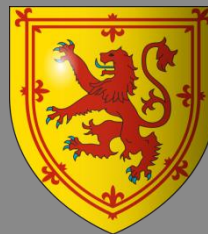


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ADVENTURES IN FILBAR

BY FRANK SCHMIDT



MCALLISTER THE RUNAWAY

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 2ND TO 4TH LEVEL. PART OF THE FILBAR SOLO SERIES BASED NEAR THE TOWN OF PENCHANT IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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McAllister the Runaway

Player's Background:

The daily check of the message totem has paid off! As you read the old job opportunities, a new posting is nailed to the large wooden post. Apparently a young boy has gone missing and his parents want him back. The notice points out a reward of an old ring that "may" be magical. With the Yule season upon the area, your spirit of giving is in full swing and you decide to look into the job. Seriously, how hard can catching one kid really be?

DM Background:

This parody adventure brings a solo PC into the Yule season with little adventuring to be done due to the weather. After checking the message totem, the player will uncover a 'simple' recovery mission of a missing youth. The PC will be expected to discover the details of the job from the parents, seek out plausible locations, and recover the child SAFELY.

The task will take the PC into the streets of town, where they will be stopped by a Gypsy and then finally off to an abandoned noble's house. The real issue is that while young McAllister was initially a runaway, he has not been captured by the current residence of the domicile. Gregor the Goblin has managed to catch the young interloper as he investigated the ruined home. Gregor is now weighing his options as to what to do with the young runaway.

Gregor, being a creative Goblin, has secured the ruined structure with a variety of traps that he uses to insure his own safety. With the remote location of the building, he rarely has visitors, but more than one wandering hunter has sought solace in the damaged walls. Each has left fleeing the building for their lives. While the adventure was designed for fun/parody, it can still be dangerous. The scenario will send the PC through nearly the entire length of the building. Only the stairs in the upper right section is passable at this time.

The adventure can be run for "real" as a solo (DM/Player) adventure of 2nd-4th level, but was designed more of a tongue-in-cheek holiday scenario based on a popular Christmas movie. It can be retooled and added to your own campaign as

a solo adventure with a little tinkering. Happy holidays to you & yours and I hope the season brings you happiness!

A. The Job

After finding the job listing on the message totem, you have gone to the residence listed for the job. A knock on the door is answered by a middle aged man and woman who introduce themselves as Master and Lady Columbus. Upon inquiring about the job, they allow you to enter and offer you a warm beverage and cookies.

DM: The couple explain that they are bakers by trade and their teenage son has apparently runaway. They have checked with his friends and other residents of town, but have been unable to locate him or information on his whereabouts. Master Columbus explains that he and his son got into a rather strained argument and the boy went missing yesterday. He will continue by telling the PC that with the Yule season, he is unable to leave his business, as it is his busiest time of the year and the family needs the money.

Mrs. Columbus has a drawing of the boy that was done at the county fair earlier in the year that she can show the PC to identify him. McAllister is reported to be a lithe boy, with a slender build and not much of a fighter. The two will implore the PC to locate their son and save the holiday for them. They will be able to offer a sum of 100gp as a reward, which will appear to be a significant amount compared to the modest residence. The two will be genuinely worried about their son's wellbeing, but will have almost no information to go on.

B. Gypsy Meeting

After checking the surrounding buildings and receiving no additional information on the potential whereabouts of the missing boy, you are becoming quite flummoxed. While you are sorry for the loss of the child, it doesn't appear as though you have any ideas. At this time you notice a strange woman covered in pigeons watching you and smoking a pipe. The aroma of her tobacco is quite pungent.

DM: Once the PC approaches the woman, the birds will scatter to a nearby building. The toothless hag will grin at the PC and blow a big plume of smoke into the air. "Seek the boy are ye?" will be her first response to the PC upon being approached.

This woman will introduce herself as "Babs" and report herself to being a gypsy and fortuneteller. She will offer to help the PC but, will require an item as payment. Her stipulation to offering assistance is that the PC go to an abandoned house a mile outside of town and obtain special herbs that grow in that area. The weed is what she uses in her pipe and she is too tired to get it herself. If the PC balks or asks for something upfront she will offer to read their palm. The subsequent reading will have her puzzled and point out to them that "ye need to be very careful or I see you turning into a chicken!" She cackles at the reading and tells the PC to get her tobacco and she will help them find the child. Directions are given and will be simple to follow. With no other leads the PC's choice should be easy.

Babs saw the child go into manor house and heard a ruckus while attempting to gather some of her pipe ingredients and believes the PC will uncover the truth if they collect the herbs. She will not come out and state she observed the child, for fear she will be a suspect in the disappearance.

