

BAREBONES FANTASY™

Role-playing Game



TROUBLE AT KARAM'S CLAIM

BY BILL
LOGAN

AN ADVENTURE IN THE
KERANAK KINGDOMS™



LICENSING

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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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ADVENTURE BACKGROUND

The miners at Karam's Claim work hard hauling minerals from the hills. Ever since old Karam came here and found the first vein of iron in the ground, people of surrounding villages had a job. They never had to dig too deep since the hauls were plentiful. That is, until recently.

After depleting the last hill, it was time to look elsewhere. Digging deeper than they've ever gone, workers at the mine broke into an existing cavern. They sent in survey teams to investigate. After a few days of this, one team didn't return. They sent in a search party, which also never returned. Concerned, they prepared a large search party.

That was what the orcs were waiting for. Under the command of Turrak the Exiled (an ogre who was banished for suggesting orcs could be commanded as troops rather than eaten), they were waiting for the miners to divide their forces. The orc attack was swift and all miners were killed or enslaved. Turrak was victorious. He returned deep to his command center after giving orders to his orcs, "Use puny humans to bring much iron. We make many swords and armors. We attack surface soon!"

One human escaped. Jon Cooper was left for dead, but as soon as he saw an opportunity he stood and ran. He ran for the nearest road, pursued by orcs, and will find the player characters who undoubtedly will help him. He'll beg them to help free his fellow miners.

PLOT SUMMARY

This is a simple adventure designed for a night of fun involving minimal preparation time for the GM. The characters rescue a man fleeing from orcs along a road. They learn of the recent trouble at the mine and are begged to help free the captive miners. The characters lead a rescue operation, defeat the orc infestation, face off against Turrak, and claim the rewards for their bravery.

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 Keranak Kingdoms fantasy setting book. We love this adventure for its old-school goodness, and hope you enjoy it too!

PLAYERS

This adventure is for a group of 3 to 5 rank 1 or 2 characters. Encounters deal mostly with orcs and a very powerful ogre. A party with warriors well-prepared for combat will certainly improve the players' chances of survival.

GETTING PLAYERS INVOLVED

The characters can be traveling from one place to another. If you played Maidens of Moordoth (the small adventure module which came with the BareBones Fantasy core rulebook), the players might be leaving the village of Moordoth after spending time there healing (and being admired by locals). Otherwise, drop this adventure into the laps of any characters as they are heading to any destination.

If you prefer, inform the characters that one of their relatives lives in Karamdale and works in the mines. Suggest he head there for a free night of sleep and hospitality. Then as they approach the village, spring the adventure on them. As added incentive, that relative can be held captive in the undermine.

PLAYER BACKGROUND

Mining is a common activity in the kingdoms. All of the varied provinces of the land need steel to equip their armies or gold and silver to adorn their nobility. Villages commonly spring up near a newly discovered vein of precious metal coursing through a hill. The villages usually fade away as soon as the mines dry up. Some mines are so plentiful, however, that they remain for enough time for folks to become accustomed to them. Karamdale is one such village.

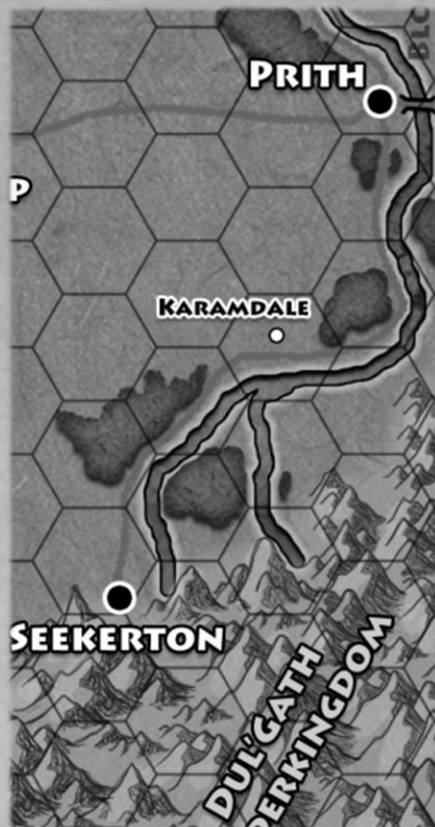
Although it doesn't appear on many maps, most people know of Karamdale. The steel made from its mines is quite durable, and its people are quite welcoming to outsiders.

