

PLOT SUMMARY

"Cannibal Giant"

Prem Krishnan

INTRODUCTION

This is one of the healing abbey quests. When this quest is solved, the PC can receive healing at the abbey for a small donation instead of the quest.

The premise of this quest is that a giant is abducting local village children and eating them. The PC must rescue what children are left and defeat the giant. This is a pretty straight-forward hack & slash quest.

THE PROBLEM

As stated earlier, this quest is to defeat the giant who is eating the village children.

The giant sends his toady into the town in the dead of night to abduct a child every so often. One child seems to last the giant about a week (he eats light), so there haven't been that many children taken yet - more on the order of seven.

The PC can stake out the town [waiting near the town square at night will trigger an egg that has the toady come through shortly thereafter]. The toady sneaks in [maybe with some potion enchantment of invisibility] and takes a kid.

[Traditionally, it would be "... the giant's dwarf"].

Alternatively, the PC could capture the toady by attacking him until he submits. If the dwarf is captured, the PC can interrogate him to find the location of the giant's hideout.

If the PC allows the toady to wander off, the PC can follow the toady to the hidden entrance [on the north face of a hillside - occluded by art for the PC, but usable nonetheless] and enter the giant's cave.

By the time the PC gets inside the cave, the dwarf should be gone. The cave will be filled with Indiana Jones traps, etc. making it difficult for the PC to get through the main halls.

The dwarf knows the way, but won't reveal it, hoping that when the PC gets killed, then the dwarf can escape.

If/when the PC gets through the tunnels, there will be the confrontation with the giant. The scene will be one of carnage, with a few children in cages (being fattened up for later) and several dismembered parts here and there.

When the PC arrives, the children will begin barking things like "Help us!", "Save us!", whatever. The PC will have to defeat the giant in the caves.

The giant doesn't have the key to the locks - the dwarf does. In order to free the children, the PC will need to get the key from the dwarf, who has, by this time, run off...

The dwarf will be out in the woods resting from his flight. A small chase through the forest will ensue, but eventually the dwarf can be caught.

If the dwarf was captured, the key can be obtained by searching him.

On the odd chance that the dwarf was killed before he could be taken prisoner and didn't reveal the location of the hidden cave, some villager [the main villager or maybe the abbot] can bark that he recognizes the fungus stains/dirt on the dwarf's boots as that of a cave in the woods near the town. The villager can mention the hidden entrance on the north face or provide a map detailing the location.

Upon returning the children to the village, the PC will be given a small token from one of the children - a doll maybe or some trinket. The PC will get a small experience bonus at the end of the game if the PC still has the trinket [sentiment and all that].