



TG19 – Horn of Plenty

AN ADVENTURE IN FILBAR™

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Horn of Plenty

Player's Background:

Your settlement has entered its sixth month in the new world and your supplies are dwindling. The crops you brought failed to take in this land and starvation appears imminent as the cold weather moves. Your group of pilgrims have been able to survive on the limited assistance of a group of indigenous people called the Tarum, but their crops failed as well due to an unexpected drought. As leader of the outpost, all eyes, and blame, have turned towards you. Things look grim as you hold a meeting when the leader of the Tarum arrives to speak with you.

DM Background:

This short scenario was designed for Thanksgiving 2019 and was made for a pair of 4th level PCs (provided). In spirit of the season, the adventure has two different groups of people working for a common end. Both 'tribes' are suffering from a lack of sustenance and the seasons are changing. The cold months will not be kind to either race and tensions are high between the opposing sides.

The leader of the Tarum will opt to propose a quest for the two leaders to seek out an ancient magic item known as the Horn of Plenty. Togar will meet with the pilgrim's leader Milouché and tell them the tale of the (minor) artifact and suggest the two come together and attempt to locate the item lost to time. Togar will have a set of recommendations to search and they can be enumerated if the DM wants to give the PCs a choice but could refrain from listing the volcano as it is the home of "unspeakable evil" and not a recommended location for exploration.

A pair of character sheets have been made for the characters to help the DM along with the scenario. If necessary, one of the two PCs can be played as an NPC if only one player is present. Mid-level characters were chosen to give new (to the game) players a fighting chance and a few abilities to bring the magic into their experience. The sexes of the two have been left open to the players!

The map has no distance measures set and it is up to the DM to choose how long it will take to get between the encounter points. In the playtest we used one day between each. This gave the PCs the opportunity to rest up before the next encounter however this is only a suggestion! All encounters are optional to utilize as your (DM) available time has to offer!

A. Coastline Settlement

You attempt to assuage the fears of your people when a hush falls over the crowd. A painted warrior, escorted by other tribesmen enter the area causing everyone to stop. You recognize Togar as the leader of Tarum and they have rendered aid before. This individual has a magical charm that allows them to communicate with you in your language, a huge boon considering this new world has yet to be explored by your people. "A word?" utters Togar and you nod your head to accept.

DM: Togar will arrive with warriors but be on a mission of peace. They will address the group of pilgrims and point out that famine has swept in to the Tarum people and there is no more aid to give to the pilgrims. Apologies will be given but the crowd will begin to panic as their own crops have failed.

A shout from the pilgrims will ask if there is anything that can be done and one of the warriors will whisper something to Togar who will consider the suggestion. At this point the tribal leader will shake their head and point out that there may be one possibility albeit a dangerous one.

Togar will retell a myth surrounding a magical item known as the Horn of Plenty. Many years ago the Tarum faced a similar situation but located an artifact that allowed them to survive. "The Gods smiled upon us and presented our chieftain with a chance to save his people. A horn that dispensed life giving sustenance was offered to the chieftain if he were willing to fight for it. Legend has it that it was later lost with several locations suggested. In the years that followed, we had no need for the item so it was never sought. I would propose that you and I, <addressing Milouché> attempt to seek out this artifact if it exists. I believe that through our combined efforts, we can save both of our peoples."

Section for Barbarian Player

Togar will explain that lore suggests that the item may reside in several locations. Tribal elders believe that the horn may be located in:

- Serpent Swamp where the warrior Kalos fell
- Hills of Gorex said to be haunted
- Grassland Plains where the mighty buffalo have moved on
- Pincer Point where the last battle with the Oran Goblins were fought
- Lake Sorrow rumored to have powerful water spirits

A final location should be last and that is the dead volcano where the deadliest encounter, and Horn of Plenty, is located. This will be the last option given by

Togar as it is considered exceptionally dangerous. The DM may feather this option in as they see fit depending on their timeline. The Togar player could, if time ran short, remember this location and suggest it or if time isn't a factor, declare that there is only one other spot it may reside. Alternatively the DM may use the Water Spirit encounter (#3) to tell the PCs where to go.

B. Exploration of the Area

You gather what meager supplies you can afford to take and agree to go with Togar on the quest. Togar turns to the other warriors and speaks with them in their native tongue. They bow to their leader and head back to their own settlement. Togar turns to you and asks which area you wish to search first pointing out that the swamp and the hills are closest but in opposite directions.

DM: The pair can decide which area they wish to explore and begin their journey. As food is scarce both in the settlement and in the wild, each player should roll a DC12 vs. Constitution each day. Every failure of this roll will indicate hunger issues and all rolls will have a -1 which failures being cumulative.

The trip will have very little interaction with the wild as the cold season sets in. Snow covered peaks to the northwest will foretell of winter coming and serve to have the PCs expedite their trip. The drought has dried up edible flora and all of the fauna have moved off to better hunting grounds. The PCs may eat their encounters but at the DMs discretion, it may/may not resolve the hunger issue.

