

BAREBONES FANTASY™

Role-playing Game

TROUBLE BREWING

BY MICHAEL
WALL

AN ADVENTURE IN THE
KERANAK KINGDOMS™



LICENSING

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I'm a civil servant who escapes the drudgery of his soul destroying job by writing adventures for fantasy roleplaying games. My wife and I have three delightful children. I'm a huge fan of all card, board games (although my family usually gang up on me whenever we play). I'm twenty-something years old (I stopped counting after I turned 21) and optimistically hope that one day I'll write something good enough that I can retire and live off the royalties. Fingers crossed! :D

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

The border town of Tenkar on the easternmost border of the Keranak Province is renowned for its hospitable taverns and fine, foaming ale. With a large number of boisterous dwarves calling Tenkar home, bar-room brawls are not uncommon, but acts of drunken bloodshed are all but unheard of - until recently at least. In the last month, the number of sudden, seemingly spontaneous acts of violence has increased alarmingly and the town constable (a dour dwarven fellow called Dardun Brunswick) is too busy keeping the body count to a minimum to make any headway investigating the source of the madness.

Little does the constable know, a tribe of goblins has invaded the sewer system beneath his hobnailed boots. While nowhere near as extensive as the vast labyrinth of pipes and tunnels beneath the city of Kingsbridge, the goblins have cleared out a sizeable lair from which to implement their plans against the unsuspecting ground-dwellers. Abducting the innkeeper of 'The Bearded Badger' and his family, the goblins have assumed management of the tavern and begun serving their own special brew to the good people of Tenkar, a poisonous cocktail fermented from the slime of a very particular breed of snail, which twists the peaceful citizenry into a horde of psychotic lunatics!

PLAYERS

This adventure is written for a group of 3-5 rank 1 characters. If the heroes are at a higher rank than suggested, consider adjusting the number of adversaries or giving them better weapons/armor. Goblins become a lot scarier when they're all equipped with crossbows and chainmail armor!

WHERE DID THE GOBLINS COME FROM?

GAMEMASTER TIPS

Goblins are a loathsome lot. Their plots are normally very simplistic and they seldom think of an exit strategy.

Why are these goblins here? From what tribe do they hail? Are they operating independently, or working for someone? Is their leader charmed by some rival brewer? Is there a larger lair somewhere nearby?

Some players care about these things, while others just cut them up to bits and don't even ask if they carried a banner. You should ask yourself these questions and come up with answers, in case inquisitive players look into it. If you plan to continue this adventure series, these answers can be found in the sequel: *Slimy Trail of the God-Snail*.

SECTION 1

DRUNK & DISORDERLY

In which the players encounter first-hand the effects of the goblin's 'special brew' and investigate the source of the loathsome beverage.

ENCOUNTER 1: UNDER THE INFLUENCE

Enjoying the hospitality of one of Tenkar's many fine taverns, the ambience is somewhat disturbed by a scream in the street! Outside, the body of a grievously wounded dwarf lays in a pool of blood, a weeping human woman on her knees beside him. Another dwarf – a lunatic grin plastered across his bearded face and a bloody dagger clutched in his stubby fingers – stumbles away from the scene of the crime.

A player healing the wounded dwarf 1BP or more saves his life and earns a bonus 1DP at the end of the session. Players pursuing the culprit must make an opposed DEX rolls against the dwarf. If the players catch up with him, the dwarf fights to the death. Allow a LOG roll to notice there is something strange about the dwarf's behavior. Hopefully the players will exercise non-lethal force.

If the dwarf manages to escape, he later turns himself in to the constable after returning to his senses and finding himself soaked in blood with no recollection of his murderous actions. If questioned, the last thing the dwarf remembers is enjoying a flagon of ale at 'The Bearded Badger'. Soon after the players resolve the chase/combat, the town constable arrives to take control of the situation.

Male Dwarven Lunatic 45%



Knife 1D

Knuwt Grainholdt is a respected jeweler in Tenkar, but indulges in over-consumption of ale on occasion, not uncommon for a dwarf!

ENCOUNTER 2: DEPUTIZED

After gaining control of the crime scene (clearing any crowd, removing any bodies, etc.), Constable Brunswick invites the players to join him in his office. He elaborates upon the inexplicable rise in violent crime and requests their aid discovering the cause. He and his men are too busy dealing with these sudden acts of spontaneous brutality to investigate the source of the disorder.

The constable can offer the players a cash incentive of 100 gold each for their assistance in this urgent matter (he can double this if players haggle, but will lose respect for them in the process).

