



## **OP27 – SURVIVOR POINT**

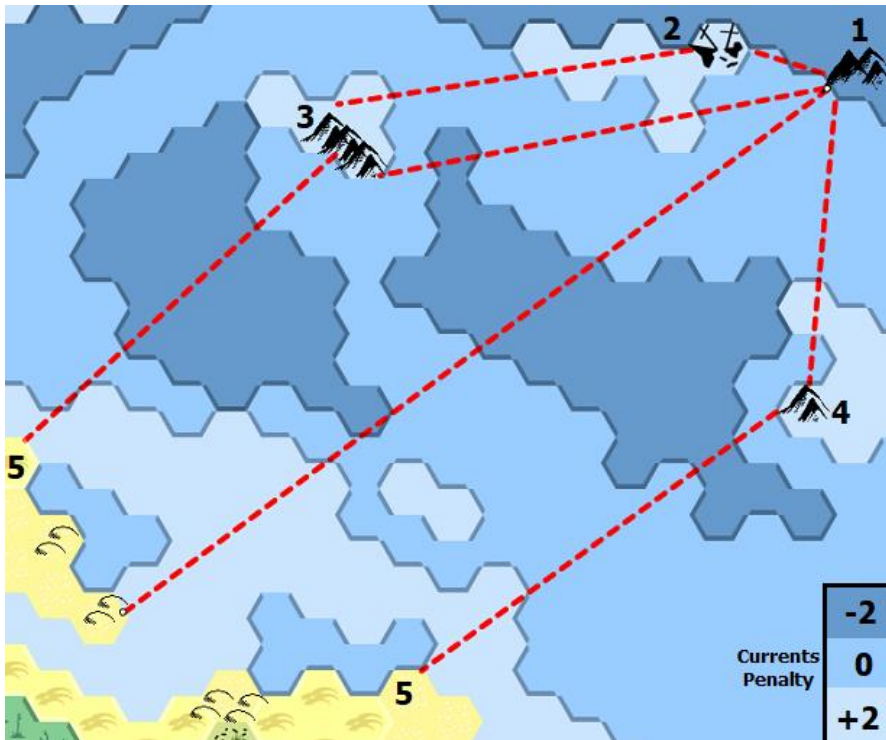
**An Adventure in Filbar™**

Your ocean voyage is disrupted as a storm destroys the vessel you were on. You wake up the next morning dazed and on a rock in the middle of the sea. Land is off in the distance but it is going to take a big swim!

A scenario for a single, 2<sup>nd</sup> level PC & DM

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# OP27 – SURVIVOR POINT



**Player's Info:** The sun warms your flesh as water laps up against your face, stirring you from your dazed state. Eyes fluttering the memories flood back into your head. The ship, the storm, the sinking...looking around you find yourself on a rocky outcropping in the open sea. Part of a mast is several yards away and as your eyes become accustomed to the surroundings you spot land off in the distance. Next to you is the corpse of a priest that was also a passenger on the ship. You call out but only the waves answer back...you're in a bit of trouble!

**DM Info:** This short scenario was designed for a 2<sup>nd</sup> level player and DM for 5<sup>th</sup> edition rules. It can be used to introduce a new player to the campaign or as a simple one shot.

The PC was aboard a vessel when a storm sank it and they are the only survivor. A priest next to the PC will have a Potion of Extra Healing that should bring the PC back up to full health, and they will need it as they have to swim to shore or die on the rocks!

Getting back to shore will not be easy and the PC will have to make a DC8 vs. Constitution to cross the waters. The various hues indicate currents and the table at the bottom include penalties & bonuses for swimming.

*With no ships on the horizon, it looks like you'll have to swim for it. Several rocky outcroppings could offer a short rest if you can reach them but the swim is going to be difficult. It is possible that the wreck may hold something to help you as well!*

1. **Loot the Body** – The PC should rummage through the bloated corpse of Father Buoyancy and locate a marked Potion of Extra Healing. This elixir will start the PC off at full health. If they don't check the body, they'll start at half hit points. PCs wearing heavy armor will receive a -2 to their constitution saves, those in medium armor will get a -1. There are only three real paths the PC can logically take aside from investigating the wreck. Reaching the rocks will allow a PC a short rest but there are dangers there. For every failed save the PC makes, they will take 1d4 drowning damage.
2. **Voyager** – You have opted to check on the vessel you came in on and reach the main mast. A look under the waterline shows the captain caught in the rigging but the ship is smashed and the contents scattered across the sea floor. You spot the glimmer of the captain's shiny necklace (100gp) and remember he had a Potion of Healing on his belt. Contemplating the dive, you notice a school of fish approach him and beginning eating him. Swarm of Quippers AC13 HP29 D +5 4d6 bite (half if at ½ hp) advantage if target is bleeding +1/+3/-1/-5/-2/-4 If the PC risks the dive they will face off with a deadly opponent. The reward will be a Potion of Healing and jewelry. They can skip the encounter
3. **Corpse** – The swim was difficult but you have reached the rocks. As you climb the outcropping you find the body of a dead sailor. Insects swarm at his body but move towards you as fresh meat! Swarm of Insects AC12 HP22 D +3 4d4 (half if at ½ hp) -4/+1/0/-5/-2/-5 no treasure
4. **Dive Bomber** – The sharp rocks tear at your hands as you struggle to the outcropping and you roll to the higher ground. Gasping for air you hear a buzzing noise and wipe the water from your eyes. A blot against the sun is headed straight for you and you shield your eyes spotting the Giant Wasp on an attack run! Giant Wasp AC12 HP13 D +4 1d6 +2 & DC11 vs. Constitution or 2d6 poison +1/+1/+1/-3/-1/-4 The creature is an adolescent and hence the toxin is lessened. If the party can defeat the winged opponent a glass potion bottle will clink up to the rocks. Inside are shards of agate worth 30gp.
5. **Land!** – You finally wash up on the sandy beach and are grateful to have survived the ordeal. A broad smile crosses your face as you realize the enormity of the challenge you just face. Looking around you notice the beach is littered with boxes and bodies from the wreck and then spy a pair of bulbous insects heading towards you! Stirges (2) AC14 HP3 D +5 1d4 +3 & blood loss -3/+3/0/-4/-1/-2 If this pair of pests can be defeated, the PC can check the beach and find several bodies and ruined goods. One box will be discovered that belonged to the priest. It contains 85gp worth of silver religious items and an intact Potion of Healing. Once the PC climbs the ridge they will spot a city!