

BAREBONES FANTASY™

Role-playing Game

STRIKING THROUGH THE SHIELD

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.

CREDITS

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ADVENTURE BACKGROUND

The party has found that Whitelock, the man behind Shieldhome's prosperity, has been using children to make his products, children who he abducted and whose innocence he has used to make his potions. He has fled town, heading farther up the mountain to an old ruined fort where his last secrets shall be revealed and where he will make his final stand.

The fort itself is a relic of another time when an uneasy peace was being kept between two kingdoms on opposite sides of the mountain. The fort was the farthest outpost of the eastern kingdom and was garrisoned with a small fighting force to hold the highest pass should the peace collapse.


Things went bad at the fort when the fighting unit's wizard was transferred away from active duty and replaced with a more experienced caster. It slowly became apparent to the commander of the fort that something was wrong with this new wizard and he went to confront him. What the commander thought was going to be a simple conversation turned into an attack as the wizard unleashed powerful dark magic's on him as well as on the troops garrisoned at the fort.

ADJUSTMENTS

GAMEMASTER TIPS

If the characters did not play this adventure's predecessor, "A Bigger Problem," or "Children of the Giant's Fist," 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 expecting. However, it was attacked by ogres. Tracking the wagon, you encountered a human-like creature with tentacles. After outmaneuvering ratmen hunting parties, you finally came upon the home of the ogres and removed them from the area. However Whitelock is not present to make payment. While waiting in town you are approached by Ms. Brisain, a widow with 3 children. She asks you to find her missing son which leads to a cave system where you have uncovered Whitelock's nefarious plans.



The fight eventually turned against the wizard, however, and he was slain. Unfortunately, that was not the end of the wizard as he managed to keep his spirit active in this realm as a ghost. Today he still haunts the old library at the fort and plays out his plan to effect his resurrection. First he needed a tool, someone to do his bidding in the outside world. That tool is Whitelock. The wizard began teaching him some magic and showed him how to use the children to process the pollen from the giant's fist. What he was after, however, were the stones containing the spent innocence of the children; he needed the stones to recreate his body.

Now that the party has uncovered Whitelock's plans, he is running back to the fort to seek guidance and make his stand against the party. To aid him he has the wizard's ghost, a small group of mercenary ratmen he has paid to keep others out of the fort and, the remaining mutant children to back him up.

PLAYERS

The players will know what Whitelock is up to as they have just come from chasing his people out of the production facilities. He, however, has managed to escape, but they can quickly figure out which way he went. If the players take the time to search his office they can find his diary which talks about both the fort and his meetings with the ghost.

GETTING INVOLVED

Players should be inclined to chase after him right away and not give him a chance to fortify his position at the fort. If characters around wounded a search of Whitelock's office will turn up healing potions, enough to heal everyone to full health. This is also a good opportunity for the party to find the journal.

PLAYER BACKGROUND

Everything the players need to know is included in sections 1 and 2. They can learn about the history of the fort from the locals and the journal. There are also opportunities to find out about the fort once they arrive.

PAYMENT

Whitelock does have a small stash of gold in the old fort library and it is enough to pay the debt he owes the party. Other than that, the town is not going to be able to pay the party for stopping Whitelock, though the townspeople will do what they can to provide provisions and other goods the party may need if they want to travel or the town can furnish lodging and meals if the party is going to stick around.

PAYMENT & REWARDS

GAMEMASTER TIPS

If characters are victorious over Whitelock's plans the citizens of Shield Home will always welcome them with open arms, gladly give them room and board, even if they have to give up their bed and what little food they might have. With the downfall of Whitelock the town will need help, perhaps the characters discover a mine or find an ancient ruin sought after by high-scholars making Shield Home a travelling destination, etc. These ideas may give new life to a town that could easily become a ghost town.

SECTION 1: THE RACE TO THE FORT

Whitelock flees up the mountain. This information is easily obtained from the locals who saw him running out of town in a hurry. One of the kids from town knows where he is going and will tell the party for one gold piece.

The kid tells the party about an old fort outside of town. He was poking around the fort one day and saw Mr. Whitlock talking to himself in one of the rooms there. When he was discovered he ran before he could be punished, however Whitelock caught him. Whitelock never told the kid's parents and the kid is sure that is where Whitelock has fled to now.