Players may wish to ask questions of the constable, his men, or various townsfolk. They should be able to discover any/all of the following pieces of information:

Easily Learned:

- » The trouble in Tenkar kicked off around the same time that 'The Bearded Badger' reopened for business.
- » The previous owner (a barrel-chested man called Samson) suddenly sold up and left town with his whole family.
- » The tavern was boarded up for a while before reopening with a new owner, an ugly fellow called Jared.
- » Despite his surly disposition, Jared sells his special brew cheaper than any other establishment in Tenkar.

Learned with effort:

- » The sudden disappearance of the previous innkeeper was unusual, as Samson and his family had lived in Tenkar for years and been very happy.
- » Nobody can recall seeing the new owner receive any inbound deliveries since the tavern re-opened, yet his barrels never run dry.

Learned only with specific investigation:

- » Samson's family home (a small home on a large piece of land situated on a nearby hill) stands empty, and doesn't appear to have been packed up.

ENCOUNTER 3: UNDER NEW MANAGEMENT

If the players approach 'The Bearded Badger' between noon and midnight, the tavern is heaving with customers. Between midnight and noon the following day, it is locked up and empty.

Jared the Innkeeper is a brawny, scowling brute wearing a dirty apron, his sleeves rolled up to reveal his obscenely muscular forearms. He responds to most questions with monosyllabic grunts, but is prompt to answer any call for more ale. If a player states he is looking more closely at the new owner, allow a LOG-20 check to see through the illusion. Jared is actually an ogre that the hobgoblin shaman (in encounter 9 of the sewers) has given an enchanted totem (a shriveled human head, strung around his thick neck on a length of rope), which makes him look like a human. The Innkeeper's 'special brew' is also enchanted - it looks and tastes pleasant, but is actually a foul, soupy, snail-flavored slime.

The players may deal with this encounter in any number of different ways. If they confront or threaten Jared, they may inadvertently start a bar fight with several drunken dwarves. Dispelling the effects of the enchantment (Dispel-20) or breaking/stealing the totem reveals Jared's true form and the other customers flee. The ogre does not linger in the building after closing time, he returns to his room (encounter 8) via the secret entrance to the sewers in the basement of the tavern.

Drunken Dwarves (2 per PC) 45%

Improvised Weapons 1D

Drunken dwarves are a rowdy lot, and these are especially aggressive since they're drunk on Jared's special brew!

1 Ogre "Jared" (Rank 2)

STR: 85 BP: 40

DEX: 55 INIT: 1

LOG: 35 DR: 2

WIL: 40 MOV: 12

- » **Large Club** 60%, damage 2D+6
- » **Leather Apron:** DR2
- » **Falseface Totem:** human illusion
- » **Loot** 100 gold



Poking around the tavern, the players will find ample evidence that the previous owners did not leave willingly; they were attacked and dragged into the basement and from there into the sewers.

ENCOUNTER 4: PEST CONTROL

The investigation should lead the players into the basement of the tavern, several barrels of goblin snail-ale have been stacked haphazardly around the cellar and there is a strong smell of sewage wafting from a metal grate in the center of the room. The goblins have been using the sewers to move barrels to and from the tavern.

The grate is not locked or trapped; in fact the goblins have carelessly left it partially open, enabling a pack of curious sewer rats to get into the basement. The rats have drunk some of the snail-ale leaking from a damaged barrel and attack anyone entering the basement. Removing the metal grate, the players can drop down into the sewers (proceed to section 2)

DRINKING SNAIL-ALE

GAMEMASTER TIPS

What happens if a player decides to partake of Jared's 'special brew'? Call for a LOG-20 check. If the player fails, he enjoys the drink and finds himself thirsty for another refreshing flagon of snail-ale. If he succeeds, the contents of his tankard tastes utterly foul and he must make a STR roll or immediately puke up the contents of his stomach. For every drink the player has, secretly make a WIL check with a cumulative -10% penalty for every tankard drained, on a fail the character goes into a psychotic fury for 1D turns and the GM assumes control of the character until the rage has passed.

