

PACK ATTACK!



A Stone Tablet Tale for Sticks & Stones

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Powered by Savage Worlds

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Note: Sticks & Stones is a Savage Worlds setting; you also need the Savage Worlds Deluxe Edition rules to play this adventure!



Get Ready to Rock!

We hope you enjoy this adventure for use with the Sticks & Stones prehistoric-ish role-playing setting from Jade Tower Studio. Pack Attack! requires the Savage Worlds Deluxe Rulebook and uses rules found in the Sticks & Stones Player's Guide.

You can use the pre-generated characters from the Player's Guide or create your own. Note that even though words such as "say" and "tell" are used throughout the adventure, the "saying" and "telling" should be done using the Language rules found in the Player's Guide.

This adventure may take the characters several in-game days to complete. No random encounters are included during night-time or during travel times; feel free to add any of your own as desired.

The Set Up

Gan-Bur is an Ahs settlement on the coast of the Big Water. The Clan has a population of 84, and most members worship the Water Spirit. There are no caves on the coast near Gan-Bur, so the people live in tents, lean-tos, and huts.

Grugor is the Shaman of Gan-Bur and a worshipper of the Water Spirit. He has always been slightly eccentric, and has become more so in recent weeks. Lately he has been asking the Clan to retrieve strange items for no reason. He has begun to make odd noises to himself; humming, mumbling, and cackling. While acting in such a manner is not necessarily unusual for a Shaman, and sometimes even expected of them, Grugor has never done so in the past and the Clan sees this as a further deterioration of his mental facilities.

Grugor knows the following words: wolf, sleep, tie, water, good, get, and danger, as well as the names of all of the Clan members.

Bok, the Chieftain, is relatively wise for a caveman. He has asked the Clan to do whatever odd requests that Grugor makes. The Shaman is well loved by the Clan, and Bok wishes to show the Shaman respect, no matter how strangely he acts. Also Bok is hesitant to make the Water Spirit angry by disrespecting the Shaman.

Collecting the Goods

Early one morning Grugor calls the entire Clan together and asks them to give him any hides and extra clothes that they possess. The Clan does as he says, wondering what the Shaman is up to. The characters can donate any items they have to Grugor, but he does not force them to.



Next he tells the Clan to cut and bundle stalks of grass from the plains. The Clan believes this to be a worthless task, but since they were told to humor Grugor they go along with the order. After setting the Clans-folk to their task, he pulls the characters aside and asks them to retrieve as many ferns as they can carry from the forest nearby. He shows them an example of the fern that he needs; no other type of fern will do. The characters must pull or dig it out by the roots as the entire plant is needed. If asked why he needs the plants he will reply that he wants to "tie" the ferns.

Quest for Ferns

The forest is an hour's walk from the Gan-Bur. The trees are tall and the forest floor is covered with a variety of underbrush. Once the group arrives, the first character to make a successful Notice roll with a raise discovers a large patch of the correct ferns. After each failed Notice roll the characters must take d4+1 minutes to move to a different location to try again. Digging the ferns out of the ground will require a successful Agility roll while using some sharp tool or weapon. A character may pull the plant out of the ground with a successful Strength roll; on a failure the plant has broken off at the stem and another one must be pulled. It will take an hour to get the ferns that Grugor needs.

The noise the characters are making attracts the notice of some forest denizens; 1d6+2 Giant Spiders attack them! Any character making a Notice roll hears a clicking noise about a minute before the spiders attack; this is the noise of their legs moving.

Giant Spider

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 1 Hand; **Parry:** 6; **Toughness:** 5

Special Abilities

- **Bite:** Str+d4
- **Poison (-4):** See the poison rules on page 89 of the Savage Worlds Deluxe rulebook
- **Wall Walker:** Can walk on vertical surfaces at Pace of one Hand
- **Webbing:** Giant Spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 1 Finger/1 Hand/2 Hands. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

If the characters search the lair of the spiders they will find scattered bones, including those of a Neanderthal, 3d6 pretty rocks, and an unbroken dagger point. Than handle of the dagger has rotted away, but those with Weapon Making can use the stone to create a new dagger or spear with the point.

Quest for Meat

Grugor is quite happy when the characters return with the ferns. A large pile of grass sits next to Grugor's hut, and they can see the rest of the Clan toiling in the distance, cutting small thin vines down from the scattered trees around the settlement. Grugor doesn't want them to help with the vines, though. Instead he has another task for them. They must hunt one of the deer that lives in the plains and bring the meat back to him. The characters will have to travel several hours away from the settlement to find deer.

