# OP22 – MONSTER FALLS

An Adventure in Filbar™

With a humanoid tribe hot on your heels you've made a break for the sounds of the river and located a waterfall. Spying a cave behind the rushing water you move quickly deciding that will be your last stand. As spears narrowly miss you, the group plunges beneath the cold waters and brace for the fight of your lives!

A scenario for four, 1st level PCs & a DM

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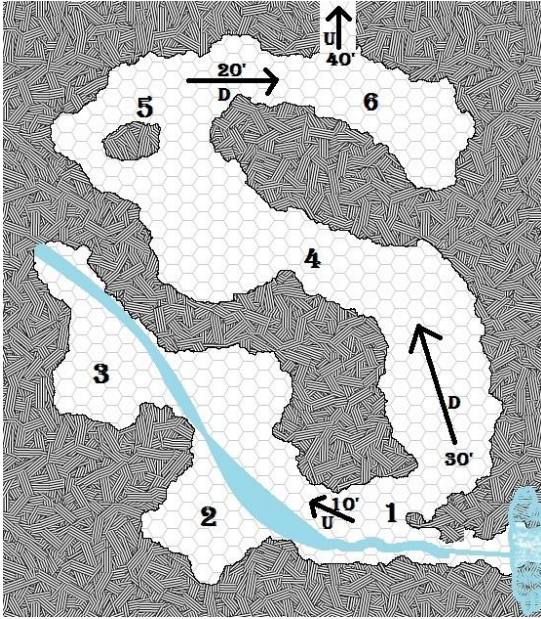
Player's Info: "Get behind the waterfall!" You and your associates scamper down the edge of the hillside just as a spear lands in the dirt next to you narrowly missing your head. Your quartet lands at the edge of the lake and makes a mad dash behind the roaring waterfall as the humanoids howl in anger on the ridge above. Each of you slip slides behind the water hoping to get to the other side but are crestfallen as you notice there is no ledge. A cave opening behind the cascading water offers your only defense and you brace yourself for your pursuers to enter. Who would have thought the wilderness would be so wild!

DM Info: This scenario was designed as a beginning adventure for a quartet of initial PCs but could be adapted to different numbers for higher levels. The party will have been chased down an embankment by some angry humanoids and reached the base of a large lake in a wilderness setting. The group will prepare their last stand behind the flowing waters of a large waterfall for an attack that will not come.

The humanoids are familiar with this area quite well and understand that something very dangerous resides in the region. The attacking force will attempt to wait out the party on the side of the lake. The party will have to explore the caves and find an alternate way out or face off with an overwhelming force of creatures that want to skin the neophyte adventurers! The adventure was designed to be played in less than two hours and used as an introduction for new players to get to 2nd level.

The cave interior will be damp and musty. Bones of various creatures will be found throughout and strange noises will echo throughout.

1. **Crossroads** – Looking out through the cascading water will allow the party to see the band of humanoids make it to the shoreline of the lake but come no further. They will apparently sit and wait on the party to exit before risking the narrow path behind the waterfall. A noise behind the group will have them spin around and spot a pair of Bullywug approaching them. The filtered light will be enough to see the amphibians approach for battle. **Bullywug** (2) AC15 HP15 D+3 1d4 +1 (bite) & +3 1d6 +1 (spear) +2/+2/+1/-1/0/-1 they have 8gp worth of gemstones

2. **Moldy Cave** – Moving along the slight rise the PCs spot movement across a small creek that cuts through the cave. Heavy mold growth is present along the sides of the walls and the smell is disconcerting. Focusing in on the small side cave the movement has passed and no signs of life are present. This cave is home to a pair of Myconid Adults that enjoy the 'moldy' nature of the cave. These creatures will blend into the other growth giving them advantage on the first initiative. No treasure. **Myconid Adults** (2) AC12 HP36 D+2 2d4 x2(poison spores) 0/0/+1/0/+1/-2 also can do a Spore attack (x3) DC11 vs. Constitution or be stunned one round.

3. **Dead End** – The source of the small creek is discovered gushing through a broken cliff face here and pouring out of a natural depression in the rock. Heavy, bleached plant growth sits along both walls and tendrils dip into the water. The opening will not be large enough to escape the cave complex. This section is home to a Giant Toad and a patch of Vine Blight. The skeletal remains of a dead adventurer will be present in the small pool. A garnet ring on a finger will be worth 15gp and a wax sealed Potion of Extra Healing (2d8 +4) is also present. **Giant Toad** AC11 HP35 D+4 1d10 +2 (bite) & 1d10 (poison) +2/+1/+1/-4/0/-4 *Hit also requires DC13 grapple to escape*. **Vine Blight** AC12 HP25 D+4 2d6 +2 (choke) +2/-1/+2/-3/0/-4 *successful hit requires DC12 grapple to break free*

4. **Creepy Climb** – The party will move up a 30' incline on rocky, loose terrain. As they crest the plateau they will be greeted by a Giant Spider. The PCs should fight at -1 to their rolls as the creature has the high ground and they are fighting on the incline. This creature will have a recently (last 3 months) dead adventurer nearby trapped in a well-spun web. The damaged rucksack will have basic adventurer supplies as well as a +1 dagger that was a family heirloom and a broken short sword nearby. **Giant Spider** AC14 HP25 D+3 1d6 +1 (bite) or +5 web attack DC12 vs. Strength or caught in the webs (AC10 5hp to cut their way out) +2/+3/+1/-4/0/-3

5. **Copper Pillar** – The center of the passage is held up by a rather significant rock formation that spans up to the ceiling. The column is decorated in large chunks of copper that can be knocked loose by a hammer or hilt. There are five, fist sized pieces of copper with the total being worth 25gp. Any chipping away to free the ore will attract the attention of the Dark Mantle residing near the top of the cave. The creature will get advantage on first initiative unless a look out is present. **Dark Mantle** AC11 HP20 D+5 1d6 +3 (crush) & needs DC13 vs. Strength to escape. +3/+1/+1/-4/0/-3 This creature can also cause Darkness 15' radius

6. **Rocky…Rocky** – A shaft blowing fresh air can be found in this region of the rocky cave system and be indicative of another exit. The area is also home to a Gargoyle that is camouflaged along the entrance. This creature will attack with advantage in the first round from its natural concealment. Further down the shaft are the bodies of three unfortunate explorers that ventured this way. The bodies are mixed races and appear to be adventurers. There is a half-plate for a human, a long bow with 22 arrows and 2 +1 arrows, and a scroll of a random 1st level spell (cleric or mage). There is also 85gp scattered about the area. **Gargoyle AC15 HP50 D+4 1d6 +2 (bite) & +4 1d6 +2 (claw) +2/0/+3/-2/0/-2**