1. Serpent Swamp

Your trek has led you into the southlands where the mountains have had a water runoff. The collection point is a fetid swamp filled with insects and frogs that easily evade your observations but can clearly be heard. Along the way to this location Togar has informed you that a legendary warrior known as Kalos fell in this region. Legend states that he was killed by an enormous snake.

DM: Despite the name, this area is currently devoid of serpent occupants but the PCs will find a spit of land that rises out of the brackish waters. The skeletal remains of a warrior with a broken blade will be found wedged into trunk of a tree where it has grown around the corpse over the years. The shattered blade will have "K A" etched into it but the rest of the weapon will not be found.

Investigating the spit of land will yield no further information but will attract the main predator in the area. A Giant Scorpion will clack its way towards the party and attack looking for a long overdue meal. One PC can utilize the tree as cover

(-1 to the creature's attack) to offset any penalties they may have occurred from starvation.

Once the creature is destroyed, the area around the tree can be searched and some broken or useless items will be discovered but no Horn of Plenty. A further search of the swamp will reveal nothing and the PCs will have to choose another area to investigate. Eating this creature, except for the stinger, should provide relief from any starvation issues.

Giant Scorpion: Armor Class 15 (Natural) Hit Points 52 (7d10 +14)
D +4 1D8 +2 Claw & 1d10 +2 Sting + DC12 vs. Constitution for 4d10/half
STR DEX CON INT WIS CHA /15(+2) 13(+1) 15(+2) 1(-5) 9(-1) 3(-4)
Challenge 3 (700 XP)

2. Pincer Point

Opting to explore the southernmost boundary, Togar explains that it is a "neutral zone" in effect. Years before, the Tarum squared off with the Oran Goblin Horde in a land dispute. After several battles, the war ended in a draw. A peace accord was drafted and the Tarum agreed to not venture further south and the Oran agreed not to venture north. As you near the area, a stone column can be seen rising in the valley between mountain peaks. You also spot three, smaller humanoids closing in on the area from the south.

DM: Pincer Point is the boundary for the two opposing clans but is considered neutral territory. The pillar set in the pass is etched in both languages (Tarum and Goblin) and dictates the terms of the treaty. A vivid warning is present in both languages that disregarding the boundary is punishable by death.

Togar will point out that they have never seen the marker and hopes that it gives an indication about the whereabouts of the artifact. As you approach the area, three Goblins will approach from the opposite side and speak with Togar. The humanoids will point out that their people are starving and they seek the Horn of Plenty and will accuse both PCs of having it and demand it to save their starving people.

The Goblin Boss will be emaciated but insistent that he believes the Tarum have it and no amount of persuasion (DM option) will change his mind. If this is the case, combat will begin after communication is cut off.

At the DMs discretion, a persuasive argument could be made (DC16 vs. Persuasion) and have the Goblins retreat back into their own lands to pursue the artifact. These options were put in place to help govern the available time the DM has at their disposal.

Either option will make it clear that the Oran Clan does not have the artifact and no further incursion is needed south. The encounter could raise concerns that the Goblins may pursue an invasion but that is best left to another adventure!

Goblins (2): Armor Class 15 (leather armor, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP) Treasure 15gp

Goblin Boss: Armor Class 17 (chain shirt, shield) Hit Points 21 (6d6)

D +4 Scimitar 1D6 +2 (x2 but second is with disadvantage)

STR DEX CON INT WIS CHA /10(+0) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 10(+0)

Challenge 1 (200 XP) Potion of Extra Healing 2d8 +4 can be 2 (½) doses

3. Lake Sorrow

Your journey to Lake Sorrow was uneventful and the lack of animals is causing you both great concern. They may have already begun hibernating for the winter or sought cover from the growing storm clouds in the west. Either way, it has been far too long since you've had a solid meal. You arrive at the Lake shortly after daybreak and a chill is in the air. You notice that a mist hangs over the water but in the distance you spy a large rock. Atop the feature you notice a curving, shell-like item. It appears you have found the Horn of Plenty!

DM: The PCs will need to wade out into the water which will end up being neck high before reaching the raised stone. The issue is that a Swarm of Quippers are present in this lake. Ordinarily they would be resting at the bottom but the PCs movements will have been detected. The swarm will move quickly on the PCs and attack.

Once this pack of carnivorous fish have been dispatched, the PCs can move towards the rock protruding out the water. The closer they get the more they will be able to observe the item on the stone and find it to be a spiral shell with

something hanging out of the tip. Unfortunately for them, it will be a large snail in its home and not the missing artifact. On a positive note, the large snail will make for a tasteless meal and eliminate a single, negative assessment. Example if one PC was currently at -1 and the other at -2, post-meal they would be back to 0 & -1. Needless to say, there are no water spirits here.