PLACING THE ADVENTURE

GAMEMASTER TIPS

The beauty of an adventure such as this is that it can be placed literally anywhere. Hills can be found wherever the GM wishes, and any hill could be ripe with minerals.

If you're using the Keranak Kingdoms fantasy setting and want a consistent place for the village of Karamdale and its accompanying mines, assume it is located in the southeastern region of the Keranak Province, on the road to Seekerton along the Bloodwood River.



SECTION 1: ROADSIDE RESCUE

In this section, the characters encounter Jon Cooper as he flees from orcs. He will tell the players of the plight of his colleagues at the mines and beg them to help. The characters rush to the mine entrance and when they enter, continue on to Section 2.

ENCOUNTER 1: ORC PURSUIT

As the characters travel, read the following aloud:

As you travel down the well-worn road, you hear yelling in the distance to your left. From the direction of the forested hills you spot an elderly man running towards you and waving his hands, yelling, "Help! Help!" as crossbow bolts barely miss him.

As he drops to the ground no more than 20 feet from you, exhausted and bloody from various wounds, you see 6 burly orcs come running after him and reloading their deadly weapons. Their commander sees you and issues the command to spread out. They take cover behind trees, reloading their crossbows.

There are **5 orcs crossbowmen** and an **orc commander** leading them. The commander is statistically superior to the orcs he commands and will retreat if his men seem outnumbered. If he succeeds in getting away, the players will not be able to sneak into the mines in Encounter 2 and must deal with a prepared foe. The orc commander will have his orcs spread out into groups of two, trying to flank the party and keep them from circling around. They will use the trees for cover – *firing at them has a -10 penalty*.

The old man is wounded but not slain and lays there in the grass with a bolt sticking out of his shoulder. When the orcs are defeated or routed and the players have a chance to talk with Jon Cooper, read or paraphrase the following:

I am so glad I found you! I'm sorry for bringing you into this, but thank the gods you were here! I am a foreman in the mines to the west of here. We ran out of the easy-to-get iron and dug deeper. We dug into a huge cavern and have been overrun by orcs. My friends and co-workers are being killed, eaten, or put to slave work. You **MUST** help!

Orcs crossbowmen (Rank 2)

STR: 55	BP: 12
DEX: 50	INIT: 1
LOG: 40	DR: 5
WIL: 40	MOV: 7

- » **Shortsword** 50%, damage 1D+3
- » **Crossbow** 50%, range 80, damage 2D+2, ammo 8



Orc Commander (Rank 2)

STR: 55	BP: 20
DEX: 50	INIT: 1
LOG: 40	DR: 5
WIL: 40	MOV: 7

- » **Morningstar** 60%, damage 2D+2
- » **Crossbow** 60%, range 80, damage



Escaped Human Miner 60%

No weapons or armor

Jon Cooper has worked these mines since the first shovel hit the first hill. He knows the mine regions well, but is no warrior.



ENCOUNTER 2: INTO THE MINES

It is assumed the players defeated the orcs pursuing Jon Cooper. Jon will come along but is no warrior. If the players give him instructions he'll follow them. But if a fight breaks out and he's in the middle of it, he'll drop any weapon he's been given and run for the road.

When the characters arrive at the mine entrance, it is still daylight and they can see **4 orcs standing guard** while another **4 gamble off to the side**, all weapons within reach.

