

BAREBONES FANTASY™

Role-playing Game

MAIDENS OF MOORDOTH

BY BILL LOGAN

AN ADVENTURE IN THE KERANAK KINGDOMS™



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I'm an electronics and software engineer working for a solar panel manufacturer in Ohio. I am a proud father of four great children and a husband to a lovely wife, Stephanie. In my spare time I like to play games... lots and lots of games. You might know me from the StarFrontiersman webzine or the design of the up-coming FrontierSpace roleplaying game. You might know me because I built a website for you, or helped you design yours. Odds are, you probably don't know me at all. So allow me to introduce myself: I'm Bill Logan, a big dork and proud of it.

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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TABLE OF CONTENTS

ADVENTURE BACKGROUND	3
PLAYERS.....	4
GETTING PLAYERS INVOLVED	4
PLAYER BACKGROUND	4
SECTION 1: THE HAUNTING	5
ENCOUNTER 1: MAIDENS AT THE INN	5
SECTION 2: TO MAIDEN'S REST.....	6
ENCOUNTER 1: AN UNFORTUNATE VICTIM	6
ENCOUNTER 2: THE DEAD MAY RISE	6
ENCOUNTER 3: STAMPEDE.....	7
ENCOUNTER 4: GHOUL IN A CAGE	7
SECTION 3: THE ARRIVAL.....	8
ENCOUNTER 1: ENTRANCE.....	8
ENCOUNTER 2: CRYPT.....	8
ENCOUNTER 3: COMMON ROOM.....	8
ENCOUNTER 4: POTTERY ROOM	9
ENCOUNTER 5: ART ROOM	9
ENCOUNTER 6: TROPHY ROOM.....	9
ENCOUNTER 7: GARRISON ROOM	9
ENCOUNTER 8: VANITY ROOM	9
ENCOUNTER 9: DRESS ROOM	9
ENCOUNTER 10: ALTAR ROOM.....	10
ENCOUNTER 11: SECOND CHANCE ROOM	10
ENCOUNTER 12: TREASURY	10
ENCOUNTER 13: STAIRWAY	11
MAP OF MAIDEN'S REST	11
WRAPPING THINGS UP	11
APPENDIX.....	12
NEW CREATURES	12
<i>Ghoul</i>	12
<i>Animate Crystal Statue</i>	12

ADVENTURE BACKGROUND

Fifteen years ago the village of Moordoth was attacked by a dragon. At first it was just cattle that disappeared. The leaders of the village sent messages to a nearby baron to ask for aid, but the request went unanswered. When the first child was taken, the villagers finally decided to act.

The most able-bodied men struck out with poorly-made weapons and armor. They tethered a cow as bait atop a high hill and waited. When the dragon came, it laughed as it toyed with the would-be ambushers. It slew some for sport, the others it drove to a point of near insanity as it did things to them best lost to the ages.

When the dragon finally departed it left the terror-stricken men with an ultimatum: "Deliver your women to me by tomorrow's high moon and I will leave your village in peace. Do this not, and I will come back for ONLY you."

The heroic thing would have been to sacrifice themselves to the dragon on the next night. But the men reasoned that the chaotic beast was lying and would never leave the village alone, so they made a terrible choice.

They returned to the village and lied, claiming to have subdued the dragon and forced it to flee. They held a great celebration. When it finally died out, they lured a handful of village women out to a high hill and toasted their victory. But they poisoned the women's drinks, and they collapsed weak and weeping. With regret they tied the women to posts atop the highest hill and waited.

The dragon came, as it said it would. The men approached and begged the beast to keep its word. The dragon laughed and ate the women, claiming it would now kill the entire village as well. Then the dragon swayed and fell, dropped by the toxins now coursing through its blood. It was dead in minutes, poisoned by a half-dozen toxic maidens.

The men vowed never to tell the truth of their tale. They burned the body of the beast, and told a tale about the dragon returning and how they battled and slew it dead, but not until it ate the maidens.

Now, fifteen years later, those men are the elders of Moordoth. They keep their grim secret and will never speak of it.

