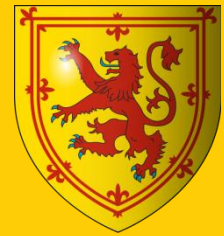


FVC14

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



FAMINE AT HOLDERFIELD

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR 4 CHARACTERS OF 2ND LEVEL. PART OF THE FILBAR CHALLENGE SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS! IT IS MORE OF A HOLIDAY TONGUE IN CHEEK SCENARIO BUT DEADLY NONETHELESS.

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Famine at Holderfield

Player's Background:

After a successful introduction to adventuring you and your cohorts are looking for a warm bed and a good meal. A passing woodsman pointed out that a small farming community called Holderfield wasn't too far from here. He went on to state that a small roadside tavern was there but warns you that a blight on some crops has been damaging to their livelihood. Directions are given as you follow the clear trail you begin to notice that some vegetation is dying and other patches appear to be in poor condition.

DM Background:

This short adventure was designed for a quartet of players of 2nd level. They should have a small amount of experience and understand the general concepts of the game. The players will have just completed their first (or second) adventure and are ready to catch a breather and enjoy their victory. The small community of Holderfield is a mere collection of farmhouses surrounding a roadside tavern. A common stop on a main road the area is commonly used as a stop for a drink before moving on to anything more important.

A recent plant blight has diminished the crop output for the farmers and they have done their best to store everything they can for the winter. Unfortunately for the farmers a group known as the Dirty Pants Gang came through a few hours ago and took the scant stores for themselves. Besides bullying the farmers, a passing alchemist was also beaten up and his backpack was taken. Among the contents of the backpack was a few vials of a bitter elixir that were Potions of Growth.

When the bandits left the area with their stolen dry goods one went through the alchemist's backpack and located the vials. Hoping for liquor, the bandit was less than pleased from the foul smelling liquid and threw the containers at some of the fowl at the farm. These birds will have discovered the fluid as the PCs arrive

in the community. The effects of the potion on the birds will have frightening effects!

This adventure was created for a more light-hearted, tongue in cheek challenge but can be quite deadly for those who play foolishly.

A. Holderfield

After breaking through the forest trail you find yourself on a road with the farm houses on the far side of a river. As you cross the river a small roadside tavern can be seen. As you reach the area you notice a placard that shows the building to be the Dancing Maiden. A group of farmers are outside the building arguing about something.

DM: As the adventurers get to the tavern they will discover the farmers have come together to discuss the recent raid by the Dirty Pants Gang. Upon arrival the farmers will take a defensive stance against the party initially until they can be convinced they aren't raiders.

Holderfield represents a role playing opportunity with some simple farmers. Once trust is gained the PCs will learn that the farmers were recently victims of a group of known thieves. The farmers will also be tending to an injured alchemist who was passing through town. The farmers are concerned as their supplies for winter have been taken and they are worried they may starve to death later.

Among the general grains and other foodstuffs stolen the bandits got away with the alchemist's bag. Inside this haversack will be basic supplies and equipment and two Potions of Growth. One of the bandits found these foul smelling elixirs and tossed the bottles into a harvested field (area E) where some fowl were searching for food.

While the alchemist is still stunned from the attack on him the farmers, who offered little resistance, have regained their courage and want vengeance against the bandits. With the appearance of the PCs the farmers will ask for their assistance. The peasants will point out that they have little to offer the party in the way of a reward but explain that they would be forever grateful for any assistance the party can give. The farmers will point out that there is

a reward for the capture of the bandits and produce a wanted poster as proof <give players copy>.

B. Cheep Cheep Encounter

After hearing the details of the bandit encounter the farmers had and learning of a suitable reward by the local magistrate you have accepted the job opportunity. The farmers point out that the bandits fled with a cart full of supplies out of town in the opposite direction that the PCs came in by the river.

DM: As the party prepares to move out and leave the roadside tavern they will hear a deep guttural "cheep". As everyone moves away from the building one of the farmers will exclaim "What...is....that??" Down the dirt road the PCs will see yellow, fluffy baby chicks that are the size of a large baby.

As the PCs watch bewildered the farmers will shirk in fear. The oversized chicks will be pecking around at the ground. Upon seeing the PCs the four "baby chicks" will make a beeline towards them. The chicks are quite hungry and will appear to be quite aggressive. If the PCs attempt to catch them a successful "hit" with a rope will suffice to corral the creatures. They can then be turned over to the farmers to be secured further. If captured the chicks will return to their normal size in about twelve hours. If the creatures are slain they would make for good eating.