There are three buildings (see map and descriptions below) and many trees and rocks for cover. The hill itself is quite high and broad, and someone could circle around and climb it, coming down from the other side.

The characters must get past or through the guards to gain entrance to the mine. Encourage a tactical solution to this encounter. Since the orcs are unaware of the character's presence, an ambush should work. That is of course unless the orc commander from **Encounter 1** escaped here, then the orcs will be standing ready with the orc commander giving them intelligent tactical orders.

Unaware Orcs (Rank 2)

STR: 55	BP: 12
DEX: 50	INIT: 1
LOG: 40	DR: 5
WIL: 40	MOV: 7



- » **Shortsword** 50%, damage 1D+3
- » **Handaxe** 50%, range 15, damage 1D+2, typically hurled at foes before advancing with shortsword.

» **Mess Hall** – This long wooden building consists of two rooms. One is a simple kitchen, complete with wood-burning grill and several large kettles. The kitchen is in a wreck, as orcs have stormed it and waged a small war against the food contained there. Two cooks lay dead on the ground near the grill. The second (larger) room has a single long table with twenty chairs. The ground is bare dirt.

» **Offices** – This small building consists of one room with four desks. The door is locked and inside is a cowering man hiding in a wood cabinet. He is scared to near madness and will flee once freed from his hiding place. If caught and spoken with, his name is Ichabod (Cowardly Human Clerk 55%, small knife 1D) and he has three generations of family working in the mines below but wants to return home to the women of his family. Some people just lack the fortitude to be heroes.

» **Repair Shop** – This squat building is the smallest of the three. It has a number of smashed wooden crates containing replacement bits, picks, shovels, and a number of spare parts for the care of mine carts.



SECTION 2: INTO THE MINES

The walls are rocky earth reinforced every ten feet with solid strong wooden beams. The center of the main hall has rail tracks which run their entire length and a single rail car can be pushed from entrance all the way to the end for hauling minerals out of the mine (the mine cart is currently parked in room 6). Ceilings are 1 space high, halls are 2 spaces wide. There are few doors in the mine. There used to be lanterns hung at various intervals to provide illumination, but the orcs have smashed them all except for light in the mining chambers themselves (rooms 9-12).

ENCOUNTER 1: CLOAK ROOM

This room is empty except for 15 metal hooks jutting out of wall, half of which have cloaks hanging on them (pockets contain 1D/2 gold pieces each, if searched).

ENCOUNTER 2: STAGING ROOM

To keep minerals out of the elements, they are staged here in crates awaiting the wagons to haul them to market. The minerals are difficult to carry and only worth money on specific markets in their current forms. There are **4 orc scavengers** smashing crates noisily here, but they'll turn to face the characters immediately.

Scavenging Orcs (Rank 2)

STR: 55	BP: 12
DEX: 50	INIT: 1
LOG: 40	DR: 5
WIL: 40	MOV: 7



» **Crude Mace** 50%, damage 1D+3

ENCOUNTER 3: MECHANICS SHOP

Several tools sit atop large tables in various states of repair. A forge is in one corner, with anvil and hammer. There is blood on the floor near the north door. The west door is smashed open. The forge is simmering. Several loose stones will fall from the ceiling (compromised when the orcs smashed down the door to the supply room). Select a player randomly and have him sustain 1D/2 damage unless he succeeds in a DEX check.

MORE FRICKIN' ORCS?!

GAMEMASTER TIPS

Encountering a lair of orcs is fun for the more combat oriented, but sooner or later players may tire of orc combat.

Try to change up orc encounters by making them interesting. Different weapons and armor help, but consider the situation rather than gear. Maybe orcs are preparing a meal of miner stew and toying with a prisoner, threatening to make him taste? Maybe they're a returning hunting crew dragging a recovered miner escapee by the ankles. Use your imagination to prevent the inevitable "More frickin' orcs?!"