Unknown to all, the high hill (which is now known as Maiden's Rest) has a secret of its own. An ancient burial tomb exists beneath,

HISTORY OF THIS ADVENTURE

GAMEMASTER TIPS

Some of you may recognize this adventure. It was previously written and released for the Labyrinth Lord™ roleplaying game by Goblinoid Games. It has been adapted and expanded for use with BareBones Fantasy role playing game and released for free with the core rulebook. We love this adventure and hope you enjoy it too!

and recent stellar events have aligned to cause its residents to awaken. These ghouls have been ravaging the countryside. If this wasn't bad enough, that same stellar event has caused the spirits of the toxic maidens to return as apparitions, haunting the hill, the countryside, and the village of Moordoth. The elders fear for their lives and turn to the party of adventurers to help solve their problem.

PLAYERS

This adventure is for a group of 3 to 5 rank 1 or 2 characters. Encounters deal mostly with ghouls, whose special ability is to paralyze foes while they devour them. A character in the party possessing levels in the cleric skill will certainly improve the players' chances of survival.

GETTING PLAYERS INVOLVED

Maybe the characters are on their way to another place, or maybe they're village locals to begin with. They might be carrying a message from a mentor to an old friend in the village. Or maybe they're sent by a nearby baron or duke to investigate rumors of ghouls in the hills around Moordoth. For whatever reason, the characters will be present in the inn when the first haunting occurs.

PLAYER BACKGROUND

The village of Moordoth is a small village of no more than a few hundred people. In addition to its farms, it has a fair number of services available such as a blacksmith, leatherworker, a couple of tailors, a cobbler, a master carpenter and a fair mason. It's mostly human but has a surprising number of elves and dwarves as well. There exists a single large temple where five clergy tend to the spiritual needs of the villagers. It is led by a council of its elders and its rules are enforced by a very small standing guard (never more than 4 on duty at one time). Only a single inn exists where most of the villagers meet after working to enjoy a drink and a few laughs. Moordoth isn't normally a destination, but a calm and safe place to spend an evening while travelling elsewhere.

WHERE TO PLACE MOORDOTH?

GAMEMASTER TIPS

The Keranak Kingdoms map doesn't really show you where the towns and cities are located. If you purchase the Keranak Kingdoms setting book, you'll find a more detailed close up of the Keranak Province. But even this more detailed map doesn't show anything larger than a small town.

Villages can be located anywhere you wish, and serve a great purpose in a setting like this one – adventures written for this setting which make use of a village as its main locale can be easily set just about anywhere. Additionally, they normally have no political affiliation with the province in which they are set and pretty much run themselves.

Wherever you set it, read the descriptions of the province you set it in as well as those which surround it. Sprinkle the village with elements of that province to help give a consistent environment to your stories. In our game testing, Moordoth was set in the Stavengaard Province. Let us know where you set it and how you adapted the adventure to that region in our forums:

<http://www.dwdstudios.com/barebones>

SECTION 1: THE HAUNTING

The characters are sitting in a busy inn's dining room. There are many villagers busily eating and drinking and trying to relax after a busy day of work.

ENCOUNTER 1: MAIDENS AT THE INN

Read the following when the characters are eating dinner in an inn.

As you eat your dinner in this small inn a sudden feeling of sorrow grips you. A silence falls on the room as the wispy images of six maidens (their bodies appearing to drip of toxic corruption) manifest in the air above the table of Elwin, one of the village elders.

The women speak in unison: "The hills stir, Moordoth, and soon you will feel the wrath of its denizens!"

Elwin leaps back in terror as the maidens fade away.

The ghosts cannot be harmed. They are merely apparitions. No spell, magic item, or miracle will stop them.

This is not the first time the maidens have manifested and frightened people. At first it was just casual sightings in reflections or out of the corner of someone's eye. But as soon as anyone faced them the apparition was gone. This was the most impressive and frightful appearance so far, and the villagers are shaken.

Elwin will notice the characters have weapons and seem capable and will immediately beseech their aid. He will promise them 200gp (his personal fortune) if they can stop the ghouls and the hauntings by the "toxic maidens of Moordoth."

DRAMATIC LICENSE

GAMEMASTER TIPS

Although in this case a boxed text section is provided for you to read aloud, don't feel confined by this. If you prefer, take some dramatic license with this encounter.

Try setting the scene in great detail. Have one of the players see a flame in a nearby lantern suddenly flare up with a green unholy light. Have a cold chill rush past the characters. Describe milk suddenly curdling at a nearby table. Have a few flies in the room suddenly die and drop to the tables of customers. Someone in the inn screams.

