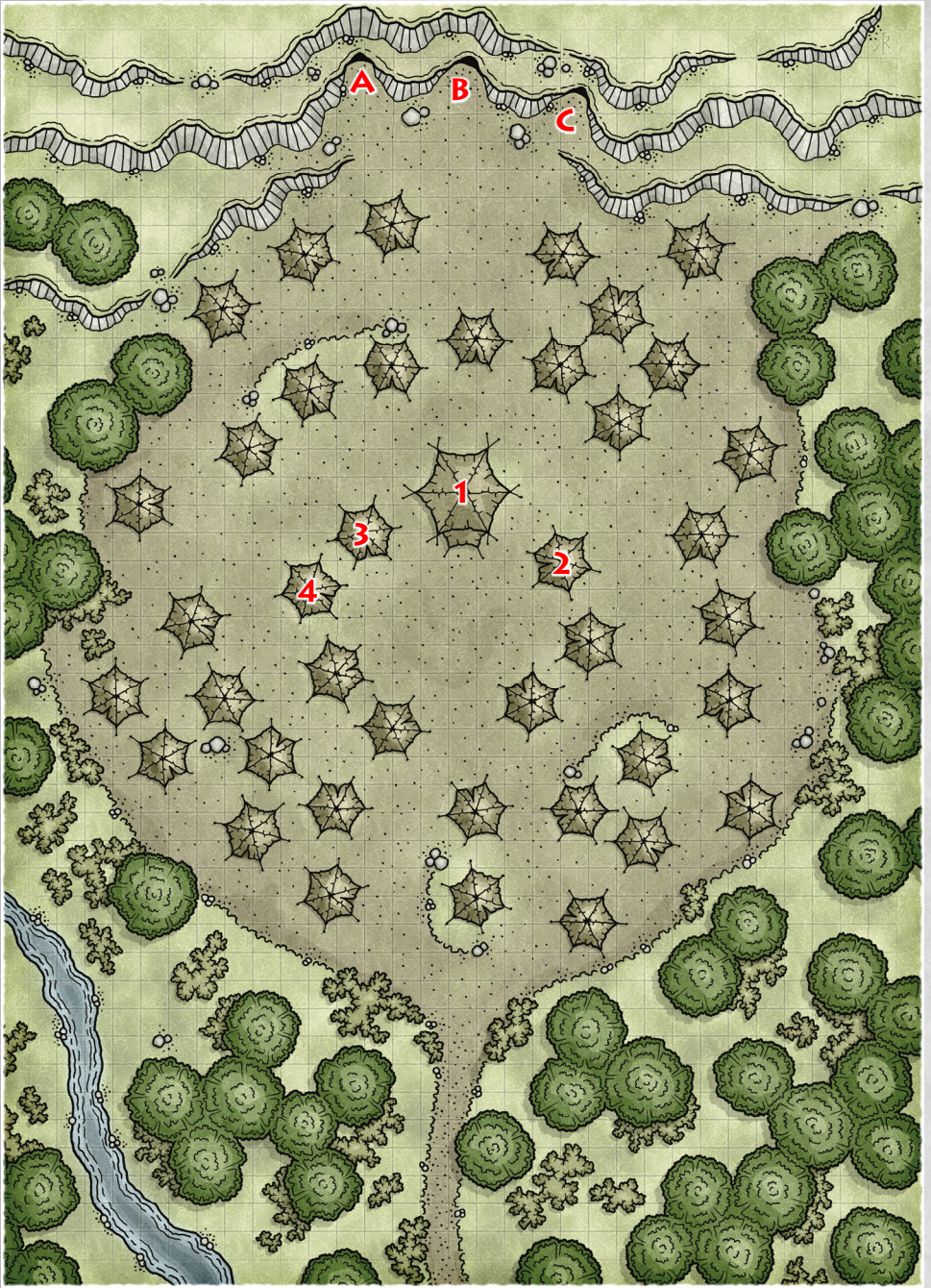
out from the village. What this means is that there is a guard about every 100 yards in a semicircle around the village, about twelve guards in all. These young ogres are not trying to hide; they are not trying to surprise anyone, their weapons are mostly used for hunting, they do not know how to fight. Their purpose is to warn the village of an attack of any sort. How the player characters deal with them depends on whether they find them first or are found first.

