

D & D & D & D & D  
ungeons  
ragons  
iners  
rive-ins  
ives

Pickle in Flavortown



## OP10 – PICKLE IN FLAVORTOWN

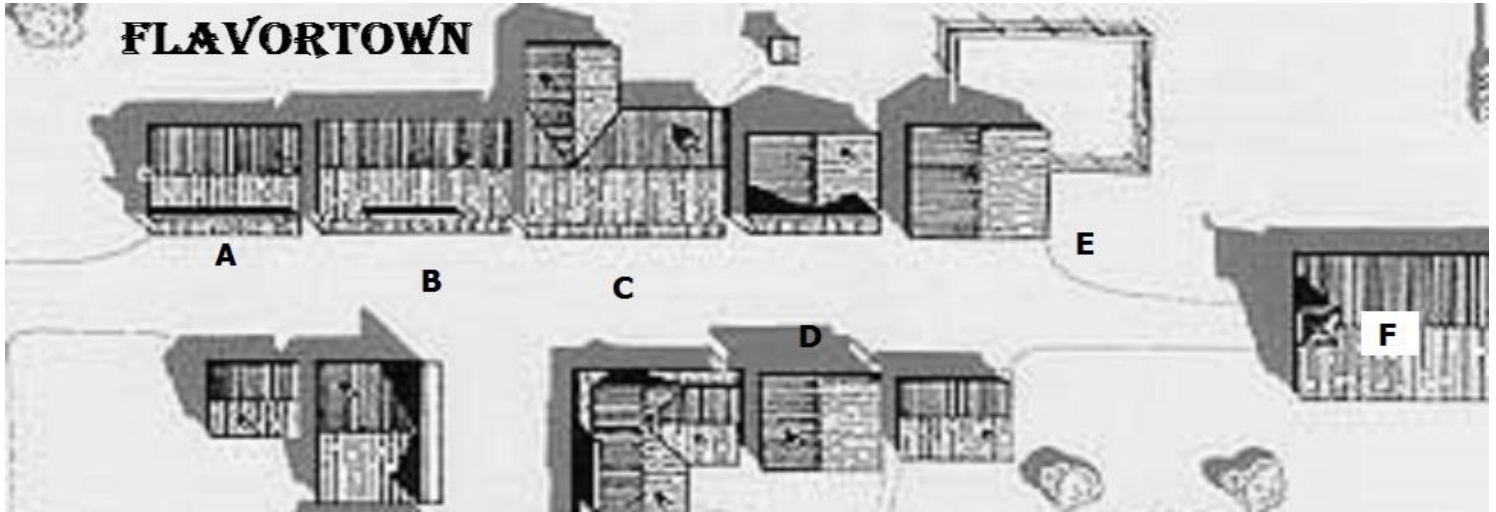
An Adventure in Filbar™

All you wanted to do was have a few drinks in the tavern and mull over your future when your future comes smacking you in the face! A tongue-in-cheek adventure for a solo, low level PC and DM.

**Frank Schmidt**

@FilbarRPG

## OP10 - Pickle in Flavortown



**Player's Info:** You finish the last drop from your mug of ale and ponder if becoming an adventurer was a wise choice. For several weeks you have only discovered disappointment and your claim to fame is that you are penniless. You haven't even had a chance to prove yourself. Setting your cup down the tavern door bursts open and a man yells there is a crazy wizard and, and, he's going crazy. A smile crosses your face...here is your chance to shine!

**DM Info:** This short scenario is meant for a single PC & DM and can be used to help a new player understand the basics of combat. A rogue Gnome named Guy has gone insane and is using his Wand of Construct to turn mundane items into autonomous creations that are rampaging through the small community of Flavortown! The opportunity for the PC to shine is present and, if successful, will find accolades from a grateful populace, a bit of fame, and possibly even second level! Gnome Guy Fieri can be fought and captured (zero hit points) for a reward of 50gp. The Wand of Construct will be out of charges and useless and his jewelry will fetch another 50gp!

**The streets of Flavortown will be filled with a variety of mundane food & items chasing the townspeople through the streets. Blocks of cheese, salad tongs, crockery, etc. can be described as needed i.e. "A wheel of cheese just rolled over a merchant!" or "A pair of spoons are smacking a woman on top of her head!"**

- A. Tavern of the Sad Jester** – Starting point for the PC who will witness the chaos after leaving the bar. No encounter.
- B. Mashed Potatoes** – The PC will leave the bar and down the street they will see a diminutive creature waving a wand and having things animate under the power of the magic item. As chase is given, a barrel of potatoes will turn over, scatter and 4 large spuds will roll after and attack the PC! **Animated Spuds (4)** AC10 HP2 D +2 1-2 hp <all constructs have zero bonus stats>
- C. Knife Block** – As the PC passes by this location they will notice it is the butcher's shop. Several items will come crashing out of the window and go after various citizens. A knife block with one exposed blade and one sheathed with attack the PC like a crab hopping at the PC. **Knife Block** AC15 HP13 D+3 1d6 +1 or Grapple DC11 to escape (no damage)
- D. Tanner's Pot** – A shower of sparks escapes the magic wand and strikes a Tanner's cauldron causing it to burst off the porch and head for the PC in the roadway. Sloshing hot oil, the iron pot will attempt to knock the PC down (DC11 vs. Strength) for a free attack. The 'legs' will also get a single kick attack per round. **Cauldron:** AC10 HP17 D+4 2d4 +2. Defeat means it is cracked!
- E. Blade of Fury** – The Gnome begins to duck into a building at the end of the street but casts its wand at a blade hanging outside the Blacksmith shop. It animates and blocks the PCs path. **Animated Short Sword:** AC16 HP15 D+3 1d6 +1
- F. Gnome Guy Fieri** – You last spotted the Gnome running into the Temple of Cookery at the end of the street and arrived a few minutes later. Inside you hear a crazed rant within and open the door finding the Gnome repeatedly pointing the wand at various items in the temple with no effect. He hears your approach and yells out "Peace, love, and taco grease!" then he charges forward with a club! You perceive the man needs help and move to take him alive! **Guy:** AC11 HP32 D+4 1d6 +1 (x2).

If the PC can defeat Guy and take him into custody, they will still notice the constructs rampaging. Snapping the wand will resolve the issue and bring the items back to normality resulting in the populace hailing the PC as a hero!