ENCOUNTER 4: MED STATION

Drawers of all sizes are pulled out and on the floor, blood is everywhere. A miner is sprawled dead on the floor with several crossbow bolts in his back. The floor is littered with random medical components.

On a high shelf are three vials of alcohol antiseptics (not magical). If cloth is placed in the neck of a vial and lit with fire, these could make good grenades which cause 2D damage to all within a space (half damage with a DEX resistance check).

There is a sack under the miner; he was trying to grab valuables and flee when he was shot, then crawled here to seek medical supplies. The sack contains 20gp and an uncut green gemstone worth 50gp (1D x that value if properly cut by a jeweler).

EVOLVING AN ADVENTURE

GAMEMASTER TIPS

Not all miners recovered in Karam's Claim need be men. Although it is uncommon, Karamdale does employ women in the mines. Also, it is not inconceivable to find a dwarf as a valuable villager and miner.

Consider making one of the miners in danger a woman, dwarf, or child. Especially if this would result in a great roleplaying opportunity by helping mesh with player's chosen character descriptors. It's not the players who must adapt to the adventure module; it's the adventure module which must adapt to the players.

ENCOUNTER 5: SUPPLY ROOM

The door is smashed in. Shelves line all walls containing mining supplies. Most have been scattered to the floor when orcs searched for anything of value. Anyone in need of a weapon could fashion one from the many tools here: hammers, flails, staves, even effective maces. If a character searches aggressively, have him make a DEX check or take 1D/2 damage as a shelf collapses.

ENCOUNTER 6: CART STORAGE

The mine cart is here, along with 2 spares. Loading a cart onto the track takes at least two strong men. **4 orc toughs** are searching for someone here but will be distracted by the approach of the characters.

Orc Toughs (Rank 2)

STR: 55 **BP:** 12

DEX: 50 **INIT:** 1

LOG: 40 **DR:** 5

WIL: 40 **MOV:** 7

» **Shortsword** 50%, damage 1D+3



In one of the carts is a halfling hiding from the orcs. His name is Siman (Simpleton Halfling Laborer 50%). If given the chance he will flee, but he's easily convinced of any plan of action and will give any command his all.

ENCOUNTER 7: PLANNING ROOM

This room contains a desk in a corner and a table but all chairs are missing. A map of the mine can be found on the table. It looks like the engineer believed the hill had nothing left to offer without expensive downward digging. There are no dangers in the room, but if the desk in the corner is searched, the characters will find that the orcs missed a lower drawer when they ransacked the room. It contains a strongbox containing expensive engineering tools worth 25gp to the right person.

ENCOUNTER 8: ORC GUARD POST

The walls were dug away here to get at the minerals. Blood stains the ground. This was the first mineral find in this hill, and is exhausted. No miners currently toil here.

Orcs are using this room as a guard post. Chairs from room 7 can be found here, as well as blankets from room 5. There are **5 orcs sleeping on the blankets**, and **3 in chairs** who will try to wake the others if they see characters approach.

Orcs (Rank 2)

STR: 55 BP: 12

DEX: 50 INIT: 1

LOG: 40 DR: 5

WIL: 40 MOV: 7

» Shortsword 50%, damage 1D+3



ENCOUNTER 9: MINE #1

Three miners are hard at work, fatigued, calloused and bleeding. They work around four dead miners. There is **one overseer orc** here; with an alarm horn he can blow to summon help from the orcs in the guard post (room 8). The men are all Veteran Miners 60% and have shovels, but are too afraid of their captor to attack him.