Then begin describing the apparition. Although the maidens focus their attentions on Elwin, they sweep their gaze across the villagers in the inn as they issue their promise of wrath. As the gaze sweeps upon the characters, make them roll WIL checks. If they fail, they are frozen in fear as they watch the ghostly scene. Anyone who fails critically might begin visibly shaking, scream aloud, cower behind their table, or draw weapons and issue challenges (depending on their moral code). Any such reaction adds fun to the scene.

SECTION 2: TO MAIDEN'S REST

The elders will send the characters off with a map they draw in somber silence. The map isn't really needed; a worn path exists where villagers have travelled to the hill (it has become a known meeting place). When the characters head towards the hill, the journey should be described in a way to set the mood: thunder, lightning, rain, eerie shadows, etc.

The voyage to the hill can be as immediate or as drawn out as you'd like. Use any one or all of the following encounters in any order you wish. If you're looking to turn this into a two-session adventure, consider using all of these encounters, but try to give an opportunity for the party to heal up before moving on to section 3.

ENCOUNTER 1: AN UNFORTUNATE VICTIM

The characters come upon a band of ghouls (one per player character) ravenously eating a poor traveller on the path. When they lay their ghastly eyes on the player characters, they'll immediately spring to action and launch an attack.

The body is that of a traveller who was just in the wrong place at the wrong time. It wears a belt with a buckle worth 20gp, a ring worth 50gp, and a decorative long sword worth 100gp that never made it clear of its scabbard before the ambush.

Ghoul (Rank 2)

<i>STR: 45</i>	<i>BP: 12</i>
<i>DEX: 55</i>	<i>INIT: 1</i>
<i>LOG: 40</i>	<i>DR: 0</i>
<i>WIL: 60</i>	<i>MOV: 6</i>



- » **Claw** - 45%, 1D damage and Death's Touch.
- » **Bite** - 50% 1D damage and Death's Touch.
- » **Death's Touch** - duration continuous, resist STR-20, effect paralyzed.
- » **Ghastly Transformation** - Targets killed from a ghoul raise as ghouls in 1D days.
- » **Darkvision** 12 spaces

ENCOUNTER 2: THE DEAD MAY RISE

The players come upon what appears to have been a farming family's wagon. Two horses are lying dead, their corpses devoured to bone and their skeletal necks still bound to the wagon's harnessing. The wagon itself is full of rotting foods the family had planned to bring to market. Three dead bodies lay on the grass near the road, obviously the family's father and two eldest boys. They appear to have battled for their lives and lost, long raking cuts riddle their bodies. This must be a few days old, as maggots (and worse) have already infested their bodies. Anyone who examines the bodies finds that they are indeed quite dead.

Allow any scholar, cleric, spellcaster, or enchanter to make a LOG check. If successful, they know that if the bodies are burned or quickly buried with a cleric's blessings, all will be well. Otherwise, they'll arise as ghouls and spread more evil throughout the region.

ENCOUNTER 3: STAMPEDE

As the characters near the hill known as Maiden's Rest, they feel a great rumbling coming from the distance, getting closer. The rain from earlier has halted and the noise is initially mistaken for an unceasing thunder. After a few minutes, a stampede of over a hundred wild horses come around a nearby hill and run towards the characters. The characters are not their target, they are just in the way as the horses run fast and hard.

The characters should try to take cover, and do so in a hurry. DEX checks will allow the characters to seek safety (hide behind a rock or tree, etc.). Anyone who fails their check has failed to find secure footing in the mud on the trail and in his desperation has fallen. The stampede will be brief, lasting only a few terrifying minutes. Anyone unfortunate enough to be caught in the stampede takes 2D damage (no DR will help) by the continuous barrage of hooves as he is battered and dragged across the landscape.

After the stampede passes and players breathe a sigh of relief, they'll see the reason for the spooked wild horse herd: a lone goblin lumbering along behind them trying to catch one for a meal. When it sees the players, it will quickly switch its appetite from horse hair to flesh and immediately attack. This goblin is wild-eyed and insane and cannot be reasoned with, even by a player who speaks its language.

