

CROAKER RPGS



ONCE UPON A GIANT

FOR USE WITH CAIRN



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GIANT

FOR USE WITH CAIRN BY YOCHAI GAL

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Wurundjeri people of the Kulin Nation.

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ONCE UPON A TIME...


There was a Giant who stalked the land. It stole food, livestock, and the children. It had been this way for a very, very long time. Until a group of heroes pledged to the people of the land that they would stop this Giant.

The heroes vowed to climb the enormous Toadstool where the giant sleeps, cross the Forest of Stalks, enter the village of Shroomtop where the giant keeps its servants, and storm the Giant's Fortress. Finally, the heroes pledged to kill the Giant as it slumbers.

Our noble heroes arrived at the base of the Toadstool, so tall you cannot see the top through the clouds. Rumour of a secret passage through the Toadstool beckons them.



The Giant is the only creature known to be strong and sturdy enough to climb the Toadstool. All humans who have tried have fallen to their demise.





A TOADSTOOL THAT REACHED THE CLOUDS...

ONE. Entrance at the base of the Toadstool. Secret, hidden by greenish strands of fungi. Once entered it quickly branches into two paths.

TWO. A constrained tunnel. Cords of fungi of every colour hang from the ceiling, Dex Save to avoid being tangled in the strands. If tangled, Strength Save or take D4 damage as the fungus stings.

THREE. A cavernous hollow. Ceiling aglow. Walls and floor are a slick, moist material. A canyon stands before the next passageway. Dex Save to jump over it or become stuck in a crevasse.

FOUR. A tight Constricting corridor. A sickly green fluid runs through. A group of villagers, clearly infected with fungal growth. Mindless. Aggressive.

INFECTED VILLAGERS Party size +1

4HP, - Armor, 12 Str, 9 Dex, 8 Wil - D4 Bare Hands

Shufflings, groping, growths protruding from their face and hands. Musty.

MINDLESS- Cannot be reasoned with, immune to magic that targets the mind.

When defeated 1 in 6 chance to find a Trinket.

FIVE. A Blocked Passage. Investigation shows a living thing is the blockage. If characters use violence, magic or fire on the blockage, it will turn out to be a Giant Slug and attack.

GIANT SLUG

6HP, - Armor, 14 Str, 6 Dex, 12 Wil - D6 Crushing Beak

HUNGRY - Once made aware of the characters it will attempt to consume one

CRITICAL: Consume - Slug will latch onto a character in an attempt to eat them whole. Will fully consume a character in two rounds if not killed first.

SIX. Fun Gus. A friendly Goblin who lives deep in the Toadstool. Manic, speaks fast, almost too fast. If characters are kind or if they give Gus something of value, he will give them clues to the challenges ahead.

1. The dishes at the Night Cap in ShoomTop are magical. Simply magical. Be sure to try them all.
2. Watch where you step in the Forest. A misstep may be your last.
3. Some people of ShroomTop hate the Giant and some love it. Be careful who you speak to.
4. There is magic in the music. The giant tends to love it.
5. There are many caverns in the Toadstool, some with valuables that can be found.
6. A guardian blocks the path to the Forest of Stalks, Do not look at it for too long!

SEVEN. Down, down, deeper, and deeper into the Toadstool. A dead end. Piles of slimy refuse lay about. Wil Save to notice a glint. If pursued, 2D10 Silver and a Trinket (Page 7 of Cairn) can be found.

EIGHT. Sunlight seen ahead. Almost to the Forest of Stalks. A thing rises. Stalks move like eyes, a cap opens like a mouth, a monster of fungi and magic. It speaks in a croaky voice,, telling characters to leave or become one with the Toadstool.

MINDSHROOM

SHP, 1 Armor, 14 Str, 8 Dex, 14 Wil - D8 Fungal Tentacles

Guardian of the secret passage through the toadstool, the MindShroom often takes over the consciousness of those it defeats.