Orc Overseer (Rank 2)

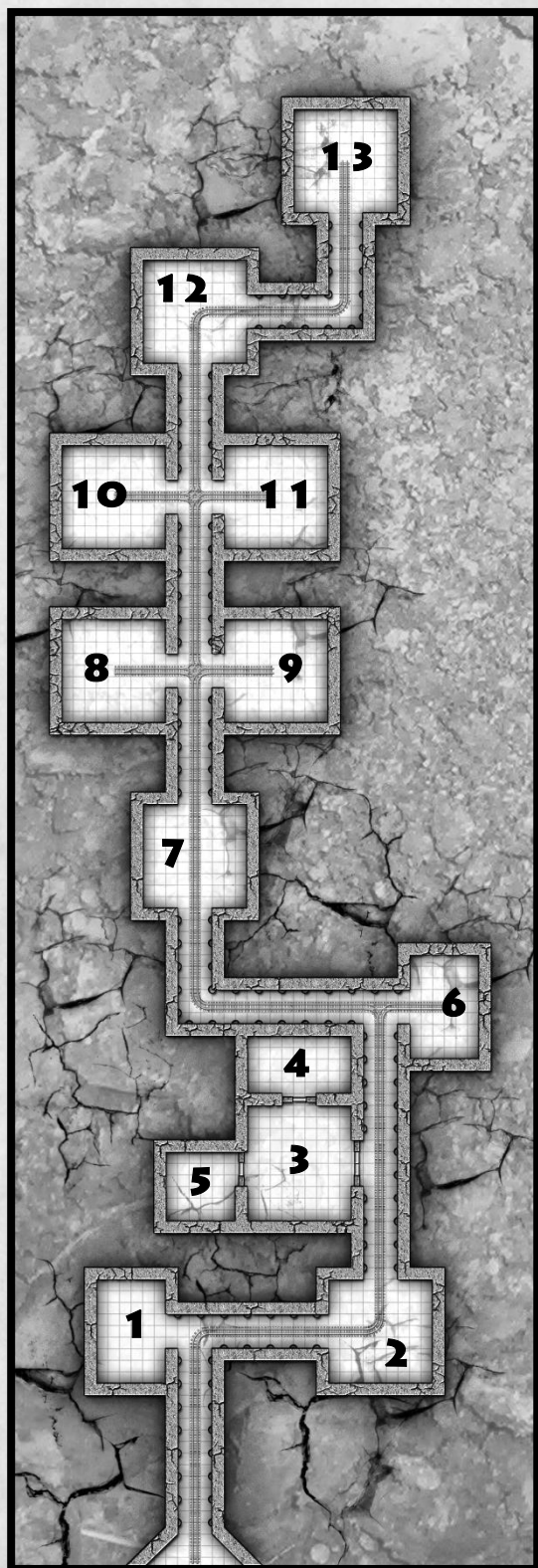
STR: 55 BP: 20

DEX: 50 INIT: 1

LOG: 40 DR: 5

WIL: 40 MOV: 7

» Whip 60%, damage 1D+2



ENCOUNTER 10: MINE #2

There was obviously a battle here, two orcs lay dead on the ground, their equipment scavenged by surviving orcs. It's obvious who won the battle; six miners are chained together working to the point of near unconsciousness.

A small pile of minerals is on the floor in a corner, evidence of their efforts. Rock and debris are everywhere, and miners cough as they work. **2 orc bullies** crack whips at the workers.

Orc Bullies (Rank 2)

STR: 55 BP: 12

DEX: 50 INIT: 1

LOG: 40 DR: 5

WIL: 40 MOV: 7

» **Whip** 50%, damage 1D+2

» **Shortsword** 50%, damage 1D+3



ENCOUNTER 11: MINE #3

There is a ladder near the door leading down. The floor of the room is nearly 8' lower than the rest of the mine. Walls are very rough; this was obviously a recently dug area.

There are four very large men working hard and being somewhat successful at bringing minerals out of the walls here. A young engineer named Corbin is here, who theorized minerals were here but was told he was wrong by a senior engineer.

ENCOUNTER 12: MINE #4

A lot of noise is coming from here. **8 orcs** stand around two humans. They are being forced to fight one another as orcs make bets and laugh, prodding their favorites with whip or fists.

The humans don't want to kill, but by the look of the blood on them they have done it before. If rescued, the humans won't want to fight anymore, but will offer to take any rescued miners to safety outside the mine and wait for the characters.