Goblin (Rank 1)

STR: 45	BP: 8
DEX: 50	INIT: 1
LOG: 35	DR: 0
WIL: 30	MOV: 6



» **Dirty shortsword** 45% damage 1D+3

ENCOUNTER 4: GHOUL IN A CAGE

This is mostly just a roleplaying encounter. The players come across what appears to be a cart being pulled by a single horse. The driver is a grim-looking man in his thirties. In the cart is a large cage hastily built but sturdy. Within the cage is a yelling, screaming, hungry ghoul in a lady's dress.

The man's name is Mikel Irons (Sturdy Frontiersman Ironsmith 50%, crossbow 2D+2 and shortsword 1D+3). He blames the village of Moordoth for the ghoul attack which killed his wife Anna. He is intent on bringing Anna in her current ghoulish state to the village and set her free. When he explains this, it will be with resolute words and a tear in his eye. He is absolutely certain this is the best course of action to take.

Mikel once lived in the village and his wife was a librarian. She uncovered some knowledge about the elders of the village but would never speak of it to Mikel. They moved out into the country and never looked back. Now Anna is dead, and Mikel wants to set things straight.

The players may try to remedy this situation any way they wish. Mikel's plight is a sad one, but certainly the innocent villagers shouldn't be made to pay for whatever perceived blame lies with the elders.

If anyone threatens harm to Anna, Mikel will attack and fight until death – he feels he has nothing left to live for.

Ghoul (Rank 2)

STR: 45	BP: 12
DEX: 55	INIT: 1
LOG: 40	DR: 0
WIL: 60	MOV: 6



- » **Claw** - 45%, 1D damage and Death's Touch.
- » **Bite** - 50% 1D damage and Death's Touch.
- » **Death's Touch** - duration continuous, resist STR-20, effect paralyzed.
- » **Ghastly Transformation** - Targets killed from a ghoul raise as ghouls in 1D days.
- » **Darkvision** 12 spaces

SECTION 3: THE ARRIVAL

Read the following when the PCs arrive at the hill.

You approach the place known as Maiden's Rest. An opening exists, indicating where things have clawed their way out of the hill.

The spirits of six women tied to posts atop the hill suddenly manifest. They struggle against ropes which bind them and call out "No... nooooooo..." repeatedly. They don't respond to you, and after another flash of lightning disappear, the thunder sounding eerily like the rumbling growl of a beast.

The characters (unless they are all races which have infravision or darkvision) will need to provide their own light source.

General Dungeon Construction: Walls, ceilings, and floors are all well-made stonework with strong timber reinforcement. Ceilings are 8' high. Small ventilation shafts rising into the hill top allow decent circulation. Doors are all rotted and most have been ripped off their hinges by ghouls on a ravenous rampage.

Random Encounters: There is enough to do in the crypt, but if things get boring consider having a few random ghouls happen along, maybe dragging a body of a sheep, cow, or slow traveller towards their eating room (see encounter 12).

ENCOUNTER 1: ENTRANCE

The mouth of the cave gives way to paved stones and sturdy walls. A door which used to close off the burial hill lies on the ground broken in several places. Screams can be heard through the wall that leads to area 2. Blood stains the floor where ghouls have dragged bodies into their lair.

ENCOUNTER 2: CRYPT

This room has four heavy stone coffins, three of which are empty with their slabs shoved aside and broken. The fourth has a trapped screaming ghoull trying to break free.

ENCOUNTER 3: COMMON ROOM

Whoever was buried in this mound was buried with a dozen servants. Their remains litter this large room in heaps of bone. 7 large rats scurry at the PC's approach, but then attack when opportunity presents:

The dire rats have collected everything shiny from the servants. If the PCs search for their lair they'll find a crevasse in the wall which holds a

Dire Rat (Rank 1)

STR: 25 **BP:** 3

DEX: 55 **INIT:** 1

LOG: 25 **DR:** 0

WIL: 25 **MOV:** 6



» **Bite** - 45%, damage 1D, effect on a crit. success target contracts rabies; after 1 day target dazed until cured.

nest containing a few silver rings and necklace chains (worth a total of 5gp) and 12gp of coins.

ENCOUNTER 4: POTTERY ROOM

This room contains all sizes of pottery, most cracked and crumbling. A few are in decent shape but aren't worth much. A secret door is built into a wall mural in the west wall, activated by a stone lever designed to look like a thin piece of molding in the corner (Thief-20 check to find). In the small room beyond are 2 suits of red enameled plate mail armor with heraldic symbols recognized only by scholars (worth 900gp each). Will fit most humans or elves.

