



## **OP29 – WEST OF EDEN**

**An Adventure in Filbar™**

A group of pilgrims have hired you to escort them across the frontier to the destroyed city of Eden in the Drifting Dunes Desert. The promise of 500gp awaits your successful guard duty and with nothing else to do, you accept the mission. Besides, it will give you a chance to scout out the abandoned frontier for more gold & gems!

A scenario for 4, 3<sup>rd</sup> level PCs & and a DM

**By Frank Schmidt**

**@FilbarRPG**

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**Player's Info:** Adventure has been slim pickings lately but you have found a job opportunity in the form of taking a group of pilgrims into the wasteland to recover an ancient city called Eden. The group feels that they can refurbish the land through the power of prayer. You and your associates don't care, you're getting paid upon arrival!

**DM Info:** This short scenario was designed for a quartet of 3<sup>rd</sup> level PCs near a desert frontier. The city of Eden fell in a great calamity of undefined events. The religious group has offered the party a sum of 500gp for safe passage to this wasteland city. The party will be expected to be in the front to negotiate any "problems" that will arise along the way. In original playtesting each hex was a single day's travel. The pilgrims will not assist in fights and cannot heal PCs. But the party will start with 2 Potions of Healing.

- 1. Border Forest** – The first day out of New Harmony has brought you the realization that the religious pilgrims can be annoying with their incessant hymn singing. While these people will not help with encounters, they have volunteered to stand watch on the picket line during the evening. After hard travel through the forest you are deep in slumber. You are awoken to violent shaking and screams outside the tents. Quickly donning your armor you move out and find that the camp is under attack by a group of Goblins. The PCs will have to contend with a dozen Goblins to start their trip. These creatures will kill 4/50 pilgrims bring a cloud of sadness over the group on Day 2.  
**Goblins(12)** AC15(leather/shield) HP7 D +4 Scimitar-1d6 +2 -1/+2/0/0/-1/-1 50gp total
- 2. Fumla River** – The rain from yesterday further dampened everyone's spirits but at least it kept encounters to a minimum. Supplies are good and as the sun breaks on Day 3 the pilgrims are feeling better about the trip. That is until a wide, rushing river bars your path. This encounter has two parts. Initially the party will need to scout for a narrow area to pass. This will require a DC17 vs. Nature. Next, the party will have to use rope (provided) to cross the river and set up a safe crossing for the pilgrims. If they made their Nature check, then a DC13 vs. Acrobatics will be needed to make the crossing and the rope bridge. If they failed it, the nature check then the DC becomes 16. Failures on this crossing roll will inflict 1d12 on the PC failing and require a re-roll!
- 3. Bannon Gorge** – The pilgrims are still grim after losing a few of the faithful in the river crossing (9/50) but are happy that they have reached the Pendle Mountains. After some searching, you have located the ancient bridge that spans a deep gorge. The stone crossing is pitted and has a lot of damage to it but appears passable. Unfortunately, as you scout ahead, a rather large Ogre appears and blocks your way. The PCs will have to defeat the creature in order to continue. If the Ogre scores a critical hit (20) or the PCs roll a failure (1) a DC12 vs. Dexterity will need to be made or they will fall into the gorge and take 10d6 hit points in damage. Adventuring life isn't for everyone. **Ogre** AC11 HP79 D +6 2d8 +4 Morning Star +4/-1/+3/-3/-2/-2 has 125gp in gems!
- 4. Drifting Dunes** – With careless handling of the supplies, the group has had to ration food out and still have two days before arrival at Eden. The pilgrims are now down 11/50 and each PC will need to make a DC13 vs. Constitution or fight at disadvantage for the remainder of the scenario. As they venture into the desert, shifting dunes will slow their progress but not have an effect on the scenario timing. Hidden among the shifting sands is a Dust Digger. This creature resembles an inverted octopus that hides below the sands and attacks its prey with tentacles to drag them into its beak-shaped maw! **Dust Digger** AC12 HP50 D +5 2d6 +3 smothering attack & DC13 to escape grapple or auto hit next round +3/+2/0/-5/-4/-5 no treasure
- 5. Eden** – As the sun begins to set, dark shapes can be seen near the edge of the hills. Peering forward you recognize buildings in the distance. You have found Eden! The town is in rough shape but at least you have reached your goal and can now collect your payment. A good night's rest and you can venture into the wasteland on your own. You scout out a few buildings on the periphery and find one suitable for the thirty three remaining pilgrims but hear a yell from outside. Charging forth you notice a Hill Giant has come from the center of town and is advancing on the remaining civilians. You haven't been paid yet so you need to handle this creature before you get your gold! **Hill Giant** AC13 HP110 D +8 3d8 +8 Club +5/-1/+4/-3/-1/-2 Has a Helm of Darkvision 120' fits one of the PCs