ENCOUNTER 13: ENTRANCE TO UNDERMINE

This room was a mining chamber, and the walls are rough and unfinished. The room is somewhat unstable and could easily be caved-in by sudden movements.

A huge hole is dug in the floor here, and a rope ladder descends into the darkness (leads to room 1 in the Undermine, below). Any characters spending too much time near the unstable edge should make a DEX check or fall to the room below.

The rope ladder has seen a lot of use but is safe.

WHAT'S THAT SMELL?!

GAMEMASTER TIPS

Although adventures of this physical size sometimes lack it, GMs should be sure to be descriptive about the rooms depicted in these sections. Occasionally mention some moss on a wall or a fissure in a corner with a hot gas emanating. Mention smells and sounds as well as what the characters see.

Also consider mentioning miscellaneous items in any given room which players might use to a tactical or story advantage. The orcs aren't all that bright and may not have ransacked everything in the mine. Lantern oil, strips of cloth, and a tinderbox scattered around can all be put to good use!

SECTION 3: THE UNDERMINE

This region is natural cavern, with rocks and stalactites and stalagmites aplenty. The ground is uneven, and anyone running must make a DEX check each turn or fall prone, dropping whatever they have in their hands. There are no light sources present, and if the players bring their own then orcs will see them coming. This whole region smells like sweat and filth.

ENCOUNTER 1: REFUSE AREA

The ladder from area 13 in the mine drops off characters in the center of this large cavern. The center is recessed, with natural stairs to the north. The floor is piled with bones, garbage, etc.

There are **8 dire rats** who lair here. The orcs know of the rats but coexist with them, occasionally feeding them like pets. It smells really bad here. Anyone who fell from room 13 of the previous section will be immediately swarmed by these giant rodents.

Dire Rats (Rank 1)

STR: 25 BP: 3

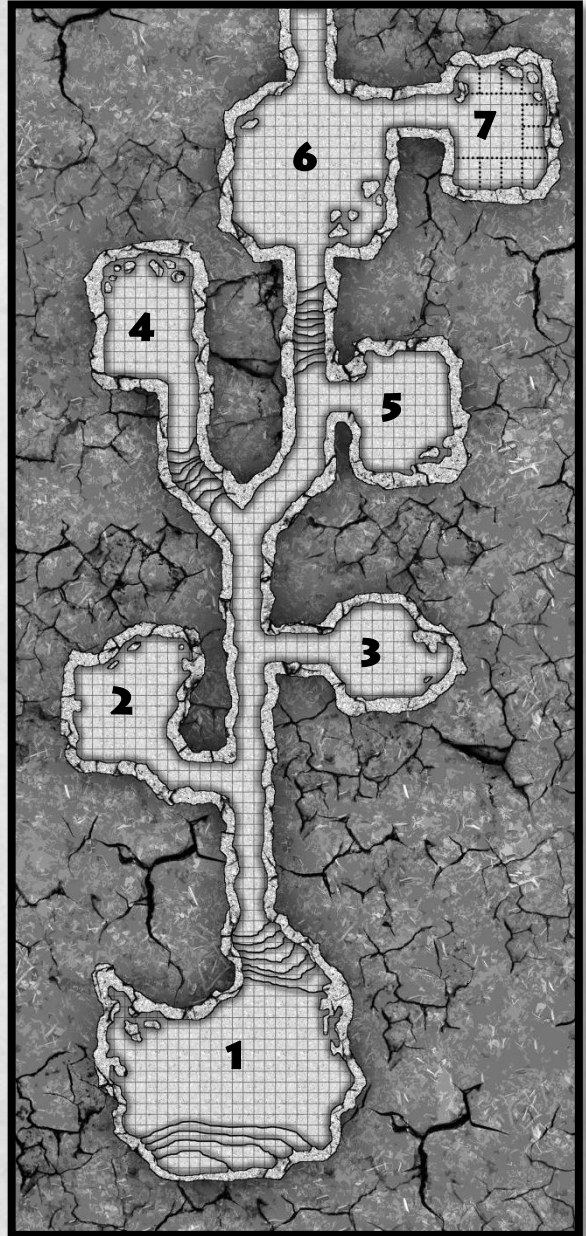
DEX: 55 INIT: 1

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.