SURVEILLANCE ENCOUNTER 2: IT TAKES A VILLAGE

If the players take the time to observe the village read or describe in your own fashion the following:

Butted up against a 60 foot cliff, the ogre village is a collection of over 40 tents ranging in size from 10 to 30 foot in diameter. The largest tents form an inner circle in the center of camp with the remainder of the tents scattered around the area. The forest had been cleared some 15 back from the tents. The trees and the cliff forming a natural wind block which helps to keep the tents protected from the foul weather. There is a large clearing between the larger tents and the other tents in the community; this is where the daily life of the ogres occurs. Visible along the cliff wall are cave/tunnel openings into the cliff face. There are two adult male ogres standing guard in front of one of these openings. The ogre village is an active busy place. Older female ogres and youngsters are preparing cooking fires and working on elaborate costumes of hides, feathers, and sparkling stones. Older male ogres are butchering meat – most of it looks like venison – and practicing on tribal drums. Adult female ogres can be seen cooking and preparing the eating area.

It will be natural for the players to assume that the guarded cave holds the captive Julia. Do not disabuse them of this mistaken belief. Julia is actually chained up in Agork's tent (#3) where the ogress can keep an eye on her captive and torment her as much as possible. In addition Agork did not want Julia to have a chance to convince anyone that she was not a witch, or that she had not ensorcelled Krog, their true leader.



ENCOUNTER 3: POLITICS MAKES STRANGE TENTFELLOWS

This is the large climax of the story and GMs should read and familiarize themselves with all the text in this section. Of particular note is the location of Julia (Tent 3), the treacherous Vark (likely in Tent 2), and the jealous Agork (likely in Tent 3). The players will find most tents empty during the day, making sneaking around much more difficult. Use the stat block at right for most ogres encountered in this village, though you should adjust BP, attack scores, and damage values accordingly depending on the type of foe encountered. Vark and Agork are fully fleshed out in the NPC section, along with Julia.

Ogres (Rank 2)

STR: 85	BP: 40
DEX: 55	INIT: 1
LOG: 25	DR: 0
WIL: 40	MOV: 12



» **Club** – 60%, damage 2D+6

Young/Old/Female

When dealing with ogres who are not combatants, reduce BP to 30 and damage to 1D+6

TENT 1: KROG'S TENT

Krog has not been spending a lot of time here lately as he has been at the cabin with Julia more and more. This large tent has sleeping furs of good quality, a collection of clubs, and a number of small (small for an ogre, anyway) jars of paint. The inside of the tent is painted with a number of scenes of landscapes with animals. The paintings are of average quality, but show improvement as the scenes progress, starting at the opening to the tent and running widdershins around the interior.

Loot: A search of this tent finds 16 gold coins, and a mantle which Krog wears when in official rituals designating his position in the tribe.

Inhabitants – None.

TENT 2: VARK'S TENT

Vark clearly sees himself as the next leader of the ogre tribe, though he knows he will have to share this “honor” with Agork/Akrav for a time, most likely until she dies. Whether Vark helps her along to her demise will depend on how well they get along once married. Vark's tent is easily identifiable as that of a shaman; there are statues to the ogre gods, incense, ritual attire, a hair shirt, and a cat of nine tails carefully arranged around the tent. If the players find Vark within the tent he will be asleep 35% of the time, otherwise he is at prayer or preparing to go out amongst the ogre community to offer them spiritual guidance.

Inhabitants – Vark 35% of the time during day, 100% of time at night. Agork 15% at night.

IS THIS A HOPELESS SITUATION ?

Depending on which way the ambush went in Section 2, players may be far too hurt and way too tired to face this encounter. But they are heroes, after all, and despite this will probably push on. That's okay – this encounter isn't meant to be a full frontal assault. This is a case where discretion is the better part of valor, and being a hero sometimes requires a bit of stealth and careful planning. If the players don't sense this on their own, they deserve whatever they get.

Having said that, it is rare when a carefully laid plan survives first contact with the enemy. If the players get themselves into too much of a mess and have to flee, they may need a little help from the GM.

One possible help the players could receive is a militia force from the village near the farm where Julia's parents dwell. Julia's mother may have sent for aid from the village elders and received help, sending them to track the trail of Krog and the players.