From what the kid says there are two ways up to the fort, three if the party is willing to climb a sheer cliff face, but, as the kid points out, that would be crazy.

ROUTE 1: THE SHEER FACE

This route is a treacherous climb up a sheer cliff to the ruins of the fort, but it will let the party approach from an unexpected angle. The climb starts at a small ledge that overlooks a deep gorge the bottom of which is lost in mist.

Climbing the Mountain: It takes three successful scout checks to make it all the way up the mountain; a failed check does not mean someone falls, it just means something interesting happens (see below) however a critical failure does mean a fall. Hopefully the characters tied themselves together for safety.

If the party is roped together then the lead climber makes a normal scout check. If he succeeds each person below them gains a +10 to their scout checks. Make the checks from leading character to rear character. If a character fails, everyone below them loses the +10 bonus. A critical failure by anyone in the chain requires another scout check to keep from falling and spreading to other characters. Again, each success above you adds +10 to this check.

About half way up the cliff is a clutch of young mimics who are masquerading as rocks and waiting

TENSION & SCALING

GAMEMASTER TIPS

This adventure is relatively short, climbing the cliff and the confrontation with Whitelock's hirelings. High rank characters may pass the cliff obstacle easily, if the cliff offers no challenge, consider having an essuru land next to the party, its huge wingspan causing swirls of air to bat around the characters hanging from ropes on the cliff face. As they fend off the creature a pilsy erupts from the ground intent on finding the one who disturbs its slumber. You may also choose have the guards fighting of a den of pilsy which the characters will have to remove to get to the fort.

WHICH ROUTE?

GAMEMASTER TIPS

This adventure focuses on a raid on the fort to defeat Whitelock. There are three different ways the fort can be approached. If the party uses route 1 "The Sheer Face" then in Section 2 you will refer to the sections labeled "route 1." If they choose route 2 "Following Whitelock" then in section 2 you'll refer to sections labeled "route 2," etc.

Rock Mimic (Rank 2)

STR: 65 BP: 30

DEX: 45 INIT: 1

LOG: 30 DR: 5

WIL: 30 MOV: 5

» Pummel 60%, damage 2D+2



for birds, bugs or adventures to land on them. Climbing though the mimics allows them three opportunities to attack the party. Fighting the mimics will require scout -10 checks to fight to avoid slipping. Clearing a path will require defeating 5 to 10 mimics.

Interesting things to toss at your players:

- As members of the party fail their scout checks, they slow the party down and attract the attention of local predators. If the party collectively fails a 3 scout checks on the climb they will be attacked by an essuru. If the party fails a total of 6 scout checks while climbing, a pilsy bursts forth from the cliff face. If this happens, it will alert the guards at the fort of their presence.
- Making the climb successfully delivers the party to the side of the old fort completely undetected. They can enter the fort through the commander's chambers at 2.3.

Essuru (Rank 3)

STR: 55	BP: 70
DEX: 60	INIT: 2
LOG: 25	DR: 5
WIL: 25	MOV: 8 (25 fly)



- » **Claw** - 55%, damage 2D+4
- » **Bite** - 75%, damage 3D+5
- » **Needles** - 80%, duration continuous, resist STR-10 (poison only), effect 2D and poisoned (slowed and weakened).

Pilsy (Rank 3)

STR: 80	BP: 95
DEX: 70	INIT: 1
LOG: 40	DR: 5
WIL: 60	MOV: 7



- » **Bite** - 70%, damage 3D+2
- » **Mouths to Feed**- the pilsy makes 3 attacks with no multi-action penalty, each attack thereafter suffers the multi-action penalty.

ROUTE 2: FOLLOWING WHITELOCK

The direct route takes the party up the same path that Whitelock and his henchmen took. They have several traps prepared and will use one of the mutant children and a few ratmen hopped up on the pollen from the giant's fist to try and slow the party down.

As the party reaches a narrow point in the trail up the mountain, Whitelock activates one of the traps he has rigged along the way. It's a bolder nearly the size of the cleft the trail is passing through. It comes crashing down on the party.