7 Frenzied Sewer Vermin (Rank 1)

STR: 25	BP: 3
DEX: 55	INIT: 1
LOG: 25	DR: 0
WIL: 25	MOV: 6

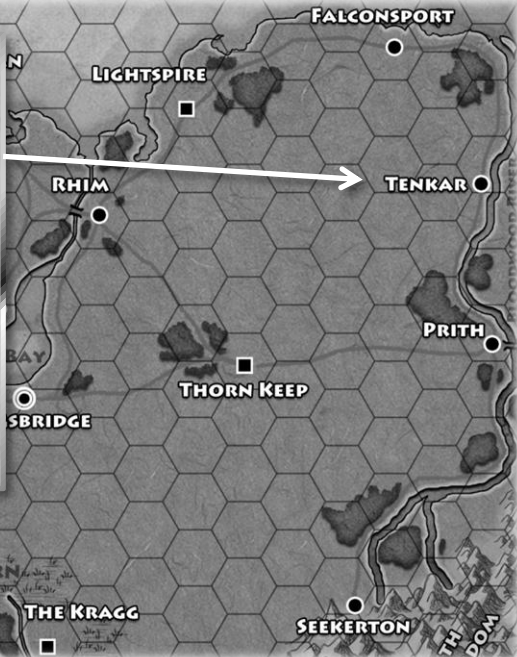
» Bite 55%, 1D



THE TOWN OF TENKAR

GAMEMASTER TIPS

Tenkar is well-known for its vineyards, and subsequently its wine and ale. There exists a very active night life here. Mostly populated by Humans and Dwarves, a few Elves and Halflings call it home. Travelers are common and treated well as long as they respect the law. Constable Brunswick is fair but firm, and respects those who do what they say and say what they do.



SECTION 2

INTO THE SEWERS

In which the players enjoy the delights of the town's sewer system and confront the fiendish foes who have been brewing trouble in Tenkar.

ENCOUNTER 1: THE DANK PIPE

These sewers (like most sewers) are very dark and very smelly. Unless the players have taken an action to combat the stench, they must roll under their STR or be Dazed (-10% all actions) until they find some fresher air to breathe. The rats are plentiful throughout the tunnels, but they pose no threat to the party.

ENCOUNTER 2: THE GOBLIN'S GATE

Two inattentive goblins guard the tunnel entrance. There are more goblins (1 per PC) drinking and dicing in an adjacent chamber (encounter 2/A) further along the tunnel who will respond if the sentries here raise the alarm.

[2+1 per PC] Goblins (Rank 1)

STR: 45 BP: 8

DEX: 50 INIT: 1

LOG: 35 DR: 1

WIL: 30 MOV: 6



» **Shortsword** 45%, damage 1D+3

» **Scraps of Leather Armor** DR1

Tougher Encounter

» **Shield** (+20 defense)

ENCOUNTER 3: THE DUBIOUS LIFT

A circular pit descends several levels toward a deep pit of raw sewage. Many other tunnels run into this area, creating foul waterfalls of cascading filth. The goblins have jury-rigged a crude and unreliable lift mechanism enabling them to move barrels from the brewery in the lower tunnels to the tavern above ground.

The lift is operated by a simple pulley system, but if there is ever more than a combined total of 100 STR on the lift at any time, it breaks under the weight, dumping any passengers into the pit. The good news is they take no falling damage as they have a soft landing. The bad news is the pit is occupied by a large and hungry crocodile that immediately attacks anyone lingering in the water or on the lower level. Any players mistrusting the lift will have to find their own way down.

1 Sewer Crocodile (Rank 1)

STR: 50 BP: 25

DEX: 45 INIT: 2

LOG: 20 DR: 1

WIL: 25 MOV: 7



» **Bite** 60%, damage 3D (Death Roll on crit).

» **Death Roll** Occurs on Bite critical success, effect 2D continuous, STR check negates.

» **Tail Slap** 60%, damage 2D and knock prone

SEWERS BENEATH TENKAR - LEVEL 1

ENCOUNTER 1 THE DANK PIPE

ENCOUNTER 4 THE SPIDER'S PARLOR

ENCOUNTER 2A GOBLIN HANGOUT

ENCOUNTER 2 THE GOBLIN'S GATE

ENCOUNTER 3 THE DUBIOUS LIFT

TROUBLE BREWING

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ENCOUNTER 4: THE SPIDER'S PARLOR

A giant spider has made its lair in this isolated section of the sewer, but the fumes from the goblin's brewery have filled the area and as a result, the spider has become disorientated; it has the Dazed condition (-10% all rolls). It tries to ambush the players as they enter its territory, but ends up falling out of its own webbing like some drunken old man tumbling down a flight of stairs. The body of its previous victim (a dwarven sewer engineer) is bundled up in sticky webbing. If the players search the desiccated corpse, they find the key to the metal grate exit in encounter 14.

1 Giant Spider (Rank 3)

STR: 45	BP: 35
DEX: 80	INIT: 2
LOG: 40	DR: 2
WIL: 60	MOV: 16



- » **Poison Bite** 75%, duration continuous, resist STR-10 (poison), effect 2D and poisoned (slowed and dazed).
- » **Web Sling** 70%, range 10, resist DEX, effect immobilized, STR-20 breaks webs.

Tougher Encounter

- » Add two smaller spiders halving all stats

ENCOUNTER 5: BARREL ROLL

This slippery tunnel slopes down steeply; a DEX-10 check is required to avoid an uncontrolled (and undignified) descent on one's backside. The tunnel has been trapped; thieves may notice the tripwire if they're looking for it, but not if they are slipping/sliding down the slope. Triggering the trap causes several barrels to drop from an alcove in the tunnel roof and roll down after victims. A DEX-10 check is required to get out of the way and avoid taking 2D damage.