C. Wrathmore Manor

The old manor house was originally a large barn that was converted multiple times over the years. The exterior is in obvious disrepair with several holes in the rooftop. The wooden shingles glisten from a recent and quick downpour that ended as the PC arrived in the area. High weeds with a familiar pungent aroma are near the front entrance. A small knife is present and appears to have been used to start cutting the herbs. A boy's shoe will be visible on the front step.

A broken stone fence encircles the compound and the foliage has grown up around the house. Small critters scurry throughout the brush as the PC approaches the building. The front doors are open and offers the easiest way into the building. Damaged windows rise 5' above ground level but are devoid of any glass and the shutters are in depressed condition.

The interior of Wrathmore still has shades of greatness, in the forms of intricate wood work and some mosaic floors. Faded and damaged frescoes on the walls indicate that the building was once prestigious, but is now just a ruined shell. A sharp and pungent aroma can be smelled throughout the building on both levels. Debris from ruined furniture and belongings litter most rooms. The ceiling has holes in it and stands nearly 12' up and cannot be easily scaled.

While the PC investigates the interior of the dilapidated structure, they will randomly hear Gregor yell out warnings to them. Lines such as "You git out!" or "I kill you and make it hurt" will be heard by the PC either as they wander the building or as they are being attacked to add color to the scenario.

1. Trespass Warning

A quick trip into the countryside with the help of the Gypsy's directions has landed you at Wrathmore Manor. The old noble's home was once quite stately, but has fallen upon bad times with no one to care for the building or the grounds. The double front doors hang by single hinges and squeak as a breeze causes them to move slightly. The entry hall has damaged walls and an ominous warning scrawled on the floor in what appears to be blood. The warning is "Get you out, no well come hear".

DM: Gregor the Goblin does have a limited understanding of the common tongue, but his ability to write is poor to say the least. He has scrawled the warning on the floor in the hopes that curiosity seekers will avoid further investigation. There are no encounters at this location and some light filters in the interior of the building due to poor roof conditions.

2. Bolts from Above

A rustling noise is heard as you move through the piles of debris strewn about the floor. A yell comes from someone speaking with a guttural and broken accent for you to leave and the familiar "zing" of a crossbow bolt is heard!

DM: These multiple areas are all similar in that Gregor is using his hand crossbow to shoot at the PC in an effort to get them to retreat out of his "home". These attacks will come from the Goblin as he hangs upside down

from the holes in the ceiling or as he runs along the rafters. The attack bonus will be +3 and cause 1d6 -1 worth of damage.

Attacks against the Goblin will be for AC22 at disadvantage, due to his cover and concealment. If he is struck before the final battle, the PCs will find empty potion bottles in his belt pouches when they finally catch him. These would have been healing potions that he used to survive the PCs attacks.

These combat encounters will be one melee round each, with the creature retreating further into the building. The party should lose initiative except in the event they roll a natural 20.

Gregor also wears a magical medallion that can absorb 50 hit points of magical and missile damage (cumulative). This item will be valuable to the PC and usable by any class.

3. Pull Ropes

A rope dangles from the rafters at this location. As you look up you can see where it is secured and may allow you entry up into the rafters where you can get to the Goblin firing at you!

DM: These ropes are more tricks set by Gregor. The ropes go up into the ceiling where they “appear” to attach to the old rafters but they do not. Ropes have been strung on the rafters to make it look like the hanging ropes are connected but in actuality they are attached to old metal ornamentation such as lanterns, stones, and other bludgeoning items.

A PC can put some weight on the rope and feel tension, but once a climb is attempted the item at the other end will dislodge itself and become a missile doing 1d4 worth of damage with +5 to strike. Successful strikes will cause the Goblin to gleefully laugh and ask the PC if “you want more or you done with me?” Any attempt to lasso the rafters will prove fruitless and prolonged attempts will result in more crossbow bolts.

4. Net Traps

These areas denote a snare trap that will require a DC14 vs. Wisdom (DC12 after any previous fails) to notice. These traps blend in very well to the

surroundings and are difficult to spot. The PC should fall into one of these traps at some point in time. Sadly for Gregor, the weight of the PC will prove too much for the old ropes and will give way while the PC attempts to escape the large net. The drop will cause 1-2 hit points of damage and will result in a mocking statement from the Goblin about the PCs weight.

5. Oil Slick

A layer of sawdust has been placed over these spaces to disguise the slick surfaces. Those PCs finding these areas will lose their footing unless a DC18 vs. Dexterity is made. Anyone slipping will careen into a pile of debris causing it to fall on top of them sustaining damage of 1-2 hit points. If a higher level character is being used, Gregor may shoot a flaming bolt into the oil causing 2d6 worth of damage to the PC. A retort such as "you not able to stand little baby" is certainly acceptable at these encounters.