Avoid DEX-40; **Notice** Thief/Scout; **Range** 0; **Usage** 1 encounter; **Duration** Instant; **Resist** DEX; **Effect** 4D and stunned. The bolder is easy to spot once it is set rolling down the hill. Whitelock will have one of his minions trigger it so the party has no chance to miss it.

Ratman Attack

The next delaying tactic Whitelock tries is sending some of the Ratman mercenaries that are helping cover his retreat to slow the party down. These are well trained warriors and they have a dose of giant's fist pollen each.

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

Wall of Fire Trap

As the party approaches the fort, Whitelock will set off a second trap. The purpose of this trap is to buy him time to get inside the walls of the fort. If he catches the party in the flames, that will be an added bonus. The trap produces an arc of fire that completely blocks the front entrance to the fort. Whitelock will trigger it as the party reaches the outer edge. A DEX check can be made to jump back out of the way. If a player wants to jump forward, the DEX check is at -40 to avoid the flames. Characters that move forward proceed immediately to face the mutant child on their own.

Avoid DEX-40/DEX; **Notice** Thief/Scou-40t; **Range** 0; **Usage** 1 encounter; **Resist** DEX; **Duration** 4 rounds; **Effect** 4D and the trail ahead is impassible.

Mutant Child Attack

As the flames die down the party can see a pair of mutant children and one handler waiting to block the party from entering the fort. If the fight and getting past the fire trap takes more than 8 turns the door to the fort will be barred.

ROUTE 3: AROUND THE BACK

This route is mostly safe and is rather fast. It will get the party to the back of the fort at the same time that Whitelock reaches the front of the fort. However, there is one difficult section of the route. An Ettin is sleeping along the trail with his club in one hand and a half eaten sheep in the other. He is a light sleeper. It will take a stealth check from each character to sneak past him. He wakes up angry and swinging. His first attack will be to throw the sheep, and then he will follow up with the club.

SECTION 2: THE FORT

The fort used to sit higher up on the hill, but a long time ago during a great earthquake it slid down the side of the mountain and now is wedged up against two large boulders. The floor has a slight slant and the back wall is missing completely. The east side of the fort looks out over a steep drop.

Note: the players will encounter the rooms in different order depending where they enter from and which route they take up the mountain. The number of monsters in the rooms will change as well. Each room will consist of a description which will be followed with a note regarding any changes that are due to the path the party took. If there is no note, then the room is the same no matter which route the party entered the fort.

GROUND FLOOR

2.1 The Back Gate: While this might have been the back gate of the old fort it serves as the front door these days. The strong oak doors (30BP) will take some work getting through, longer if the folks on the other side have time to bar it.

The room behind the gate is an entry to the fort designed to be used by friendly visitors and new troops. It is a large room, 30x30, that feels smaller due to the low ceiling. The stonework is old and cracked in places especially along the wall to the right of the main door.

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.

Ettin (Rank 4)

STR: 90	BP: 60
DEX: 50	INIT: 1
LOG: 25	DR: 5
WIL: 25	MOV: 14



- » **Club** - 95%, damage 6D+7
- » **Twin Attack** - 85%, usage 1/turn, effect damage +7, make two attacks.

Ravashi (Rank 4)

STR: 80	BP: 70
DEX: 70	INIT: 3
LOG: 65	DR: 0
WIL: 70	MOV: 10



- » **Claw** - 85%, damage 3D+2
- » **Strangle** - 65%, damage 2D/turn (bypass DR), ravashi cannot move.
- » **Blazing Eyz** – Each turn, petrify a foe.
- » **Slimy Skin** - Strangled foes are coated with slime, -20 to all actions.

Whitelock with his master's help has placed a rune on the floor that will summon a ravashi to attack any intruders. Once Whitelock speaks a command word the rune will be armed and if someone enters the room without deactivating the rune, the monster will appear and attack everyone present.

Route 1: The rune is active and glows with a soft blue light.

Route 2: Whitelock is just leaving the room as the party enters. He says something in a very old language that sets the party's teeth on edge.

Route 3: The rune is active and glows with a soft blue light.

2.2 The Commander's office: This room was predominately used by the commander for doing paperwork and meeting with dignitaries, officials and other military officers who came to inspect the fort. There is not much in here of note or importance. Anything of value has long ago been taken. The exception is a secret drawer in the remains of the commander's desk.