- » **Sliding Tunnel Trap** – Avoid DEX-10; Notice Thief; Usage once; Resist DEX-10; Effect 2D, several barrels drop from an alcove in the tunnel roof and roll down after victims.

ENCOUNTER 6: AMBUSH

The tunnel widens out and is divided by a shallow channel of sewage. Unknown to the players, a unit of elite goblin sewer commandos lurks beneath the surface, breathing through hollow reeds (which the players are unlikely to notice). The sewer commandos attack with surprise, bursting from concealment to fire their crossbows before switching to their shortwords. These goblins are better armed and more dangerous than your standard goblin.

[1+1 per PC] Elite Goblin

Sewer Commandos (Rank 1)

STR: 50	BP: 8
DEX: 50	INIT: 1
LOG: 35	DR: 2
WIL: 30	MOV: 6



- » **Shortsword** 50%, damage 1D+3
 - » **Crossbow** 50%, damage 2D+2 (range 80)
 - » **Scraps of Leather Armor** DR2
- Tougher Encounter**
- » **Shield** (+20 defense)

ENCOUNTER 7: JARED'S ROOM

This room contains a filthy nest of moldering blankets and the floor is scattered with bones. This is where the ogre Jared rests when he's not in 'The Bearded Badger'. If the players have reached this point and not already killed the ogre, he will be found here in his natural shape. Jared has no treasure worth speaking of other than his falseface totem.

ENCOUNTER 8: THE GOBLIN BREWERY

This large, subterranean chamber is dominated by three huge wooden stills in which the goblins are fermenting their loathsome snail-ale. The fumes in here are dangerous, any player not making an effort to avoid breathing them must make a WIL-20 check or suffer a horrifying vision of the goblin God-Snail, in all its slimy majesty, and gain a new descriptor: 'Phobia of Snails' (record this on the character sheet.)

The brewing process is overseen by a mad hobgoblin shaman. The hobgoblin hops from one still to another, targeting the players with his ranged spells before closing to engage in melee. Once the evil hobgoblin shaman has been defeated and the stills destroyed, the threat of more snail-ale flooding the streets of Tenkar is averted - but the players still have yet to rescue Samson and his family (encounter 13).

1 Mad Hobgoblin Shaman (Rank 2)

STR: 60 BP: 18

DEX: 55 INIT: 1

LOG: 45 DR: 2

WIL: 45 MOV: 8



- » Staff 60%, damage 1D+4
- » Leather Armor DR2
- » Low Wizardry as spellcaster
- » Offensive Strike 60%, vomits a spray of acidic slime - 3D acid damage
- » Heal 60%, restores 4D
- » Hinder 60% (disorientating cloud)
- » Summon 60%, 1Dx Sewer Vermin - see stats in Section 1/Encounter 4.

[1 per PC] Goblins (Rank 1)

STR: 45 BP: 8

DEX: 50 INIT: 1

LOG: 35 DR: 1

WIL: 30 MOV: 6



- » Shortsword 45%, damage 1D+3
 - » Scraps of Leather Armor DR1
- Tougher Encounter**
- » Shield (+20 defense)

ENCOUNTER 9: BARREL STORE

This room is where the goblins store the barrels of snail-ale before they are rolled up through the sewers to the basement of 'The Bearded Badger'. A lonely ogre has been chained to the floor, his job is to stack the heavy barrels one on top of the other until they are ready to be moved. The ogre attacks any players who approach, but is hindered by the short length of its chain. If it cannot reach the players, it will throw barrels at them instead. If the players still keep their distance, it will try to break its chain (roll under STR) in order to get into close combat (unarmed).