Another possible help could be the gnomes met in Section 2; if role-playing went well, the gnomes might show up to help out. They won't take a direct combat role, but their magic can be most helpful!

TENT 3: AGORK'S TENT

Agork does not share a tent with Krog; this is normal among ogres. Married couples do not normally share a tent unless they are actively rearing children. The grumpy disposition of ogres does not lead to domestic bliss. Agork's tent clearly shows an ogress who is busy with other things. Clothes and possessions are thrown about carelessly. Partially eaten meals have been set aside, and are now attracting flies.

Captive: Chained to the central tent post is Julia. At first Agork tried to torment Julia by telling her horrible stories of Krog's death and destruction by the squad she sent to the cabin, but Julia pretended to not understand the ogre language and Agork gave up that approach, replacing it with simple physical brutality. Julia has been severely beaten, and her fresh bruises and cuts are so painful that even sleep offers no solace. Julia has brown hair and an average build. She is no great beauty, though not unattractive. She is a normal, average woman, trained as a scout and ranger, with no special abilities or skills outside of her profession. She just happens to have fallen in love with an ogre and is paying the price for it. She is awake when found and assumes any non-ogres she sees are there to rescue her. She actively participates in her rescue, and once freed will ask for a weapon to defend herself. Julia's shackles are bolted on, thus a thief will not simply be able to pick the lock to get them off. Tools will be needed to remove the shackles or the chain will have to be broken and the shackles removed later.

Loot: Hidden under the sleeping furs are Agork's valuables: A jade and silver necklace (which Agork wears as a choker), a platinum comb which is magically enchanted to keep the owner's hair clean and free of lice and other pests, and 124 gold coins. Julia knows of this treasure and if she has time will point it out and take it, mostly out of spite.

Inhabitants – Agork 10% during day, 85% at night. Vark 5% during day. Julia 100% during day or night unless about to be killed and eaten.

TENT 4: WURDA'S TENT

Wurda is the witchdoctor for the ogre clan. She is the oldest female ogre in the community and as such she carries great weight in the clan. She claims to have visions of things happening in other locations, and dreams of what will happen in the future. This is simply a hoax. Wurda got lucky a couple of times guessing the outcome of storms and hunting trips. She knows a lot about herbs and medicinal plants which has allowed her to rise high in the estimation of the other ogres. Her tent is full of plants hanging from the ceiling, in various stages of being dried for use in potions, poultices, and medicinal powders. She does not charge for her ministrations, and the tribe provides her with food, shelter, and young ogres to help forage for the plants she needs. She has two apprentices in the tribe, one a mature female, the other a young pre-adult ogress.

Loot: Wurda has accumulated quite a large treasure given to her by appreciative patients. In a large teak chest, covered by a large fur and a pile of dried plants, the group can find five pieces of jewelry, worth 1,368gp, three silver daggers, and two sable capes worth 2,400gp each.

Inhabitants – Wurda 80% during day, 100% during night.
Random ogres 1-4 40% during day.

OTHER TENTS

There are around forty other tents scattered about the village. These tents are rarely inhabited during the day, though occasionally some of the older ogres do retire to the tents for a nap or to get out of the sun. These smaller tents are used primarily for sleeping, most other activities take place in the communal center of the village.

Ogres in village:

- 10 older male ogres
- 18 older female ogres
- 12 adult male ogres – the returned ogres who kidnapped Julia and six other ogres who guard Cave B in two man shifts.
- 20 adult female ogres
- 24 young male ogres – 12 on guard and 12 in the village
- 16 young female ogres

The young ogres, male and female, do not fight, they run, scream, cry, or hide when attacked. The older male ogres will fight, but their skills vary from average to very poor depending on their age. The older female ogres will try to gather up the young ogres and run away. The adult female ogres will fight if they are attacked using anything they can find as weapons; pots, pans, firebrands, logs, or food. The adult males will fight to the death to defend their home.



ENCOUNTER 4: TURN BACK THIS IS NOT THE WAY

There are three caves/tunnels in the cliff face of the village. None of them leads to complex cave networks, and this part of the adventure need not be a dungeon-crawl.