CONTROL MIND: Once per fight the MindShroom randomly tries to control the mind of a character. Wil Save or the character is put in a catatonic state until they pass a Wil Save.

CRITICAL: Infect the character with Spores that will grow and sprout into their mind unless they receive Extreme healing in a week.



THERE WAS A FOREST UNLIKE ANY OTHER...

Stunning, and beautiful. Made not of trees, but of tall mushroom stalks that reached into the sky...

The forest was above the clouds, on top of the Toadstool belonging to the evil giant. Colours of every kind dance among the stalks in the crystal clear air. Strang birds follow the group.

One. Entrance to the forest. A place of rest and rehabilitation. An old campsite marks the start of a path that immediately branches west and east.

Two. A claustrophobic track. The stalks push in from both sides as the path shrinks. A clicking sound, then flames erupt from the ground. Dex Save or D6 fire damage.

Three. A Sandy path. At first, it is nothing, then it is hard to walk. It pulls at boots. STR Save to escape or stuck in quicksand. D2 damage until a STR save to extract yourself or a friend.

Four. A fox, wily and tricky. Does not tell the truth. Will not fight, but run. If cornered it may attempt to bribe its way to freedom with 3xd10 gold.

Five. A wise Toad, a philosopher of a sort. He may heal a critical injury for 10G. Toad hates the Giant and wants to go home.

SEVEN
BEAR OF THE STALKS

A gigantic beast, beloved by the giant. It stands across the path to the end of the forest. The bear will let no one pass, but the giant and his agents.

SHP, 2 Armor, 15 STR, 12 DEX, 10 WIL - D8 Claws of Razor

Jealous of its station and of the Giant's favour, The bear takes its role seriously, letting none come or go through this path. Many have tried, as evidenced by the pile of bones surrounding it.

CRITICAL: Tear and Rip. Bear claws shred and rip bloody chunks of flesh, leaving gruesome scars for those lucky enough to ever heal.



THE TOWN ABOVE THE CLOUDS...

Nestled at the very top of the toadstool lies ShroomTop. All who live here were taken from their homes, or taken with their homes. A motley collection of shacks, buildings, and larger constructions clustered around the base of a huge fortress.

A lazy river meanders through the town, originating from a spring and cascading off the side of the Toadstool.

THE MARKETS - Several people attempt to make a living in the truncated town, selling general supplies, weapons, and more.

Standard Items, weapons, and armor can be found here, as on Page 9 of Cairn.

Special Item:

Fibre Weave - An especially dense weave of mushroom fibers. Light but incredibly tough. +2 Armor - 100g

CHURCH- Mostly deserted but for a mad monk who has forgotten his name. If shown kindness, he may bless them in their quest against the Giant or provide a clue.

Blessing - The Wand of Mycelium - Once per day covers a target in thick fungal threads, preventing them from moving until they STR Save per leg.

Clue - When the giant comes home from his raids, the sound of a lute is often heard from the fortress

GUARD HOUSE

Not all who live in this town fear the Giant. Many support him and work to keep the people in order. Get out of hand and the guards will put you in place. Captain Harnell holds keys to the gate to the Giant's Fortress

CAPTAIN HARNELL

SHP, 2 Armor, 14 STR, 12 DEX, 10 WIL - D8 Fine Longsword

Maintain order and her position among the guards. Always accompanied by two or more guards.





THE NIGHT CAP INN

A cozy establishment built over the river, a person can find respite at the Night Cap, and for a bit extra they can find a hiding place from the guards.

Food to Purchase -


- Ciulama - 10G - Poultry and mushrooms. For one hour you can see or hear nearby magical auras.
- Diri Ak Djon Djon -10G - Rice with mushrooms. You are obscured for 1 hour, making you hard to see.
- Selsko Mes - 20G -Pork and mushrooms. For one hour you no longer look like yourself but a new person. You still sound the same.