After traveling d4 hours, a successful Tracking roll allows a character to find the trail of a deer. Four successful Tracking rolls in a row must be made to catch up to the deer. If the character fails one he has lost the trail and must re-find the trail by succeeding on another Tracking roll. A success on this roll means he has re-found the trail and can pick up following it again. A second failure means that the trail has been lost and the characters must begin again, looking for a new trail.

Deer are skittish, and will spot the characters if they attempt to walk within 4 Hands of the animals. If the deer spots the characters it will run away, moving several hundred yards before stopping to browse again. The characters must sneak up on the deer using Stealth. They begin at 4 Hands distance, and can make as few or as many Stealth rolls as required to get them in the range of whatever weapons they wish to use. The deer is considered Inactive. An Active deer will run several hundred yards away on a failed Stealth roll, and then begin browsing again in an Inactive status.

A deer that is attacked and missed will run away, and the characters must travel for 1d4 hours before finding another trail. Once a deer has been killed the characters can cut up the meat to take back to Grugor.

The scent of a fresh kill always alerts scavengers that meat is available, and carnivores are especially big in the Land of Lur (where Sticks & Stones takes place). While the characters are cutting up the deer a Dilophosaurus comes up to take away their kill.

Dilophosaurus

Dilophosaurus is a carnivorous dinosaur that has two large, parallel crests running along the top of its head. They try to avoid fights with other dinosaurs, preferring to dine on more tender prey like cavemen.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d8, Intimidation d12, Notice d8

Pace: 1 Hand; **Parry:** 6; **Toughness:** 15 (1)

Special Abilities:

- **Bite:** Strength +d8
- **Cause Fear:** (-2 to Fear checks)
- **Large:** +2 to be hit
- **Size +6:** Dilophosaurus are around 20 feet long when fully grown, and weigh around 1000 pounds. They stand around 12 feet tall.
- **Thick Hide:** The Dilophosaurus' tough hide adds +1 Armor all over.

The characters spot the dinosaur when it is 4 Hands away. It really doesn't want to fight, and would prefer to scare the cavemen away and steal their deer. It will stop at 2 Hands and roar loudly at the group (causing a Fear check). If they do not leave it will then attack. If the cavemen do run away it will take the deer carcass, and they must restart their deer hunt.



Quest for Berries

Grungor is very happy when the characters return (assuming they have the meat!), hugging and patting them on the back. The Clan can be seen performing a different job now; they are carrying sticks from the forest to a large pile behind Grungor's hut. They are not very happy; the characters hear grumbling and the words "Grungor mad" from some of the Clan.

Grungor has a third task for the characters; they need to go to the jungle and find some berries of different colors. He hands three hide sacks to the characters and instructs them to fill each one with berries of a different color; yellow, red, and blue. He points to a distant jungle, half a day's journey to the south.

The jungle to the south of Gan-Bur sits atop a low plateau, ringed by short cliffs. The cliffs are "many" (20 feet) high, and are sheer and steep. As the characters see the cliffs from the distance a fine, misty rain begins. By the time they get to the cliffs they are wet and slick. The rain lasts throughout the day and quits as night falls.

Any climbing rolls are made with a -4 penalty (-2 for scarce or thin handholds and -2 for the wet surface). There are scattered tall trees 100 yards from the cliff with many vines hanging from them, and many rocks of all sizes around the base.

It doesn't matter how the players get up the cliff, but bennies should be awarded for "dumb" ideas. If an action in real life would probably get someone killed, in Sticks & Stones it just might work (although it still might get someone killed)!

The jungle at the top of the cliff is thick with vegetation. There are berries everywhere, and the characters will not have trouble finding patches of the red, blue and yellow berries that they have been instructed to get. It will take about an hour for the characters to pick the three sacks of berries required by Grungor.

Here are two possible encounters to use while the characters are picking berries. Use the Bah Ju encounter for smaller groups and the Cave Troll encounter for larger groups (or use both if you are in the mood!).

Bah Ju Encounter

The berries that the cavepeople are picking are quite good to eat – except some of the red berries are actually the lure of the Bah Ju plant.



Bah Ju (Carnivorous Plant)

Not only do a number of dinosaurs enjoy eating cavepeople for breakfast, but so do some of the plants! The Bah Ju has two bulbs on eight-foot stalks; the bulbs are about a foot in diameter and two feet long. The bulbs open to expose rows of teeth. In between the two stalks are what appears to be a bunch of luscious-looking red fruit. The plant lures prey in with the “fruit,” but in actuality the “fruit” contains a mild poison to temporarily paralyze a potential meal. After paralyzing its prey, the plant strikes with the pair of bulbs. These plants are also able to uproot themselves and move at a slow pace.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d8

Pace: 1 Finger (cannot run); **Parry:** 5

Toughness: 6

Special Abilities:

- **Bulb Attack:** A standard Fighting attack with damage equal to the plant’s Strength +d6.