ENCOUNTER 5: ART ROOM

This room has a trap-door pit trap (Avoid DEX check jumps over trap door; Notice Thief-10; Disarm Thief-10; Resist DEX-10; Effect 2D damage, bypass DR) right in front of the door. Victims will fall 20' and must be helped out. Within the room are paintings, all of which have rotted away and are worthless.

ENCOUNTER 6: TROPHY ROOM

The family buried here were hunters, and the walls are covered with stuffed animal heads. All are undead and have the bite of a ghoul, and thrash against their mountings wildly. Easily avoided by alert adventurers. Have fun describing this room!

ENCOUNTER 7: GARRISON ROOM

There are four crystal statues of spearmen in this room, symbolic guardians to protect the buried family during their passage to the afterlife. Each has a pair of red gemstone eyes (each worth 20gp). If someone tries to take the stones, the statue will animate and attack to retrieve it. When retrieved they remain immobile.

Animate Crystal Statue (Rank 2)

STR: 65	BP: 30
DEX: 45	INIT: 1
LOG: 0	DR: 2
WIL: 100	MOV: 6



» Crystal Spear - 55%, damage 2D

ENCOUNTER 8: VANITY ROOM

The walls of this room are covered in huge mirrors. Although tarnished, they still reflect well. The room is a warning to shed the curse of vanity. Anyone who looks at their own reflection must make a WIL check or be frozen in place for 1 day (long enough to be dragged away and eaten by ghouls). Anyone pulled away by another character will shake away the paralysis in a few minutes.

ENCOUNTER 9: DRESS ROOM

Blood stains on the floor lead to this room, where 4 ghouls feast in a noisy wet manner on a pair of shepherds. The room is full of fancy dresses of a style not worn for hundreds of years (most splattered with blood). Although most are in poor condition, one cloak (purple satin with a black lace trim) is in fine condition and could be sold for 100gp in any city market.

Ghoul (Rank 2)

STR: 45	BP: 12
DEX: 55	INIT: 1
LOG: 40	DR: 0
WIL: 60	MOV: 6



- » **Claw** - 45%, 1D damage and Death's Touch.
- » **Bite** - 50% 1D damage and Death's Touch.
- » **Death's Touch** - duration continuous, resist STR-20, effect paralyzed.
- » **Ghastly Transformation** - Targets killed from a ghoul raise as ghouls in 1D days.
- » **Darkvision** 12 spaces

ENCOUNTER 10: ALTAR ROOM

This room was designed to mimic a church (to prove to the keepers of the afterlife that the family buried here was pious). Five rows of seating face a stone dais upon which an altar can be found. Six golden candle sconces line shelved walls (worth 50gp each). Two crumbling tapestries are worthless now but once showed images of the buried family kneeling dramatically.

ENCOUNTER 11: SECOND CHANCE ROOM

This room has a model of the stars on the floor and runes carved into the walls. Corners are cut at very specific angles. Remnants of scrolls and books can be found. One book is open to what looks like a dead-raising ritual. Anyone skilled with magic can make a LOG check to know the room itself is a ritual, and was configured to trigger when the stars aligned just right (this is what brought forth the ghouls). On one shelf are 4 vials:

- » **poison** – a potion gone sour. STR+10 check or suffer 2D damage (bypass DR).
- » **healing potion** – restores 2D lost BP.
- » **diminution potion** – shrinks a character to 1/10th his size for 2D turns.
- » **levitation potion** – allows a character to levitate at his normal MOV rate.

ENCOUNTER 12: TREASURY

This room can be smelled from down the hall. Rotted meats and bones are everywhere. Five ghouls are fighting over the liver of a cow, but when the PCs enter they decide they have better things to eat.

The family buried here had a small fortune in treasure. Three wooden chests are found in this room. Each is locked and bound in iron. If they can be opened, players will find them full of gold pieces (200gp in each).

Also in this room can be found other pieces of treasure: silverware, plates, decanters, and all manner of fine furniture. Most of this is difficult to carry and sell, but if possible the characters would find themselves 200gp richer.

As the characters examine the wealth of the treasury, the apparitions appear once more, but this time they are able to interact with the characters. Read the following aloud.