6. Tarred and Feathered

Upon entering this chamber, the PCs will spill a bucket of tar onto their head and the viscous fluid will cover most of their upper torso. Attempts to remove the fluid quickly will fail but the PC should notice a Goblin-esque figure across the room as an outline. The creature is armed with a crossbow aimed at the PC.

If the player has a missile weapon, they can attack the "creature" and if they do not have one, they will spot a rock nearby that can be heaved at it. A charging melee attack will result in a trip/tackle of the creature.

The "creature" is actually a clever scarecrow that holds a rope fastened to a sheet filled with chicken feathers. Once the "creature" is attacked the sheet will release covering the area, and PC, in chicken feathers. With the viscous fluid the PC will effectively be tarred and feathered making, the prophecy of the gypsy come to fruition. This encounter can be tailored to occur no matter what direction the PC comes from, but it will not be repeated. This encounter has no damage potential.

7. Narrow Crossings

Boards have been placed across the open sections of the ceiling at this location making a catwalk of sorts. The narrow boards seem sturdy enough but the craftsmanship is certainly questionable. In order to get to the other side it appears you will have to walk a slender path.

DM: This scaffolding is used by the Goblin to move about the upper areas and attack the PCs. Bolts from his crossbow will be found up here to be used to reload his weapon. Several of these weapons will be hanging on rafters within easy reach.

A DC12 vs. Dexterity should be rolled at each numbered point, with a failure being a fall causing 1d6 damage. Those PCs opting to try and crawl along the boards may face bolts being shot at them from Gregor. This area will be quite dark and the bolts origin will be difficult to determine. Access to this area is best gained from the area directly south of the stairs.

8. Disguised Holes

PCs treading in this debris strewn area will encounter hidden floor access. These areas are used by Gregor to shoot bolts at the PC and are easily coverable by trash nearby. The weight of the PC will cause the concealment to give way and have them fall down to the main floor. This will cause 1d6 worth of damage and a plume of dust to rise around them. A mocking "ha-ha you fall and go boom" will echo through the area as the Goblin taunts the hapless PC. A non-lethal approach could give the PCs a DC14 vs. Dexterity to catch themselves prior to falling through the floor at the DMs discretion.

9. Debris Slides

These areas have a large pile of debris that has to be climbed over. In doing so the PC should roll a DC12 vs. Dexterity or find themselves sliding out of control and crash through the ceiling causing 1d6 worth of damage or allowing the same extra save as in area #8. The mocking will continue with "you should put your arms up when you do that" will be heard from Gregor.

10. Gregor & McAllister

This room is filled with numerous items of low value, but the center is clear. Standing in front of a doorway to a storage closet is a large Goblin with an empty hand crossbow at his feet. The creature has unsheathed his sword and appears ready to do battle!

DM: There two options for the final encounter at this location. First, a cheerful ending could play out with Gregor protecting the injured McAllister who is just inside of the closet area. The Goblin will verbally point out that the PC is not to hurt the boy as "he a nice boy". In this scenario Gregor found the injured McAllister after he was injured running from bandits. The two have formed a friendship and McAllister will attempt to defend the Goblin. This option ends with the PC and Gregor carrying the injured boy home and being greeted as heroes. The townspeople will let Gregor return to his "home" and not bother him.

Option two for the conclusion is that Gregor has claimed an unconscious McAllister as his own and will refuse to let him go. The encounter will end in melee with the winning side getting McAllister. If the Goblin is defeated a sack containing 75gp and the magical medallion will be awarded as prizes. A +1 silvered dagger is also present in the mess which would also go to the PC as part of the spoils.

Gregor: Armor Class 17 (chain shirt, shield) Hit Points 29 (6d6)

D +4 Scimitar 1D6 +2 (x2 but second is with disadvantage)

STR DEX CON INT WIS CHA /10(+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10(+0)

Challenge 1 (200 XP)