1 Chained Ogre (Rank 2)

STR: 85 BP: 40

DEX: 55 INIT: 1

LOG: 25 DR: 0

WIL: 40 MOV: 12



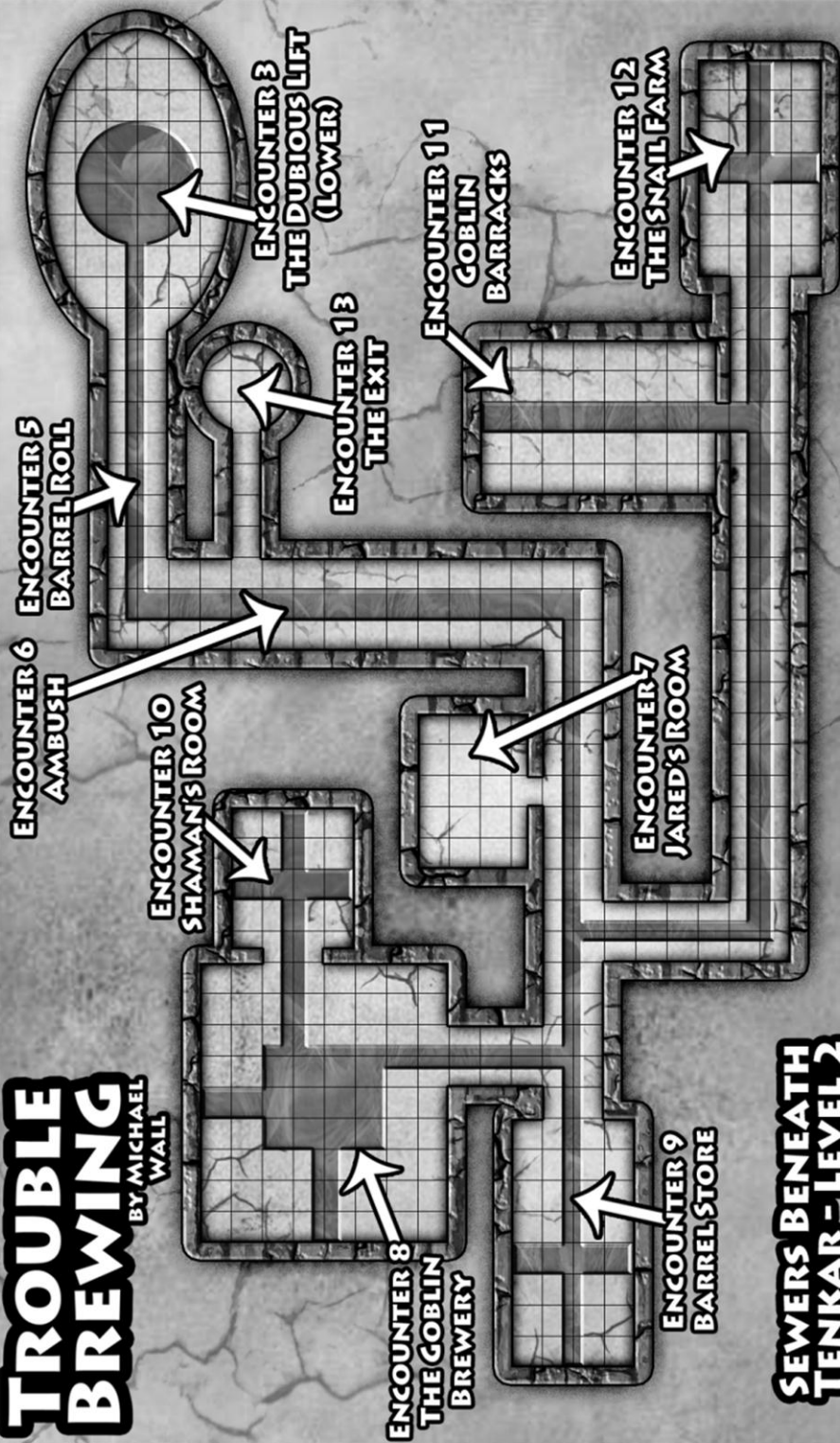
- » Unarmed 60%, damage 1D/2+6
- » Barrel range 5, 45%, damage 2D

ENCOUNTER 10: THE SHAMAN'S ROOM

The hobgoblin shaman has claimed this claustrophobic corner of the sewers for itself and has filled it with trinkets and totems holy to its heretical devotion to the God-Snail. The shaman's personal wealth (300 gold) is hidden beneath here, along with a note (written in goblin), reporting on the progress of the operation to poison the people of Tenkar with snail slime. This note indicates a greater enemy is at large in the world and will serve as the focus of the next adventure: 'Slimy Trail of the God-Snail'. The only other curiosity in the room is a tank of glowing snails, which spellcasters may recognize (LOG-10) as LOG boosting goblin delicacies. There are 1D snails in the tank, each one consumed permanently boosts the players LOG by one point. However, eating the slimy things is difficult as they taste revolting; a WIL-20 roll is required to keep them down, failure results in all of them being sickened back up and no LOG points being gained.

TROUBLE BREWING

BY MICHAEL WALL



**SEWERS BENEATH
TENKAR - LEVEL 2**

ENCOUNTER 1 1: GOBLIN BARRACKS

Any off-duty goblins that are not busy guarding, brewing, or harvesting snails rest here. They respond to any trouble in the snail farm.