Giant Chicks (4): Armor Class 10 (natural) Hit Points 22 (1d10 +6)

D +2 1D4 Beak or 1d4 Talon

STR DEX CON INT WIS CHA - 19(-1) 11(+0) 10(+0) 4(-3) 9(-1) 10(+0)

Challenge ¼ (50 XP)

C. Momma Chicken

Just after you finish dealing with the four enormous baby chicks you hear a clucking coming around the corner. Yellow tufts of down can be seen through the trees. As you prepare yourself for more baby chicks you see white feathers approaching. A chicken the size of a man along with two more baby chicks come strutting down the road. Upon seeing the other four baby chicks (or remains thereof) the mother chicken begins to speed towards the party.

DM: This group of chickens will not be as neutral towards the party especially if any of the chicks were slain in the previous encounter. This mother was looking after the baby chicks when they got ahead of her. Her discovery of the "mean party" will result in an aggressive set of attacks. These creatures do not possess any treasure and can be "prepared" for a meal if slain. If captured they will return to normal size like the baby chicks in encounter B.

If the party attempts to rope the mother chicken she will aggressively attack the PC holding the rope. It will require three ropes to take control of this creature. Her chicks will operate the same as the ones from the previous encounter.

Giant Chicks (2): Armor Class 10 (natural) Hit Points 22 (1d10 +6)

D +2 1D4 Beak or 1d4 Talon

STR DEX CON INT WIS CHA - 19(-1) 11(+0) 10(+0) 4(-3) 9(-1) 10(+0)

Challenge ¼ (50 XP)

Giant Chicken: Armor Class 11 (natural) Hit Points 22 (3d10 +6)

D +4 2D4 +2 Beak & 2d6 +2 Talon (2 attacks per round choice of attacks)

Special ability of an extra attack every other round: or leap (-2 to AC)

STR DEX CON INT WIS CHA - 15(+2) 11(+0) 15(+2) 6(-2) 9(-1) 8(-1)

Challenge 1 (200 XP) Advantage on attacks if allies are within 5'

D. Chicken Herd

As you follow the cart tracks leading out of town you hear screams of children! Rushing forward you see several children being chased by the large yellow chicks. Yelling to the children they run towards you for safety. Unfortunately the yelling has also garnered the attention of two very large chickens that appear. They fall in behind the chicks who are chasing the children.

DM: All four of these creatures will be 'aggressive' and have to be dealt with. The mother hens will be concerned that their chicks are being attacked and will move to defend them. The chicks will follow the lead of the larger hens and also attack the party.

The children will flee past the PCs in their efforts to escape and the chicks will attempt to follow the children and will do so if not stopped by attacking them. Once this occurs the mothers will take issue with it and attack the party.

Giant Chicks (2): Armor Class 10 (natural) Hit Points 22 (1d10 +6)

D +2 1D4 Beak or 1d4 Talon

STR DEX CON INT WIS CHA - 19(-1) 11(+0) 10(+0) 4(-3) 9(-1) 10(+0)

Challenge ¼ (50 XP)

Giant Chickens (2): Armor Class 11 (natural) Hit Points 22 (3d10 +6)

D +4 2D4 +2 Beak & 2d6 +2 Talon (2 attacks per round choice of attacks)

Special ability of an extra attack every other round: or leap (-2 to AC)

STR DEX CON INT WIS CHA - 15(+2) 11(+0) 15(+2) 6(-2) 9(-1) 8(-1)

Challenge 1 (200 XP) Advantage on attacks if allies are within 5'

E. Turkey Terror

As you make your way out of town you pass a farm to your right that still has some crops awaiting harvest. Across the road is a field that has been

harvested. The barren field has a collection of four distressed scarecrows near the road. A deep "Gobble" is heard but not seen. As you look around you see the scarecrows start to tilt a moment later the constructs are knocked over as an 8' turkey plows over them. It shrieks out another gobble and heads directly at the party. The large wings flap and the behemoth clears the distance between you easily landing near one of you with dust being kicked up when it hits the ground.

DM: This creature was initially obscured by the quartet of scarecrows in the field but was aware of the party's arrival. They will witness the creature charge, take flight, and land next to them before they are able to react setting up the first initiative.