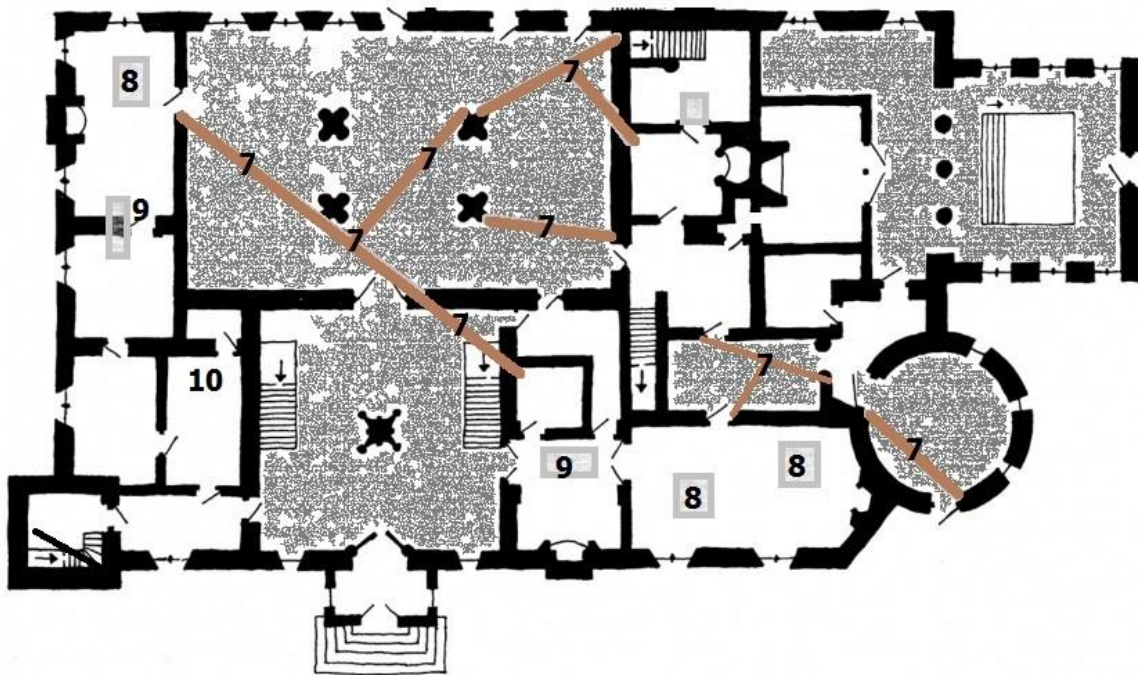
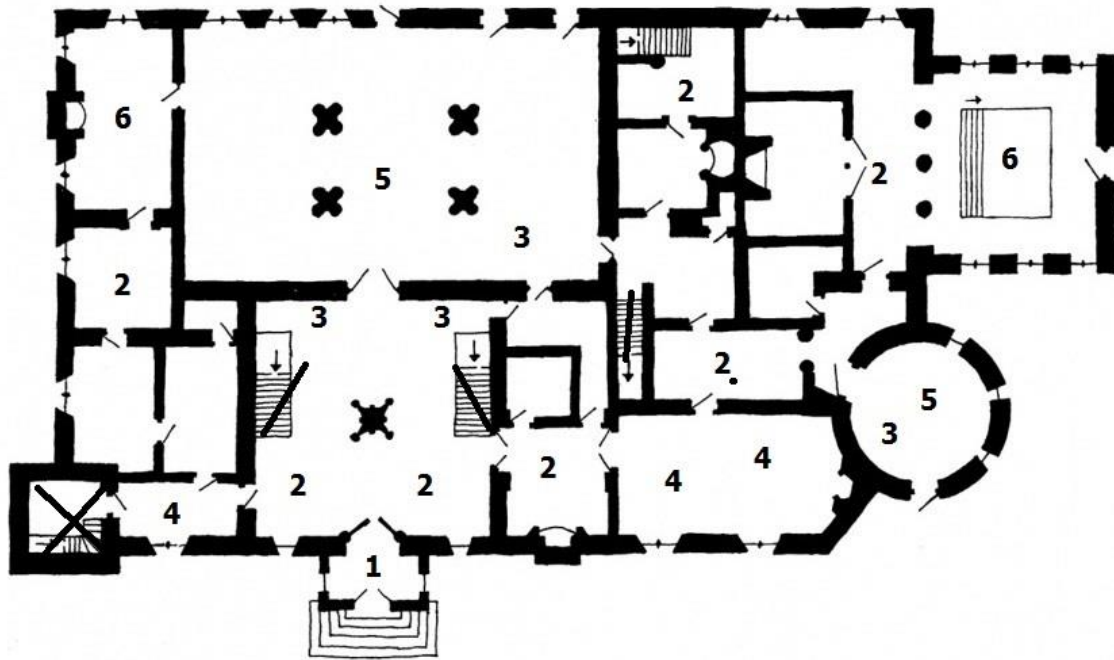
Conclusion

Assuming the PC can recover McAllister successfully and return him to the village, the boy's parents will be overjoyed along with the rest of the community. The reward will be offered and can be taken or gallantly refused. If the herbs

were collected for the gypsy woman she will reward the PC with her dirty, but lucky, rabbit's foot. This item will allow the PC a reroll of one failed saving throw before the item is normal again. Babs will also confirm that she observed the boy go into the house but was afraid that she would get blamed. She will add that she "knew" the PC had it in them to be a hero! Singing will be heard in the distance and snow will lightly fall and the season will be saved thanks to the PC!



Gregor medallion and lucky rabbit's foot



Wrathmore Manor