In the desk drawer is a small sheet of paper with a few hastily scribbled words in some ancient language. A scholar check will allow a character to recognize them as activation words for enchantments. These words can be used to deactivate the rune in room 2.1.

All routes: There is a small chance of encountering ratman guards patrolling the place and looking for loot they might have missed.

2.3 The Commander's Chamber: If the party scales the mountain, they can enter from this room. It will be empty when they arrive.

The commander's chamber is empty of any threat, but a simple search of the chamber will turn up the commander's diary. After a quick read the diary will let the party know about the commander's growing concerns about the wizard assigned to the fort. The last entry states that he will confront him in the morning with what he has found.

This room has not been used since the fort slid down the mountain. There is a short hall connecting it to the main hall, but most of the contents of the room are blocking the door. The door to the south is barred from the inside.

2.4 The Storeroom: This room was used by the fort to store food and other nonmilitary equipment. There is not much in here anymore other than dust and the rotting remains of a few barrels.

Route 1: The door to this room is locked and 6 mutant children are inside feeding on the corpse of some animal with 4 legs and hooves. It is hard to tell what it is exactly. The children make a rush for the door and anything standing in their way. Their goal is to escape, not kill anyone. They will try to get past the players, but will fight if their way is blocked.

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.

Route 2: There are 4 mutant children locked in the room, they are eating chunks of bloody raw meat that looks like they were hacked at random from some animal or other. They will try to escape if the door is open and will fight the party to get away.

2.5 The Kitchens: This room was where the food for the fort was prepared. It connects to the storeroom along the south wall and has the remains of several old ovens along the west wall. One of the ovens has been made serviceable and the ratmen use it to cook their meals.

A pair of ratman guards who have been assigned to cook tonight can be found here. If the ratmen in room 2.7 go to help the fight in room 2.9, these ratmen will still be cooking when the party enters. If a fight breaks out in the mess hall, these ratman guards will enter at the end of the second turn of combat to help support the ratmen in the mess hall.

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

2.6 The Old Library: The wizard's spirit is in here and this is where Whitelock can be found. If he becomes wounded in this room the wizard's ghost will take him over and try to flee to the roof of the building.


The floor of the library is etched with occult symbols and the walls are lined with old books. There is a strange charged feeling in the air that makes the hair stand up on the back of your neck and you feel like you are being watched.

Route 1: As the party enters, Whitelock is in the midst of setting up a ritual, but when he is confronted by the party the magician's ghost appears and starts throwing spells at them. If it looks like the party is going to beat Whitelock or flee the room, the ghost takes over Whitelock's body. On his next action he swallows one of the innocence stones and is fully healed.

Route 2: If the party do not catch/stop Whitelock before he reaches the door he runs into the library and begins asking the ghost for help. The ghost possesses Whitelock at this point and waits for the party to come in. If the party brings Whitelock into the room the ghost will appear and try to take control of Whitelock. If the party gets Whitelock out before the ghost can completely take control, then the ghost is stuck in the room. If the party enters the room without Whitelock, the ghost does not manifest, but waits for its next opportunity to escape.

Route 3: Whitelock has had a few minutes with the ghost when the party comes in. The ghost has realized he did not bring enough of the stones and possesses Whitelock the second the party touch the door. He is ready and waiting to attack when they enter. His first goal will be to escape the library, then kill the party.

2.7 The Mess Hall: This room is large, as big as the receiving area inside the back gates. It has a jumbled pile of tables thrown haphazardly in the corner and two have been set up and repaired. There is a door in the south wall and one in the north. This room is obviously some sort of dining hall and appears to still be used for that purpose



Regardless of the route the party took, there are four ratman guards who are off duty eating and playing dice in this room. If a fight breaks out in room 2.9 there is a 50% chance the guards will hear and come to support their brethren.

2.8 The Hall: This large hall rises at a slight incline from the back gates to the ready room. There are several doors off the hall all of which are made of sturdy wood (20BP) . The amount of activity in the room varies greatly depending on the route the party has taken.