- **Poison Fruit:** Anyone who eats the fruit must make a Vigor roll at –1 or be Shaken and unable to move; they can begin to move again when they recover from being Shaken.

Cave Troll Encounter

Unfortunately for the group, a Cave Troll has climbed up the cliff and is hiding in the bushes, catching animals as they come to eat the berries. He thinks the cave people would make quite the tasty meal, and attacks. The Cave Troll ambushes the characters, and may catch them by surprise.

Cave Troll

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Swimming d6, Throwing d6

Pace: 1 Hand; **Parry:** 6; **Toughness:** 10 (1)

Gear: Spiked club (Str+d8)

Special Abilities

- **Armor +1:** Rubbery hide
- **Claws:** Str+d4
- **Improved Sweep:** May attack all adjacent foes at no penalty
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round unless their wounds were caused by fire. A downed troll actually returns to action if it heals itself (and is not Shaken—even if it was before being Incapacitated)
- **Size +2:** Trolls grow to be over 8’ tall



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Once the berries have been picked the characters must get back down the cliff and return to Gan-Bur. Grungor is ecstatic when they return with the berries, he dances and leaps around the characters, humming quite loudly in celebration.

The rest of the Clan is not happy; they have been chopping grass, cutting vines, and hauling wood for Grungor and can see no purpose for all their hard work. The jobs have kept them from hunting and gathering food and the Clan is hungry. They cannot eat the grass; several have tried and found it to taste very bad. Grungor will not let them use the wood for fires, so they must go collect their own wood now. The Clan complains loudly to both Grungor and Bok.

Bok is unsure what to do, as this is the strangest that Grungor has ever acted. As for Grungor, he simply ignores the Clan and begins tying sticks together with the vines. He works diligently during the remainder of the day, and any character that looks during the night will see that he is still working.

Big Pack Attack!

The next day the Clan awakens to find that Grungor has built large stick men and placed them throughout the village. There are many of the stick men set up, each the size of an Ahs. They are made with the sticks the Clan collected and have their clothes hung on them. They are stuffed with grass inside to fill out the clothing, and have faces made of hide, painted with berry juice in a crude imitation of an Ahs face. If a character examines one of the stick men he will see that each has a piece of raw meat inside with ferns wrapped around it.

The Clan is bewildered, and is soon in an uproar over Grungor's behavior. Their confusion quickly turns to terror; a loud howl is heard from outside the settlement; ravenous Dire Wolves are attacking the Clan!

The Dire Wolves are attacking from every direction. Hunters and warriors grab their weapons while mothers, children, and the aged run to tents. The wolves are 2 Hands away from the characters when the action starts.

Dire Wolves (2 per character)

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6

Pace: 1 Hand + 1 Finger; **Parry:** 6;

Toughness: 6

Special Abilities

• **Bite:** Str+d6.

• **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

• **Fleet-Footed:** Roll d10 when running.

As the last of the wolves that is attacking the characters is dispatched, the group sees that the fighting has died down throughout the village. There are a few dead Ahs lying about, and more than a few dead dire wolves. Most of the wolves, though, are sleeping!

Grungor begins dancing among the sleeping wolves, shouting "Wolves, Fern, Sleep". He will "explain" what happened to anyone that asks – he built the stick figures and covered them with worn clothing so that they smell like a Clansperson. He put the meat in each figure and covered it with Black Root, a type of fern that induces sleep on those who eat it. The smell of the meat caused most of the wolves to attack the stick figures instead of the Ahs, and when they ate the meat they ingested the Black Root, putting them to sleep. The wolves can now be dealt with at the Clan's convenience.

Grungor immediately becomes the hero of the village, and a great impromptu celebration takes place. The Elders of the Clan all agree that never in their memories have this many Dire Wolves been seen together in a pack, and the Clan was only saved through Grungor's strange stick figures. During the celebration Grungor comes up to the characters, thanking each for helping him save the Clan. He rewards them for their help with a rather odd leather headband with two large Terror Bird feathers sticking up above each ear.

Continuing the Adventure . . .

This adventure leaves several unanswered questions. How did Grungor know the dire wolves were coming and how to stop them? Why were so many dire wolves together in a pack? What is the meaning of the strange Terror Bird feathered headband? Are more creatures coming? The quests to discover the answers to these questions are left up to you!

STICKS & STONES

If you enjoyed the Pack Attack! adventure, please consider purchasing the Sticks & Stones Prehistoric-ish Role-Playing Setting for Savage Worlds, available at [RPGNow](http://RPGNow.com) and its affiliates.

For more information about the game (and more free downloads), please visit JadeTowerStudio.com