Six female spirits suddenly manifest before you, all tied to posts. They struggle against their ropes in an odd stupor, all the while saying "No.. Noooooo". Suddenly, they snap their attention to the party and speak as one, "Who are you? Why did they leave us like this? Is the dragon near? We're so afraid!"

The women will speak to the party. They talk as if they are one, an odd cacophony of sounds. They will act afraid, always looking up and around. Once they've interacted enough that the truth of their deaths is known, they will inform the players that they are forced to haunt until the elders tell the truth of their actions to the village. Then they suddenly become afraid, and the sound of a loud dragon roar can be heard as they fade away screaming.

Ghoul (Rank 2)

STR: 45 BP: 12

DEX: 55 INIT: 1

LOG: 40 DR: 0

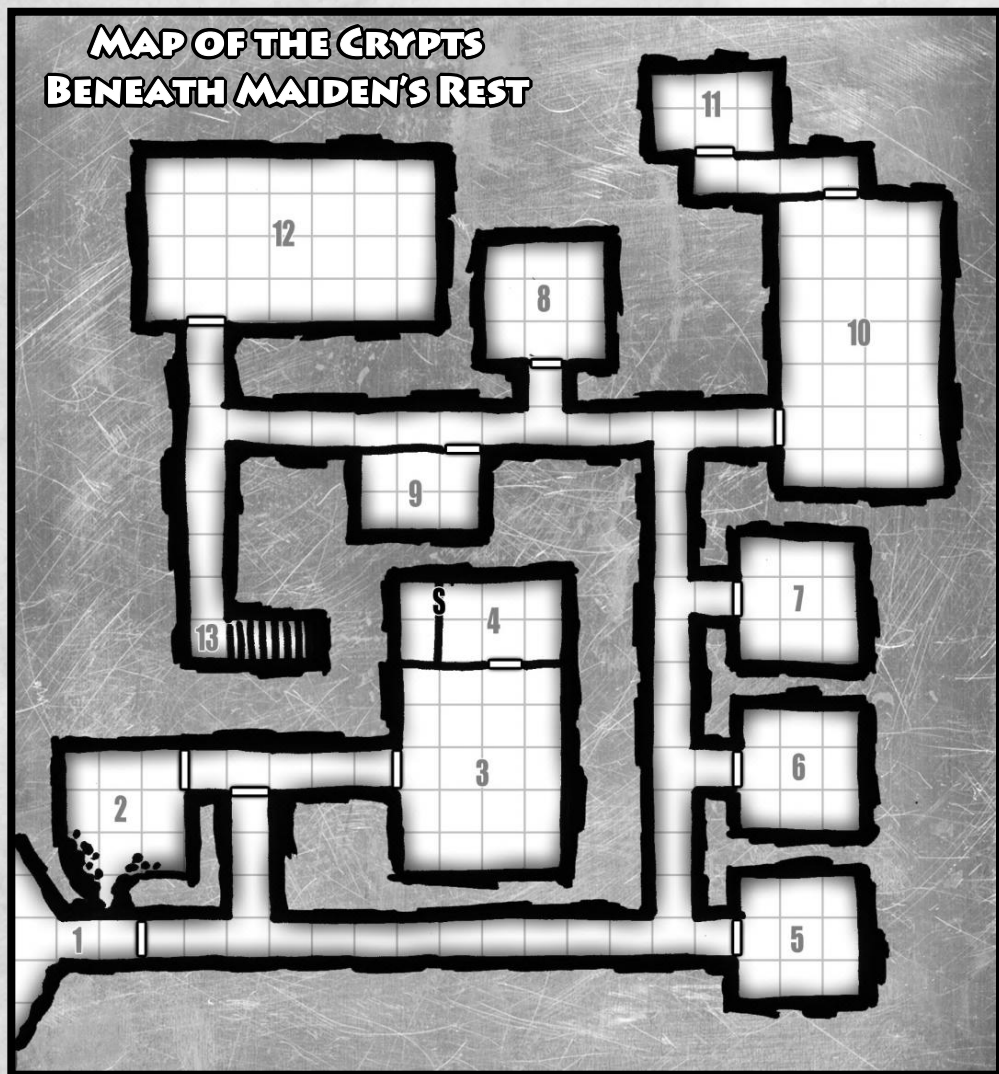
WIL: 60 MOV: 6



- » **Claw** - 45%, 1D damage and Death's Touch.
- » **Bite** - 50% 1D damage and Death's Touch.
- » **Death's Touch** - duration continuous, resist STR-20, effect paralyzed.
- » **Ghastly Transformation** - Targets killed from a ghoul raise as ghouls in 1D days.
- » **Darkvision** 12 spaces

ENCOUNTER 13: STAIRWAY

If you wish your adventure to end here, this can simply be a dead end with a family portrait depicting those buried here. Otherwise, consider building another level using the dungeon creation rules in the rulebook to give characters more to explore!