Route 1: The hall is quiet. There is the small chance of encountering some ratman guards on patrol (Roll 1D, on 9 or 0 a pair of ratmen are in the hall).

Route 2: Ten ratman guards are waiting for the party in the hall. They will open with a volley of arrows from the rear of the hall. Then the rest will attack. A quarter of the way down the hall is Whitelock. He is heading for the door halfway down the hall and is between the party and the guards.

Route 3: A group of 4 ratman guards are in the hall and have a chance of noticing the party as they slip into the ready room unless the party was taking care to sneak in.

2.9 The Ready Room: This large room was used for training, but also for launching sallies to protect the fort. However, today the back wall of this room is missing. The other half of the fort still sits at the top of the mountain. This is where the party will enter the fort if they take Route 3.

Route 1: The room is empty unless the alarm has been raised: 2 ratman guards.

Route 2: There is a pair of ratmen guarding the room, nothing more. If a fight breaks out in the hall they will leave their post to join in the fray.

Route 3: As the party climbs in there is a commotion down the long hall and a group of 6 ratman guards come down the stairs. It is possible to avoid them if the party makes a stealth check. If not, they will try to raise the alarm which in 4 rounds will bring 4 more guards from the door. In 6 rounds 2 more will come from the stairs. If they are avoided, 2 of them stay in the hall (bringing the total there up to 6) and the others help secure the mutant children.

SECOND FLOOR

This floor was, and still is, used to house the troops that garrison the fort. Rather than royal soldiers, these troops are ratman mercenaries who are on Whitelock's payroll. There are a total of 20 ratman in the fort and any that are not encountered downstairs are upstairs relaxing. They may be encountered in any of the rooms as wandering creatures. There is nothing in the rooms of value. If players ransack all the rooms they will find a few hundred gold that the rat men have been paid.



SECTION 3: THE NEXT DAY

If the party has taken time to rest before going after Whitelock, then they are in for a surprise. Read the following to the players, if you have somber music, press PLAY now.

Cut Scene: *Whitelock is in what looks like an old abandoned library. There is a ritual circle on the floor and he is starting to lay out the innocence stones around the circle. He keeps talking to something that seems to be in the shadowy corner of the room. Whitelock stops and looks at the stones. There are not enough to complete the pattern he was creating and the thing in the corner spits out some ancient curse word.*