CAVE A: (NATURAL POOL)

This tunnel slopes down for 40 feet and ends in a small clear pool. The ogres get their clean water here, and in fact it is why they located their village at this location.

CAVE B: (FOOD STORAGE)

This guarded cave is vital to the continued success of the ogre village. It is the food storage area. The cave is guarded to protect it from animals as well as unscrupulous ogres who would eat more than their share of the community's food. The players may mistakenly believe they are guarding Julia in this cave.

CAVE C: (ANIMAL PEN)

The entrance to this cave is barred and sealed with large sticks which have been lashed together. Behind the bars are the villages hunting animals—these can be cheetahs, tamed wolves, tamed caracals, or any other animal you wish. They are hunting animals, not trained to attack, but if the players attack the ogres one of the older females will release them hoping they will fight for the ogres. Use them as you wish, if the ogres are getting the worst of it and you want to even up the odds have the animals rush out and attack. If the players are having a hard time, don't release the hunting animals or have them rush out and then run into the woods to scare the players but do no real harm.



SECTION 4

THE AFTERMATH

Your campaign will dictate the aftermath. While running this adventure, some questions you may wish to ask yourself in preparation for the adventure's end:

- Does Julia's family kill Krog while you are off trying to rescue her?
- Does Agork kill Julia before the players arrive, if so how does Julia's family react?
- Is Julia whole when the players rescue her? Or has Agork taken a nibble already?
- Could the players save Julia and get away without fighting the ogres? If so how does Agork respond?

NOTES FROM THE AUTHOR

In my campaign, the players left a retainer behind to protect Krog from Julia's family while they rode off to rescue her (my players are a bit paranoid, I don't know why). They successfully rescued her, but her family disowned her, and she and Krog returned to their cabin knowing they had only each other from that point on.

APPENDIX

KROG, OGRE KING

STR:	80	BP:	40	Rank:	4
DEX:	50	INIT:	1	Primary:	Leader
LOG:	55	DR:	0	Secondary:	Warrior
WIL:	60	MOV:	12	Languages:	Giant, Tradespeak

Skills:

- » Scout(3) 58%
- » Leader (3) 80%
- » Thief(2) 45%
- » Warrior(4) M:90%, R:75%

Ogre Special Abilities:

- » Poor vision -10 ranged combat
- » Scent Tracker +10 track by scent
- » Savage -10 interaction w/civilized
- » Iron Stomach, may eat anything

Weapons:

- » Unarmed - 90%, damage 1D/2+5
- » Dagger - 90%, damage 1D+5
- » Two-handed Sword – 90%, damage 2D+9

Although non-magical, this sword was a gift from Julia, the first token of her returned affections and it inspires Krog to greatness. While wielding it, if he kills an adjacent foe he may make an immediate second attack (no multi-action penalty) against another adjacent foe. This sweep can continue as long as his blow kills each foe. In his bloodied state, he couldn't drag this with him and it can be found in Section 1 Encounter 3.

Equipment:

- » dagger in boot
- » two-handed sword (located in a clearing among felled foes)
- » satchel slung over shoulder
- » 1 days rations tucked into satchel
- » 5gp loose in satchel (+16 gold coins in his tent)
- » Mantle designating his position in the tribe (located in his tent)

JULIA, HUMAN HUNTRESS

STR:	55	BP:	28	Rank:	3
DEX:	65	INIT:	2	Primary:	Scout
LOG:	55	DR:	2	Secondary:	Warrior
WIL:	70	MOV:	8	Languages:	English, Giant, Tradespeak

Skills:

- » Scout(3) 78%
- » Thief(2) 53%
- » Warrior(2) M:58%, R:63%

Human Special Abilities:

- » Resilience +10 all resistance checks

Weapons:

- » Unarmed - 58%, damage 1D/2
 - » Longbow - 63%, damage 2D+5, arrows: 20
 - » Spear - 58%, damage 2D+2 melee (63%, damage 2D+5 thrown)
- Bow and spear were taken and broken when she was captured*

Equipment:

- » Leather armor (self-made)

JULIA'S FAMILY

Julia lived on a farm on the outskirts of a village with her mother, father, uncle, and three brothers. In case their statistics are necessary, consider them all minor NPCs with the following details:

Eva, Julia's Mother

Farmer's Wife 50%, no weapons or armor

Ferd, Julia's Father

Farmer 60%, simple pitchfork 1D+2

Tarley, Julia's Uncle

Layabout 45%, club 1D

Sinder, Julia's Older Brother

Teamster 55%, club 1D

Paal, Julia's Younger Brother

Farmer 45%, pitchfork 1D+2

Gurdy, Julia's Youngest Brother

Farmer 40%, club 1D+2

AGORK, OGRE QUEEN

STR:	75	BP:	38	Rank:	2
DEX:	60	INIT:	1	Primary:	Scout
LOG:	50	DR:	0	Secondary:	Leader
WIL:	55	MOV:	12	Languages:	Giant, Tradespeak

Skills:

- » Scout(2) 65%
- » Leader (1) 48%
- » Thief(1) 40%
- » Warrior(1) M:48%, R:40%

Ogre Special Abilities:

- » Poor vision -10 ranged combat
- » Scent Tracker +10 track by scent
- » Savage -10 interaction w/civilized
- » Iron Stomach, may eat anything

Weapons:

- » Unarmed - 48%, damage 1D/2+4
- » Silver Dagger - 48%, damage 1D+4
- » Ironwood Staff - 48%, damage 1D+7

Equipment:

- » silver dagger tucked into leather girdle
- » long staff carved of ironwood (a very strong wood local to region)
- » satchel slung over shoulder
- » 2 days rations in satchel
- » 12gp in small pouch hanging from boot (+124gp in tent)
- » jade and silver necklace (worn as choker)
- » dull but functional hand mirror
- » mantle designating her position in the tribe (always worn)
- » Regal Comb (magic item, see below)

NEW MAGIC ITEM: REGAL COMB

There are six of these known to exist in the world, made for the beautiful daughters of Baron Windal Blythe, a despicable man who was perhaps the darkest soul of a darker age. His home was riddled with lice and other bugs and he commissioned these to be built in order for him and his regal family to maintain outward appearances. Each comb is magically enchanted to keep its owner's hair clean and free of lice and other pests. Based on the portraits still hanging in the library at Queen's Bridge in the Keranak Province, Baron Blythe and his family should have cared as much about their teeth as they did their hair.

VARK, OGRE SHAMAN

STR:	60	BP:	30	Rank:	4
DEX:	55	INIT:	2	Primary:	Spellcaster
LOG:	65	DR:	0	Secondary:	Leader
WIL:	60	MOV:	12	Languages:	Giant, Tradespeak

Skills:

- » Scout(0) 33%
- » Leader (3) 70%
- » Thief(3) 58%
- » Warrior(2) M:50%, R:48%
- » Spellcaster(4) 93%

Ogre Special Abilities:

- » Poor vision -10 ranged combat
- » Scent Tracker +10 track by scent
- » Savage -10 interaction w/civilized
- » Iron Stomach, may eat anything

Weapons:

- » Unarmed - 50%, damage 1D/2+1
- » Dagger - 50%, damage 1D+1
- » Staff of Moonshadow - 50%, damage 1D+4

Spells:

- » Charm (R: 5 spaces, U: 1/turn, D: 4D turns, Resist: WIL-40, +10 per victim's rank)
- » Dispel (R: Sight, U: Unlimited, D: Instant, Resist: n/a, Special: -10% to spellcasting check per level of the caster who created the effect)
- » Hinder (R: 20 spaces, U: 1/turn, D: Encounter, Resist: WIL-40, Special: can affect 2 targets to reduce an ability by -40)
- » Divination (R: Special, U: 1/hour, D: Concentration, Resist: none, Special: can send 2 senses at a speed of 10 spaces per turn and can pass through any non-enchanted material except lead)