[2 per PC] Goblins (Rank 1)

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



» **Shortsword** 45%, damage 1D+3

» **Scraps of Leather Armor** DR1

Tougher Encounter

» **Shield** (+20 defense)

ENCOUNTER 1 2: THE SNAIL FARM

This is a large, underground cave dimly illuminated by phosphorous fungi growing on the walls. Goblin runts and human slaves (Samson and his family) are forced to collect snail slime in buckets, which are subsequently taken to the goblin brewery to be fermented. The snails present no threat to the party, unless they eat any (which causes homicidal rage and disturbing visions). The cowardly goblin runts only cower in fear if threatened by the party. The same is not true of the huge ogre overseer, who immediately attacks any intruders in the snail farm.

1 Ogre Overseer (Rank 2)

STR: 85	BP: 40
DEX: 55	INIT: 1
LOG: 25	DR: 2
WIL: 40	MOV: 12



» **Unarmed**: 60%, damage 1D+8

» **Furs** DR2

ENCOUNTER 1 3: THE EXIT

A ladder leads up to a metal grate in an alley behind ‘The Bearded Badger’. The grate is securely locked, but if the players found the key in encounter 4, they can unlock it. If not, they will have to find their own way out of the sewers.

FINAL NOTES

Having thwarted the goblin cultists of the God-Snail and their nefarious plan to turn the population of Tenkar into a horde of murderous lunatics, Constable Brunswick will reward them the agreed payment (100gp apiece unless more was haggled). If made aware of the documents in encounter 11, the constable becomes concerned that a greater threat than poisoned beer lurks unseen on the borders of the Keranak Province, a threat that will manifest in the next adventure: ‘Slimy Trail of the God-Snail’.