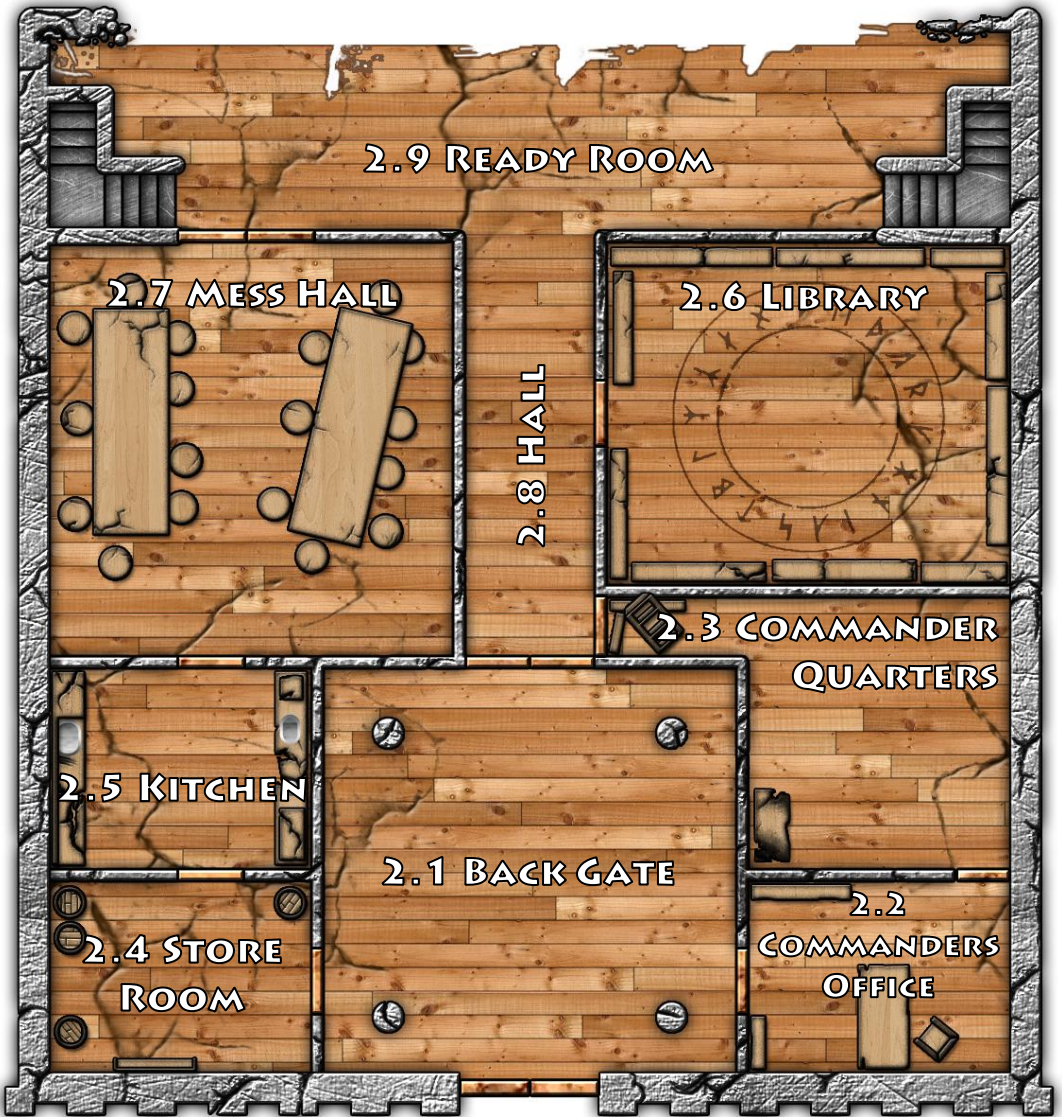
A thin, wispy figure, transparent and obviously ghostly comes floating out of the darkness and flows into Whitelock filling his mouth and nose while he screams and shakes. Then he goes still and something about him is different. He smiles and leaves the room.

End cut scene.

About midnight the party is awakened by a loud commotion in town. People are screaming and buildings are on fire. Whitelock has come back accompanied by 10 ratman guards. He uses his Wall of Force to topple lanterns setting the town on fire. He tosses keep the townsfolk's busy while his ratman guards grab more of the children.

Whitelock, however, is not himself. He has been possessed by the spirit of the wizard who was trapped in his fort. The party's intervention in the factory means that he did not have enough innocence stones to complete his resurrection. With the party coming after him, Whitelock decides to move first and heads into town to deal with the party and gather up the remaining children he needs to restore himself to life.

MAP OF THE FORT



APPENDIX

NPCs AND 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

ESSURU

A large flying predator that looks like a cross between a porcupine and a vulture with a 20 foot wingspan.

STR: 55 **BP:** 70
DEX: 60 **INIT:** 2
LOG: 25 **DR:** 5
WIL: 25 **MOV:** 8 (25 fly)

Rank: 3
Nature: Neutral

Travel: 25 leagues



- » **Claw** - 55%, damage 2D+4
- » **Bite** - 75%, damage 3D+5
- » **Needles** - 80%, duration continuous, resist STR-10 (poison only), effect 2D and poisoned (slowed and weakened)

MUTANT CHILD

Vicious furred humanoids 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

PILSY

Fast burrowing worm with 6 mouths on short stalks surrounding a central eye.

STR: 80	BP: 95	Rank: 3
DEX: 70	INIT: 1	Nature: Neutral
LOG: 40	DR: 5	
WIL: 60	MOV: 7	Travel: 4 leagues



- » **Bite** - 70%, damage 3D+2
- » **Mouths to Feed** – the pilsy makes 3 attacks with no multi-action penalty, each attack thereafter suffers the multi-action penalty.

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

ROCK MIMIC

Hardened rock-formed creatures that lie in wait for unsuspecting prey.

STR: 65	BP: 30	Rank: 2
DEX: 45	INIT: 1	Nature: Neutral
LOG: 30	DR: 5	
WIL: 30	MOV: 5	Travel: 3 leagues



- » **Pummel** - 60%, damage 2D+2

RAVASHI

Demonic monster with 4 arms, lobster claws and the lower body of a snake.