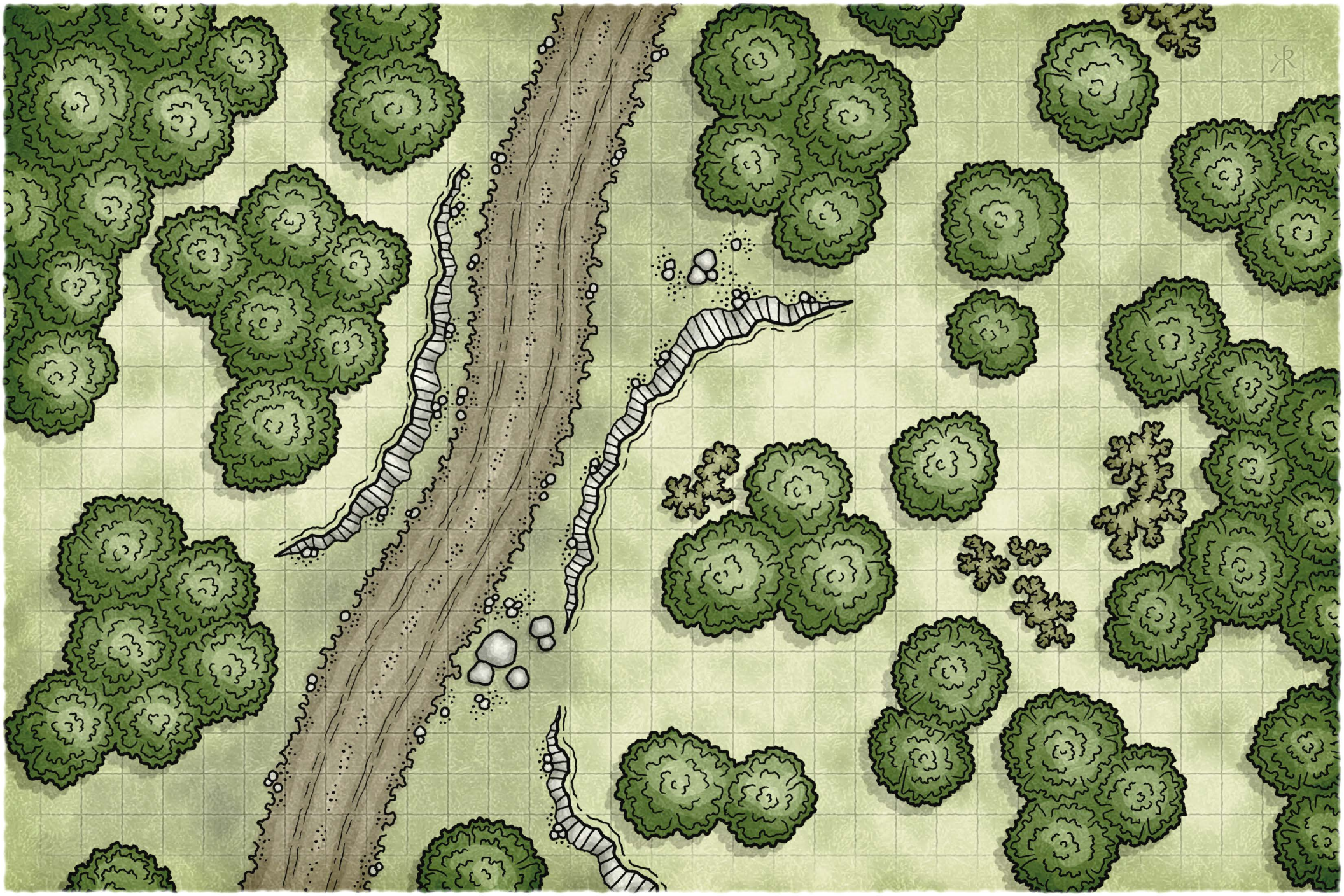
Equipment:

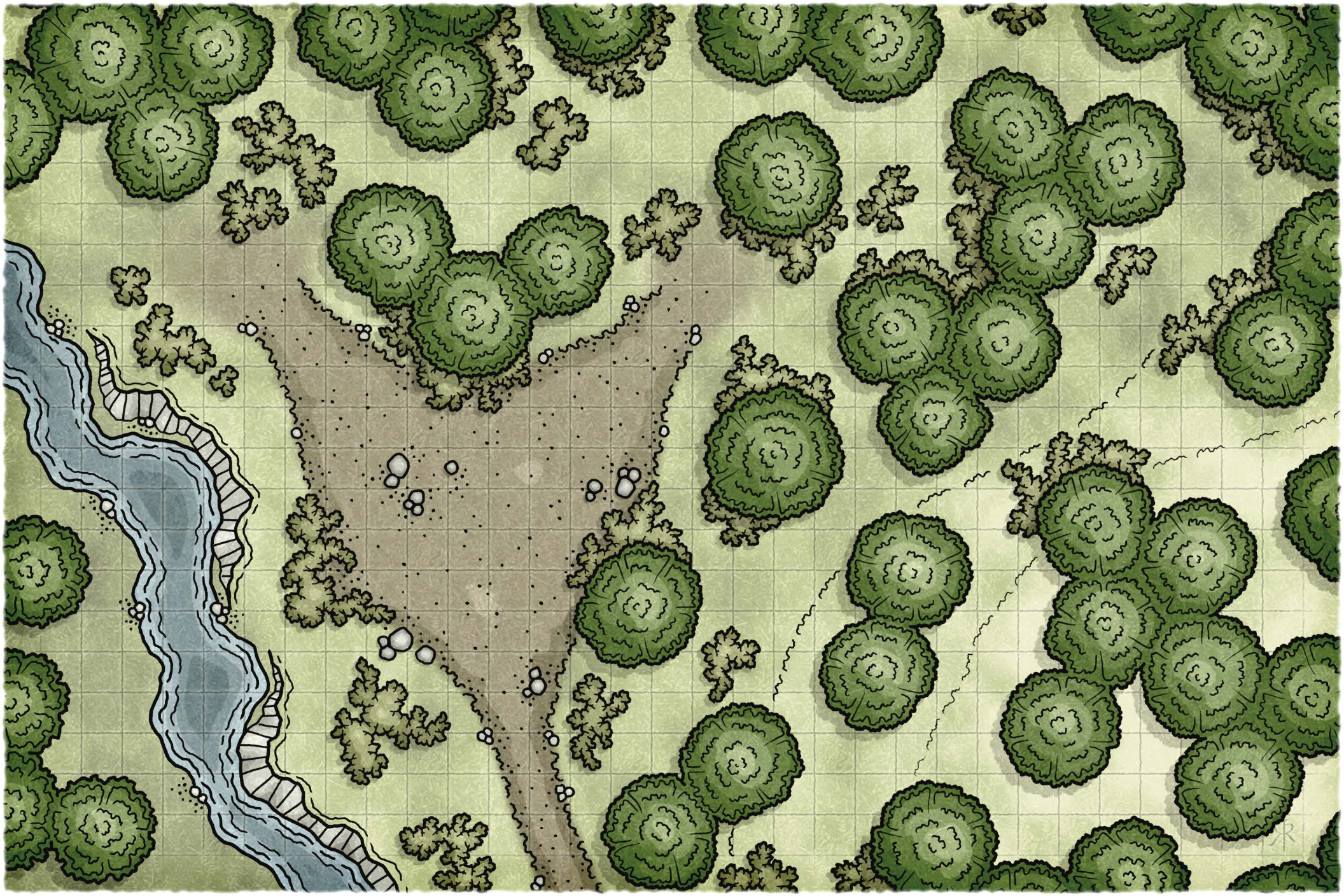
- » dagger worn on hip
- » series of small pouches containing unusual disgusting things
- » 40gp buried in a hole beneath a flap of his tent
- » leather cape designating his position in the tribe
- » Staff of Moonshadow (magic item, see below)