A Night's stay - 10G


Be hidden from the guards - 20G

FIVE FINGER FRED - The proprietor of the Night Cap, Fred is passionate about supporting his guests with generous accommodation and food.

HUMIS the LUTE PLAYER - Playing a catchy jingle at the bar. Jovial, with a big smile. Hides a dark secret. Hummus plays the Giant to sleep when he comes back from his destructive raids. His lute can put anything to slumber if played for 5 minutes.



ShroomTop is an opportunity for characters to rest, refit and organise their assault on the Giant. There are clues and blessings available for characters to take advantage of.



IN HIS FORTRESS, THE GIANT SLUMBERS...

Safe behind his walls and guards. He sleeps the sleep of that which knows it cannot be harmed.

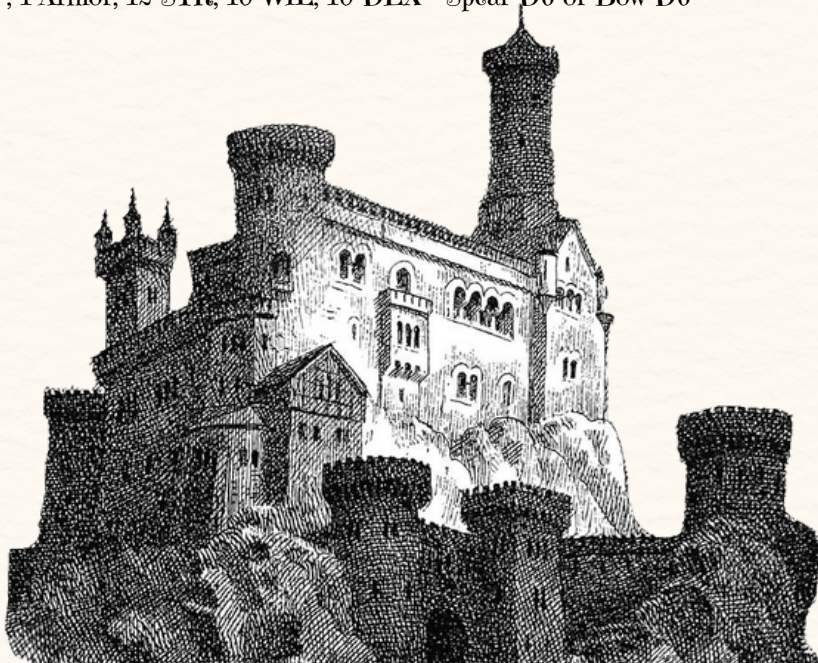
GATE- Solid oak with a single slot for a key. The wood appears to be dry upon inspection.

WALLS- Made of rough-hewn stone. Watched from the towers by guards. DEX Save to scale the walls, but the guards will surely see.

TOWERS- Two guards loyal to the Giant stand at each tower with a spear and bow. Vigilant. With them a gong to wake the Giant.

Guards

6HP, 1 Armor, 12 STR, 10 WIL, 10 DEX - Spear D6 or Bow D6



THE SLEEPING GIANT

The giant slumbers fitfully inside his fortress. If the alarm is not raised, he may stay that way.

12 HP, 2 Armor, 15 STR, 12 WIL, 15 DEX, Giant Claymore (d8+d8) or rocks (d8)

Murder comes easy to the Giant. His claymore, handed down from generations before, can cleave a dozen people in half.

If attacked from afar, the Giant will pick up whatever is near and throw it with pinpoint accuracy.

STOMP - Once per fight the Giant will stomp the ground. Dex + Save or be knocked to the ground and be forced to miss a turn.

FIND- Giant Knife D12, Bulky. A knife to the Giant, this fine blade is longer than a claymore and difficult to wield. Devastating the hands of a powerful warrior.

Standing upon the corpse of the Giant, the heroes are victorious and proud.

AND THE PEOPLE OF THE
LAND LIVED HAPPILY
EVER AFTER...