WRAPPING THINGS UP

How things proceed from here are up to you and the players. Some players will be outraged by what the elders did, and want to go confront them about it. This is an excellent role-playing opportunity, and can result in all sorts of outcomes.

For instance, the elders might break down in tears and resign. The townsfolk might reject them, or might embrace them in new understanding that what they did was for the good of the village (though one of the villagers could be outraged and suggest that they could have poisoned sheep or a cow and had the same effect!).

APPENDIX

NEW CREATURES

GHOUL

Undead corpse with an insatiable appetite for living flesh.

STR: 45	BP: 12	Rank: 2
DEX: 55	INIT: 1	Nature: Evil
LOG: 40	DR: 0	
WIL: 60	MOV: 6	Travel: 10 leagues

- » **Claws** - 45%, damage 1D and Death's Touch.
- » **Bite** - 50%, damage 1D and Death's Touch.
- » **Death's Touch** – duration continuous, resist STR-20, effect paralyzed.
- » **Ghastly Transformation** – Targets killed from a ghoul's touch raise as ghouls in 1D days.
- » **Darkvision** – 12 spaces.



Ghouls are created by use of a powerful ritual. Known by few people, the ritual is dangerous to attempt and leads only to darkness and death. When a ghoul problem begins, it can quickly get out of hand because anyone killed by a ghoul's bite or claw rises in a few days as another ghoul! To contain a ghoul problem, bodies must be burned or buried with a cleric's blessing.

ANIMATE CRYSTAL STATUE

Crafted to stand in tombs ever vigilant against harmful entities.

STR: 65	BP: 30	Rank: 2
DEX: 45	INIT: 1	Nature: Neutral
LOG: 0	DR: 2	
WIL: 100	MOV: 6	Travel: 10 leagues

- » **Crystal Spear** – 55%, damage 2D

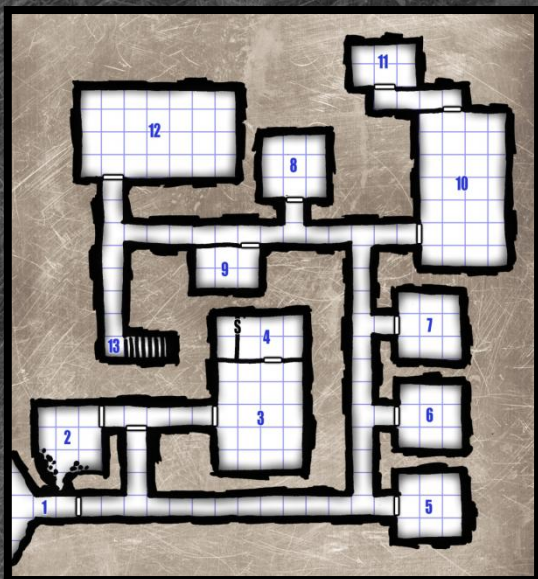


These are crystal golems with red ruby eyes and long crystal spears. They can be sometimes found in old crypts and tombs containing the wealthy of a distant era. In this adventure, the statues remain silent and still until a ruby eye is removed and then will attack. If the eye is returned (either because the animate crystal statue reclaimed it or because a character gives it willingly) then the statue stops its attack and remains once more silent and still.

MAIDENS OF MOORDOTH

BY BILL
LOGAN

The elders of the village of Moordoth are the keepers of a grim secret. They vowed to take it to their graves, but a pack of ghouls and the wailing haunts of six lost maidens seem to demand otherwise. The characters are hired by town elders to put a stop to this madness, but they will soon learn that all is not what it seems as they unravel the secret of the Maidens of Moordoth.



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 Bill Logan and distributed freely with the BareBones core rulebook.



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