STR: 80	BP: 70	Rank: 4
DEX: 70	INIT: 3	Nature: Evil
LOG: 65	DR: 0	
WIL: 70	MOV: 12	Travel: 10 leagues



- » **Claw** - 85%, damage 3D+2
- » **Strangle** - 65%, damage 2D/turn (bypass DR), ravashi cannot move.
- » **Blazing Eyz** – Each turn, petrify a foe.
- » **Slimy Skin** - Strangled foes are coated with slime, -20 to all actions.

MAGICIAN'S GHOST

A cryptic ghost from a lost age.

STR: 0

BP: 40

Rank: 5

DEX: 60

INIT: 3

Nature: Evil

LOG: 95

DR: 0

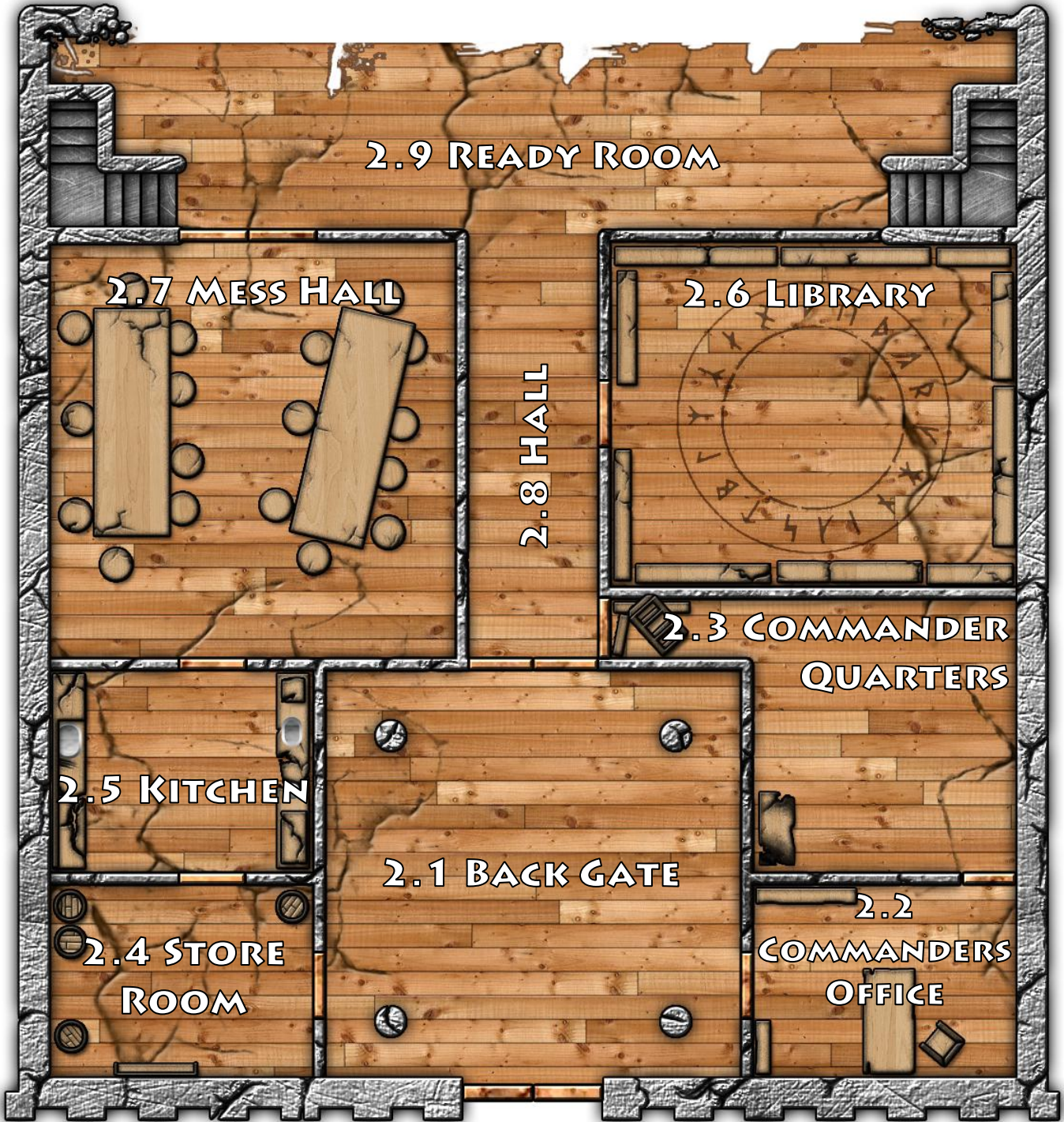
WIL: 70

MOV: 10(fly)

Travel: 10 leagues



- » **Resistance** - half damage from non-magical weapons.
- » **Psychic Drain** - 65%, duration 1 turn, resist WIL-20, effect 1D necrotic damage (bypass DR) and dazed.
- » **Deadly Howl** - range 10, usage 1/2 turns, duration continuous, resist WIL-20, effect paralyzed.
- » **Corruption** - 70%, resist WIL-20, effect 1D necrotic damage (bypass DR).
- » **Spellcaster 85% (4)** – the ghost is a level 4 spellcaster, spells listed below.
- » **Summon the Dead** – can summon 2D hobbit ghosts.
