



## **OP21 – LOKI'S GROVE**

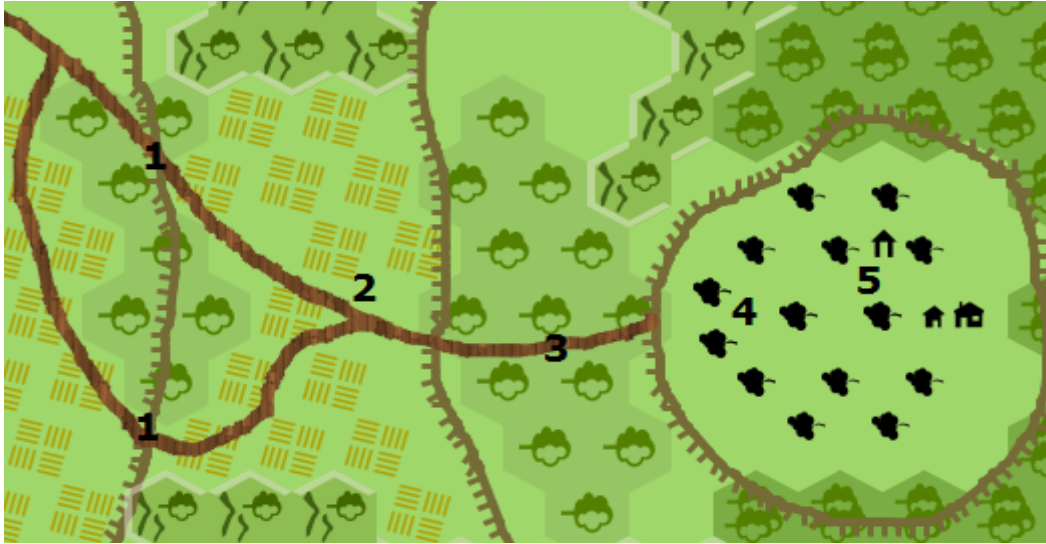
**An Adventure in Filbar™**

Just like that, you're on your own. Your training and duty complete, you head out to locate your fame and fortune. Within the hour you have already located a paying job. The alchemist needs some ingredients from a nearby Druid and has offered you payment to obtain the items from Loki. A few hours from now you'll have more money to buy better equipment!

A scenario for a single, first level PC and a DM for 5<sup>th</sup> edition rules

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# OP21 – LOKI'S GROVE



**Player's Info:** With your training completed, you begin your life as a new adventurer! It doesn't take long before you find your first job, a fetch mission. An alchemist requires some herbs and has employed you to take a package to a Druid named Loki just a mile outside of the city. A hefty payday of 20gp is offered for the simple task and you immediately snap it up! Directions are given and you head out of town to complete your first mission!

**DM Info:** This scenario was designed for a single, first level player and a DM to guide them through it. The mission is simple fetch quest where the PC must deliver a request from the alchemist to the Druid for some unique potion ingredients. The sealed box contains the items requested as well as payment in the form of a small gem. The PC will not know of the contents in the sealed box and should be able to complete the task without too much effort. This adventure can be used for teaching a new player about the game of D&D!

**About a mile out of town you observe the destination sitting atop a small hill. The path splits and you have to make a choice!**

- 1. Ridgeline** – After choosing a path you reach a small rise in the trail. A strange aroma greets the adventurer and they will spot a dead Skunk just off the path. Buzzing around the creature is a small, bulbous creature known as a **Stirge**. Not content with the animal corpse, the creature will go after the PC. There is no treasure. **Stirge** AC14 HP2 D+5 1d4 +3 -3/+3/0/-4/-1/-2 this encounter should not be repeated.
- 2. Wheat fields** – The trail comes back together and noises will be heard from the road not taken. A Goblin will come running up from behind the PC to attack. A DC10 vs. Perception is needed with failure being initiative rolled at disadvantage. The creature has become separated from its clan and is alone. It will have 12sp on it. **Goblin** AC15 HP7 D+4 1d6 +1 -1/+2/0/0/-1/-1
- 3. Woods** – The path leads into a thick copse of trees with bushes lining the roadway. Sunlight will be abundant so no need for secondary light. A DC12 vs. Investigation can be rolled here with a fail resulting in the PC not observing that one of the bushes is not like the other. This item is a Twig Blight and will attack first if the roll failed otherwise initiative. **Twig Blight** AC13 HP6 D+3 1d4 +1 -2/+1/+1/-3/-1/-4 no treasure
- 4. Vineyard** – Small bushes covered in bluish-gray berries are present in abundance at this location. One bush has red berries that appear to be ripe. A DC10 vs. Medicine would tell the PC that the item is a curative berry. There are two handfuls of these red berries and they will restore 1d8 +2 hit points if both consumed. The other berries are immature and will do nothing. If the red berries are plucked, six **Crawling Claws** will appear from other bushes and move against the PC. These animations are used by Loki to tend to the mundane work in the garden. These claws will attack the adventurer until they are destroyed. **Crawling Claws (6)** AC12 HP2 D+3 1d4 +1 +1/+2/0/-3/0/-3 no treasure present.
- 5. Workshop** – Noises come from the small outbuilding and the PC can assume they have found Loki here. In reality, it is a teenage **Satyr** that is attempting to pilfer items from the workshop. The creature will see the PC as a threat and will either attack or use its pan flute to deal with the PC. Because the creature is a juvenile, it does not possess weapons and saves against the flute can be made at advantage. If the PC falls under the spell of the flute, the creature will take the box destined for Loki and the PC will wake up to an angry Druid. **Satyr** AC14 HP14 D+3 2d4 +1 (ram) +1/+3/0/+1/0+2

**Concluding the Scenario:** If the PC can successfully deliver the package, Loki the Druid will open the missive and give the PC the ingredients requested and send them on their way. If the adventurer fell during the quest, they will be buried on the grounds as fertilizer. Should the 'hero' have been charmed/looted by the Satyr, they will be tossed off the property and warned for trespass. Killing off the 'helping hands' may have a good/bad effect depending on how the DM wants to play it.