ENCOUNTER 2: TRAINING ROOM

Orcs use this room for training. There are practice dummies set up which are filled with slices and holes. A rack holds rusted practice weapons. There is a 20% chance there are **4 orc trainees** here.

Orc (Rank 2)

STR: 55	BP: 12
DEX: 50	INIT: 1
LOG: 40	DR: 5
WIL: 40	MOV: 7

» **Shortsword** 50%, damage 1D+3



ENCOUNTER 3: KITCHEN

Dead miners are stacked on shelves. A cauldron sits against the back wall, a vile brew of smells smoldering over a low flame. **4 female orcs** stir the stew. One has a fine silver dagger with a 75gp gem on the pommel that she uses as cutlery, unaware of its value.

ENCOUNTER 4: TURRAK'S CHAMBER

This room has one very large bed made of many blankets and piled clothes of victims. **3 female orcs** sleep in the bed. Hidden in a nook is a locked strongbox with 400gp and a potion of healing (immediately restores 2D damage).

ENCOUNTER 5: BARRACKS

This room has five double-bunk beds filling most of the floor. **8 orcs sleep deeply** and snore loudly. If the characters wake them, one will yell in orcish for help from the orcs in room 6.

ENCOUNTER 6: GRAND CHAMBER

In the north wall is a natural corridor that leads fifty feet and exits the hill. A throne made of natural stone sits in the southeast corner. On the throne sits Turrak, holding a two-handed sword in one hand. Before him is a glowing idol (an amulet resembling a stone man with a huge head) on a pedestal. **8 orcs** kneel and chant as if in worship.

Turrak, Ogre (Rank 2)

STR: 85	BP: 40
DEX: 55	INIT: 1
LOG: 25	DR: 5
WIL: 40	MOV: 12

» **Two Handed Sword** 60% damage 3D+6
» **Chainmail Armor** (reason for DR5)



ENCOUNTER 7: DUNGEON

Eight miners are held in cells until they can be eaten or put to work – whichever they allow first. A cell key rests on a hook just out of reach.

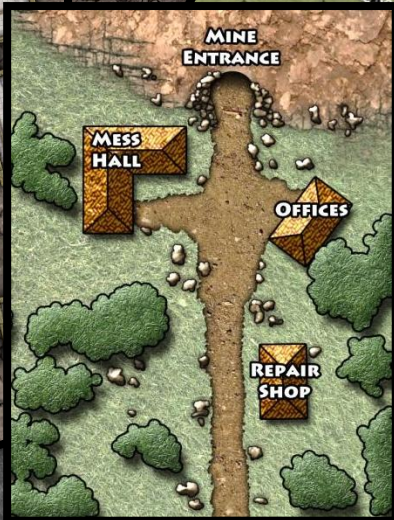
WRAP-UP

Once the miners are rescued, they'll collapse the shaft leading to the undermine. The miners and their families will be in the character's debt. The tale of the character's actions will spread. Although it may not seem immediately rewarding, allow their actions to have consequences beyond this session: a message will be delivered to them at some future point by some local lord, baron, or duke. It will acknowledge their deeds and bestow upon each the title of Protector of Karam's Claim.

TROUBLE AT KARAM'S CLAIM

BY BILL
LOGAN

When the miners of Karamdale ran short of minerals in their hills, they dug deeper. What they found was more than iron, and now it is the characters who must handle the trouble at Karam's Claim!



This is a rank 1-2 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 Keranak Kingdoms fantasy setting book.



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