- » **Wall of Force** – telekinesis dome used to keep characters away while he possesses Whitelock. Ghost may use this spell to fling debris.
- » **Necrotic Essence** – heal 8D each day.
- » **Dispel** – dispel an enemy spellcasters spell.
- » **To the Pain** – necrotic tendrils of pain reach out from its hands, see offensive strike.



2.9 READY ROOM

2.7 MESS HALL

2.6 LIBRARY

2.8 HALL

2.3 COMMANDER QUARTERS

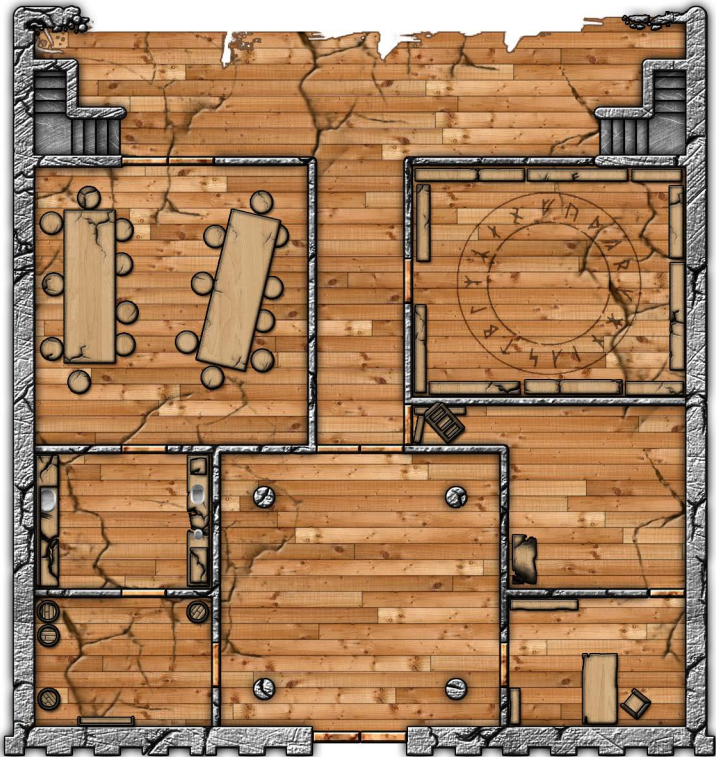
2.5 KITCHEN

2.1 BACK GATE

2.2

COMMANDERS OFFICE

2.4 STORE ROOM



STRIKING THROUGH THE SHIELD

BY QUINN CONKLIN

You've uncovered a plot that not only threatens children and Shield Home, but the realm as well. No time to lose, you must stop Whitelock from completing his nefarious plans before more people suffer.

Be prepared to climb heights, fend off the weird and deadly creatures of the mountain, and infiltrate an abandon fort.

This is a rank 3 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 final installment of a three part story arc which began with *A Bigger Problem*.



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