Along with the beak and talon attacks the Giant Turkey can opt to flap its wings to send dust everywhere causing a -1 on all attack rolls or rush an opponent to attempt to knock them prone. This creature is highly aggressive and very large in both height and weight. If slain the farmers will collect the carcass and present it to the PCs as a celebratory dinner if they are triumphant. After twelve hours the growth potion will wear off and anything left of the creature (feathers, cured meat, etc.) will return to the normal size. The PCs will find two empty potion flasks that belong to the alchemist as well.

Giant Turkey: Armor Class 13 (natural) Hit Points 52 (6d10 +6)

D +4 2D8 +2 Beak & 2d10 +2 Talon (2 attacks per round choice of attacks)

Special ability of a wing buffet all with 5' radius DC12 vs. Dexterity or -1 attack rolls from a dust up

Turkey beard slap DC14 vs. Dexterity or knocked prone (in place of 1 attack)

STR DEX CON INT WIS CHA - 16(+3) 11(+0) 15(+2) 6(-2) 9(-1) 6(-2)

Challenge 3 (700 XP)

F. Bandit Problem

After the defeat of the Giant Turkey you continue to move down the road following the tracks made by the cart. As you enter the woods you suddenly lose the trail and it appears as if the cart has mysteriously vanished.

DM: The PCs will quickly discover inside the forest that they have lost the trail. A search of area will require a DC12 vs. Wisdom. If everyone in the party fails to make this DC the trail will have been successfully hidden by the bandits and they will escape. Anyone making the DC will quickly discover signs that a heavy cart went south along an old game trail.

After moving several miles into the forest a hidden hilltop will be discovered. An old hunter's shack sits at the top of the rise and an empty cart will be found outside the building. Inside the 10' by 30' building are the members of the Dirty Pants Gang. This group can be taken dead or alive for the reward but if killed, proof of their demise will be expected. Among the stolen supplies is a leather rucksack with alchemist tools.

If the PCs can defeat the bandits the stolen goods will have to be reloaded onto the cart and can then be taken back to the grateful farmers of Holderfield. With their fears of a famine assuaged they will recognize the PCs as heroes.

Thugs (4): Armor Class 11 (leather armor) Hit Points 32 (5D8 +10)

+4 1d6 +2 Mace (x2)

STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Challenge ½ (100 XP) Treasure 80gp

Leader: Armor Class 12 (leather & Shield) Hit Points 27 (6D8)

+4 1d6 +2 Short Sword (x2) and 2d6 w/allies

STR/DEX/CON/INT/WIS/CHA 10(+0) 15(+2) 10(+0) 12(+1) 14(+2) 16(+3)

Challenge 1 (200 XP)

G. Celebration – Ending the Adventure

If the party returns to Holderfield with the stolen supplies in tow they will be recognized as saviors to the community. The dead fowl will have been prepared for a massive feast. The Giant Turkey will be the centerpiece of the banquet and the farmers will have made headdresses out of the feathers and give each of the PCs a crown as well. This crown will be similar to an American Indian headband.

The party will also be met by members of the local nobility. These men will have the funds available to give to the party if they have defeated (and have proof) the Dirty Pants Gang. The celebration will go through the night and the PCs will be allowed to stay the night in the Dancing Maiden. In the morning a grateful alchemist will present them two Potions of Extra Healing as a reward. The party will thanked profusely and each will be given a “care package” of homemade meals on their way out of town as well.

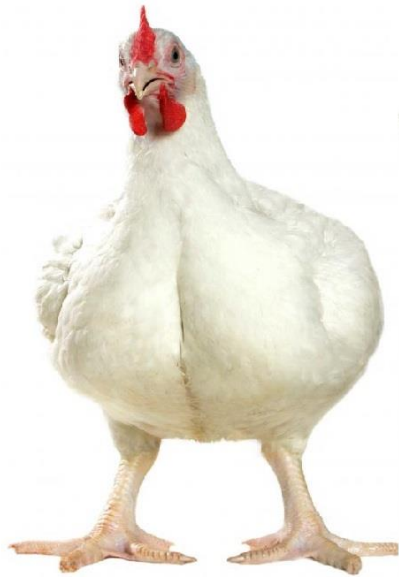


The Dirty Pants Gang



DM Area Map <above> Baby Chick size <below>





Giant Chicken <above> Giant Turkey <below>



WANTED
FOR BANDITRY



DIRTY PANTS GANG
200GP
REWARD