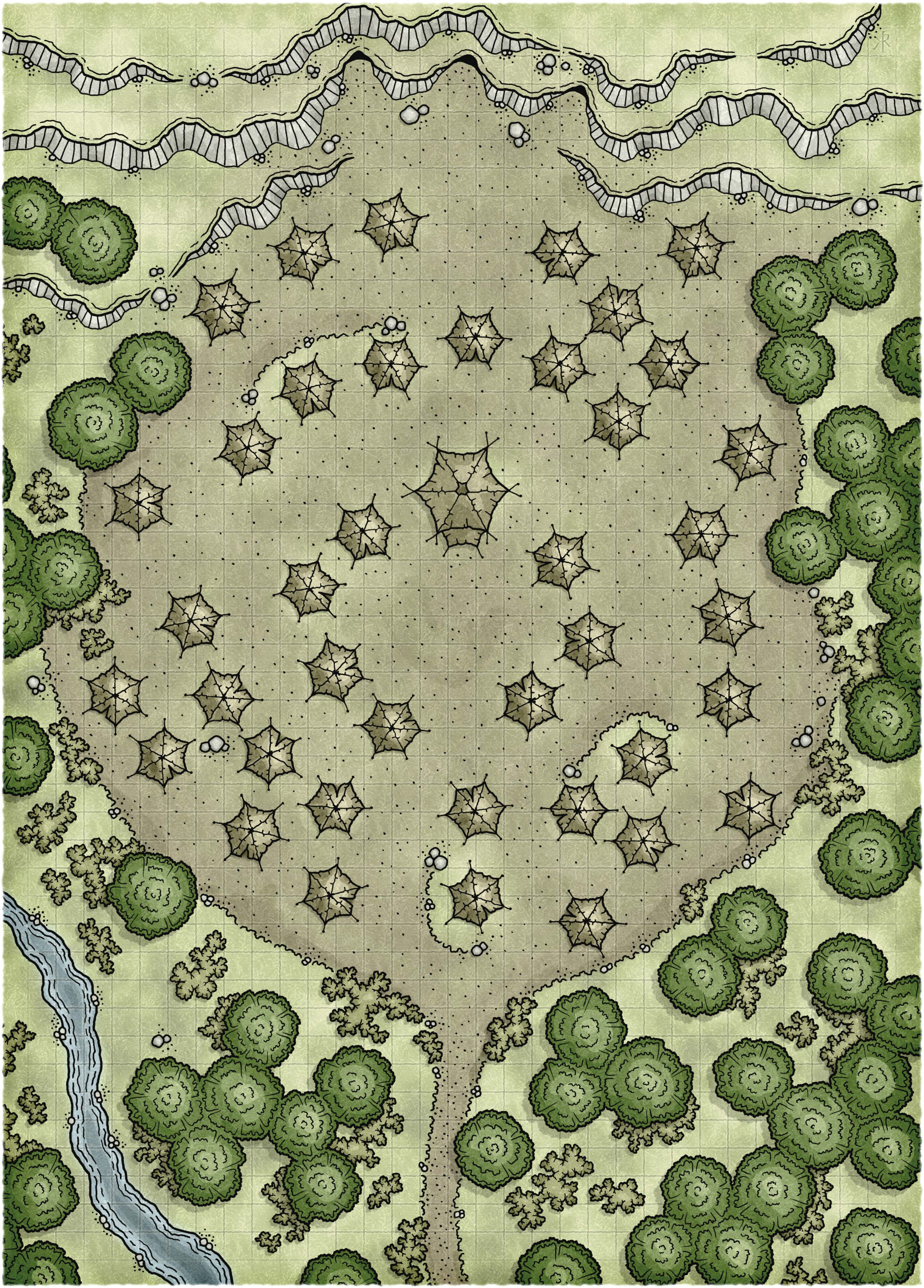
NEW MAGIC ITEM: STAFF OF MOONSHADOW

This unique 6 ft shaft of light-weight metal glows brightly when willed to do so, shedding light in a 30 ft radius. It has no other enchantments. It was originally crafted as a thin and elegant scepter for a giant king and bears an inscription in the language of the giants which reads "Destined to Rule," which Vark takes very seriously. It was lost in the giant wars, and somehow ended up in the possession of a young ogre who would grow to become shaman of his tribe. It functions as a quarterstaff in the hands of someone ogre- or human-sized.









WHAT THE HEART DESIRES

BY MARK MIZAK

Birds do it. Bees do it. Even ogres in the trees do it. Yes, this is an unusual tale of two star-crossed lovers. Krog, the cunning and mighty ogre king, falls head-over-heels for a human ranger. The courtship is unusual, their love unlikely, but somehow they make it work. Until, that is, Krog's wife learns of it... and then things start to get ugly. The players enter this unusual tale and learn that the ogre king's bride is to be the meal and a pawn in the plans of the megalomaniacal Vark, the ogre shaman. Do they help? Or are they too appalled at the entire sordid story? Who are they to judge what the heart desires?

This is a rank 3-4 adventure for the BareBones Fantasy™ role-playing game. It is set in the Keranak Kingdoms™, but could be placed nearly anywhere in any setting.



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