SEWERS BENEATH TENKAR - LEVEL 1

ENCOUNTER 1 THE DANK PIPE

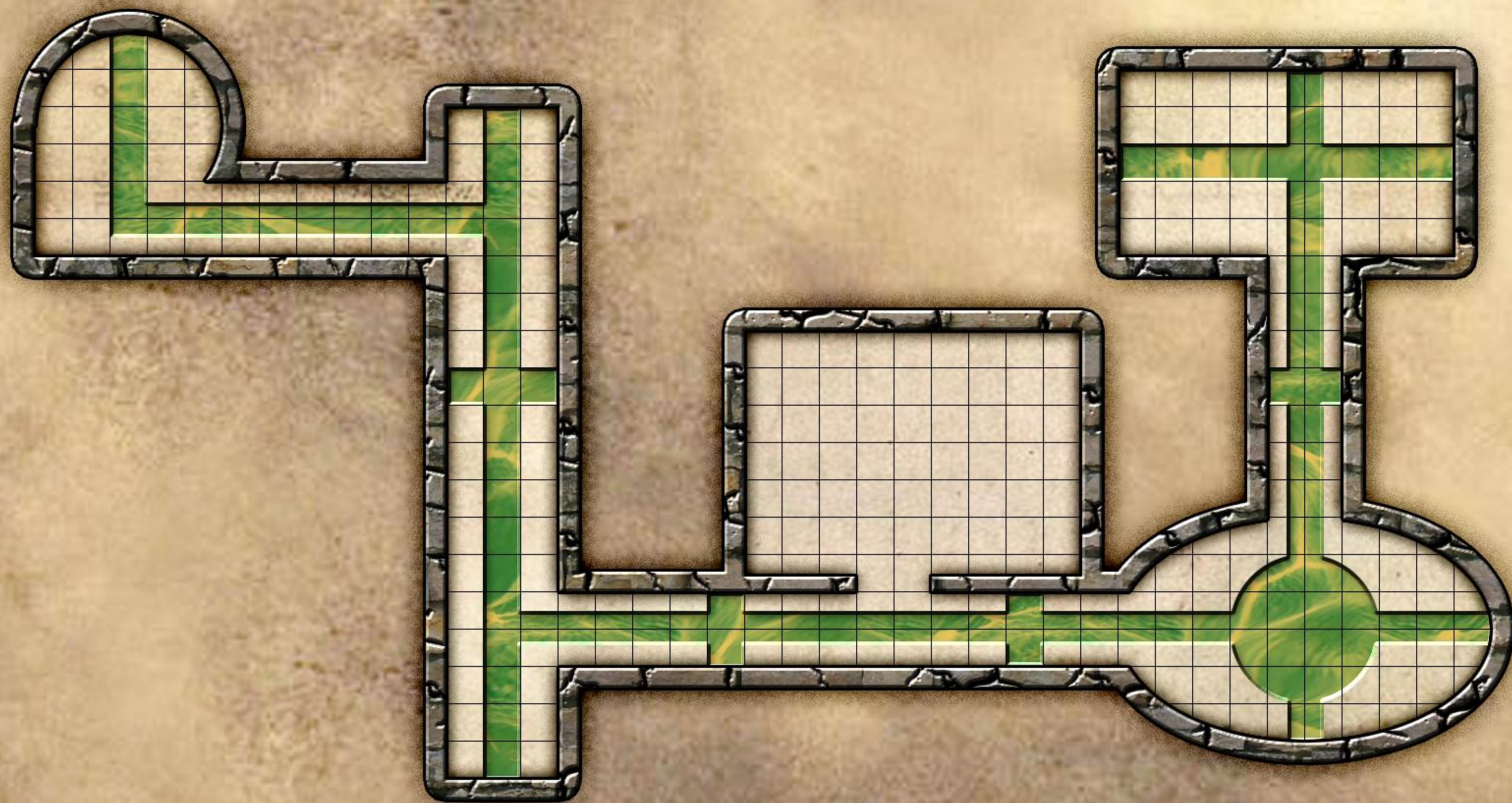
ENCOUNTER 4 THE SPIDER'S PARLOR

ENCOUNTER 2A GOBLIN HANGOUT

ENCOUNTER 2 THE GOBLIN'S GATE

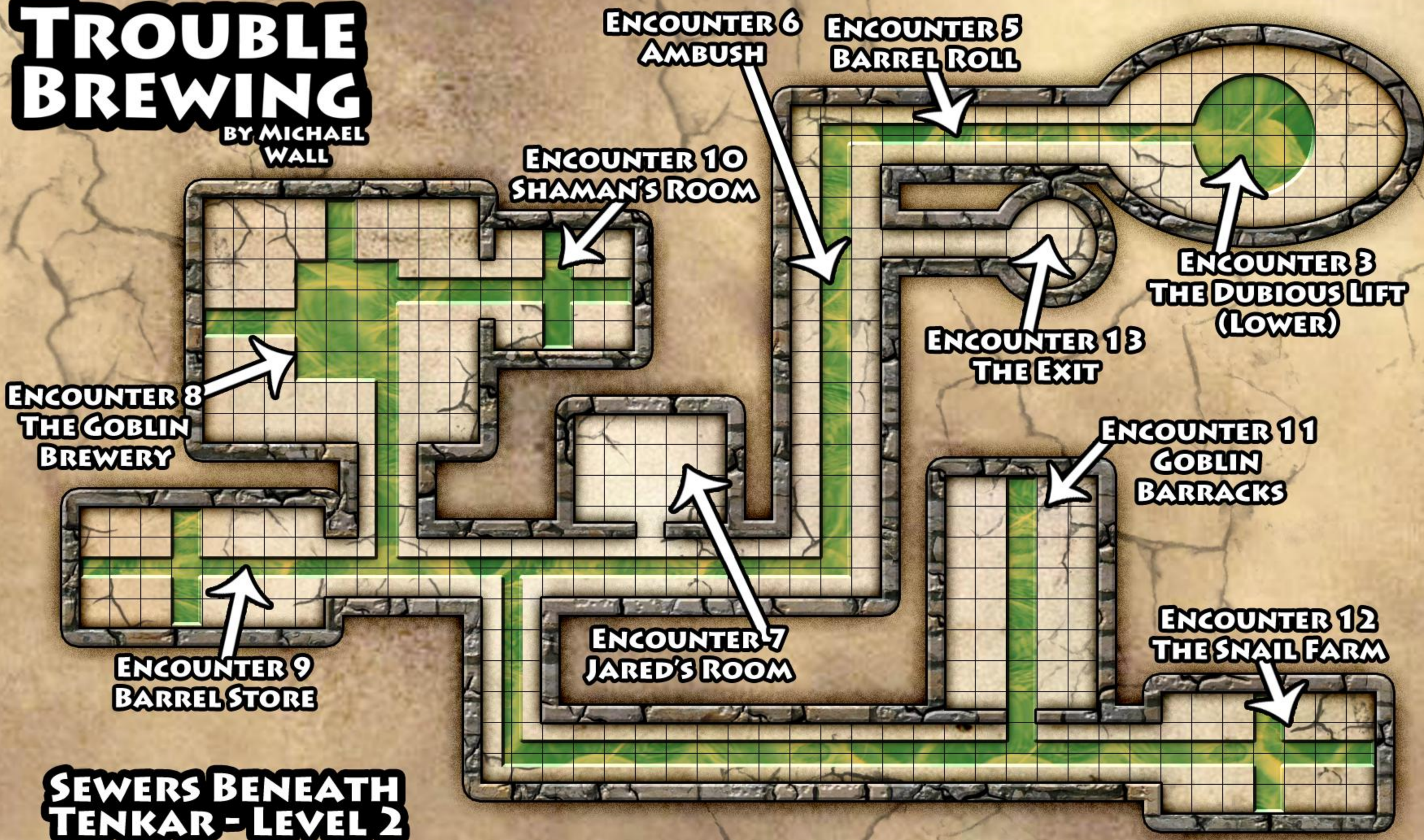
ENCOUNTER 3 THE DUBIOUS LIFT

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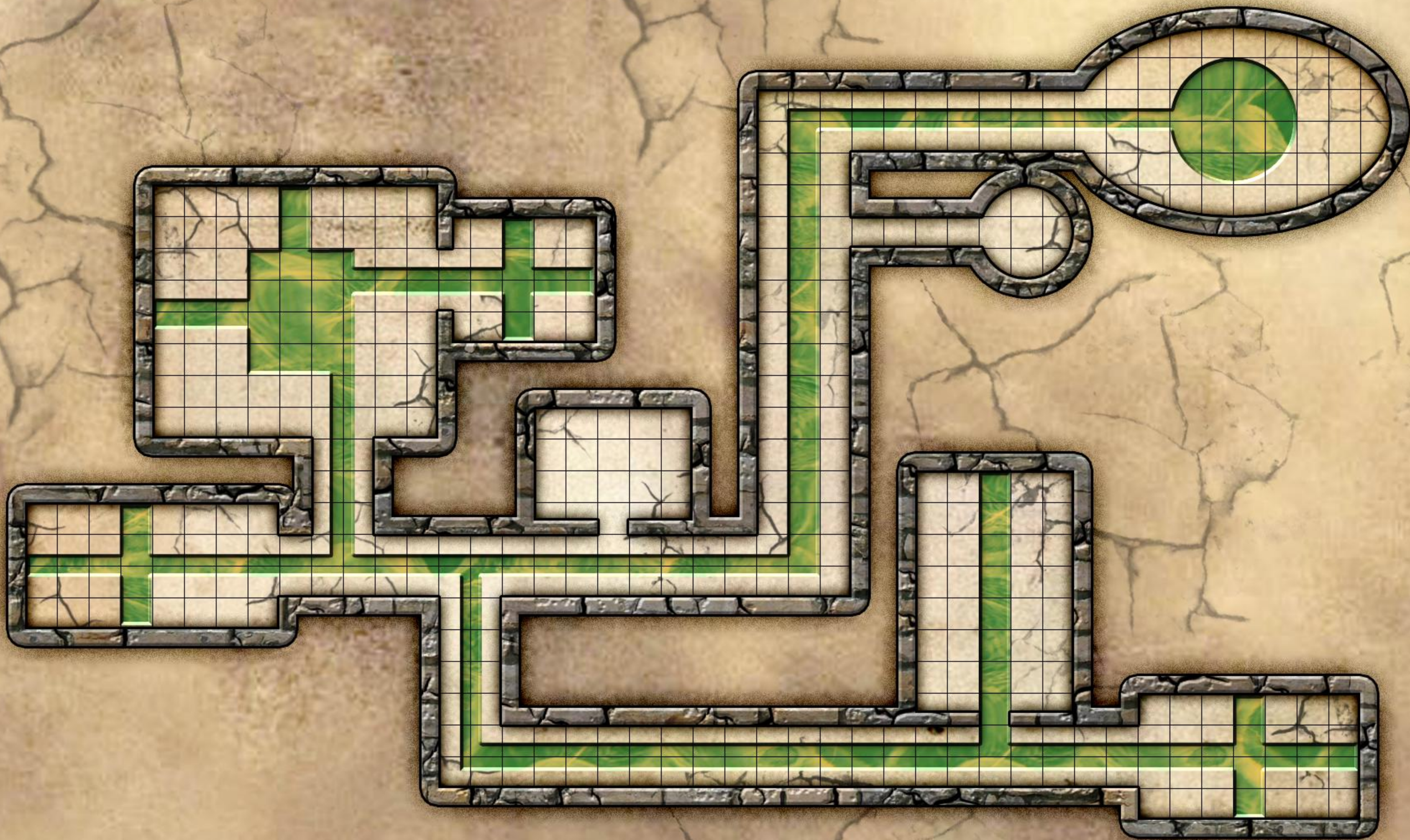


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**SEWERS BENEATH
TENKAR - LEVEL 2**



TROUBLE BREWING

BY MICHAEL WALL

Relaxing at a tavern in Tenkar, shedding the dust of the trail from your boots and clothes, you stumble upon a danger that threatens the peace of this town. The local constable and his deputies are too busy dealing with its symptoms to address the cause. Are you and your friends ready to deal with the sinister secret beneath Tenkar?

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 Michael Wall, this is the first in a multiple part story arc which is continued in *Slimy Trail of the God-Snail*.



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