Swarm of Quippers: Armor Class 13 Hit Points 29 (8d8 -8)
D +5 4d6 piercing damage (2d6 if swarm has lost ½ its hit points)
STR/DEX/CON/INT/WIS/CHA 13(+1) 16(+3) 9(-1) 1(-5) 7(-2) 2(-4)
Challenge 1 (200 XP) Advantage if target is injured (bleeding)

4. Grassland Plains

Venturing into the center of the basin you notice that only patches of grass are present here. Togar explains that the area is used as a grazing land for enormous bison that roam the plain. He points out that these creatures are extremely dangerous when moving and make the ground shudder beneath their powerful hooves. Almost on cue, the ground begins to tremble beneath your boots but looking around, you see nothing.

DM: The bison have moved on for the winter but a stray Ankheg has not. The rumbling beneath the PCs is the creature moving up from a lower layer of soil. Moments after feeling the vibrations the creature will emerge spewing chunks of turf in every direction.

The Ankheg will not use its Acid Spray until at least the second round as it prefers meals without the acid taste. If the party can defeat this creature, they can examine the exit hole and discover the area was a hidden burial site. Among the debris strewn from the Ankheg entrance are human bones, beaded jewelry, and a shiny buckler (shield). A scattering of rough cut gemstones will be in the hole or scattered outside. An hour's worth of searching would discover 200gp in gems as well as the +1 buckler.

Ankheg: Armor Class 14 (11 prone) Hit Points 40 (6D10 +6)
D +5 to hit 2d6 +3 & 1d6 acid & Grappled DC13 to escape
Or Acid Spray 3d6 DC13 vs. Dexterity for half

STR DEX CON INT WIS CHA /17(+3) 11(+0) 13(+1) 1(-5) 13(+1) 6(-2)

Challenge 2 (450 XP)

5. Hills of Gorex

Togar has heard stories of an ancient dolmen hidden in the hills that may be home to the lost Horn of Plenty and understands that it is in a precarious location but does not know where.

DM: The party will have a total of three chances to locate the missing tomb before deciding that it doesn't exist. A DC17 vs. Investigation or Nature is recommended to find the area in question. If successful, the PCs will come to a rift between the hills. A 20' drop leads to the floor of the crater and a stone dolmen will be present. Runes cover the burial stones which cannot be read even with magic. The PCs will need to chop down a tree (no rope) to force it into the rift allow themselves a safe descent and ascent once done. During this time they will be interrupted by the appearance of three Cougars!

If the PCs can defeat the creatures, they will have a meal capable of erasing any penalties they've accrued so far and have enough left over to roll their next check at advantage. If the PCs want to try and skin the creatures for colorful and impressive cloaks, a DC16 vs. Animal Handling is recommended.

Digging up the ground will uncover the skeletal remains of a warrior with a shattered mace across its chest. The arm bones will have a set of perfectly formed leather bracers etched with the same runes. These are +1 Bracers (to AC) but do not need to be attuned. A golden arrowhead necklace hangs around the skull and could easily fetch 50gp.

Cougars (3): Armor Class 12 (natural) Hit Points 40 (5D10 +10)

D +5 1d10 +3 bite and 1d8 +3 claw

Pounce – 2 successful hits require DC13 vs. Strength or knocked prone

STR DEX CON INT WIS CHA /17(+3) 15(+2) 14(+2) 3(-4) 12(+1) 8(-1)

Challenge 1 (200 XP)

6. Mount Fallen

You continue to move west and face growing clouds that can be seen dumping snow on the high mountains beyond. Togar repeats his concern at coming to Mount Fallen but understands what is at stake. The chieftain points out that they grew up hearing of a great evil residing in the belly of the old volcano and admits they are fearful of what will be found.

DM: Midway up the mountain a large fissure will be found leading into the vacuous center of the mountain. Assuming the PCs pull off old vine limbs from the mountain, they can ignite them for torchlight.

Upon reaching the interior of the volcano, the PCs will notice that the base of the dormant mountain is littered with bones of every size imaginable. They will have to step on to the fragile caldera in order to come within illumination range of a rock in the center. Upon that stone is an object shimmering in light and surrounded by bones. The closer they get the more obvious the item is...a cornucopia!

Standing between the pair is a large number of bones that will come together to form a Bone Naga. This snake-like creature will animate and attack starting with a Hold Person spell then moving forward as the DM wishes. Scattered around the caldera are a lot of broken weapons, damaged armor, and a scattering of other trinkets. During the course of the battle each PC will hear cracking under their feet indicating that the flooring is very fragile and may not last. Venting steam may also be added to the mix to deepen the mood. Once the battle is over, the PCs will need to grab the Horn of Plenty and make a dash as they floor fractures!

Bone Naga: Armor Class 15 Hit Points 60 (9d10 +9)

D +5 6D6 +3 <Bite> & 3d6 DC12 vs. Constitution poison

DC12 (Wisdom)/+4 Spell attacks

Spells: Cantrips (at will): mending, sacred flame, Thaumaturgy

1st level (4 slots): command, shield of faith

2nd level (3 slots): calm emotions, hold person

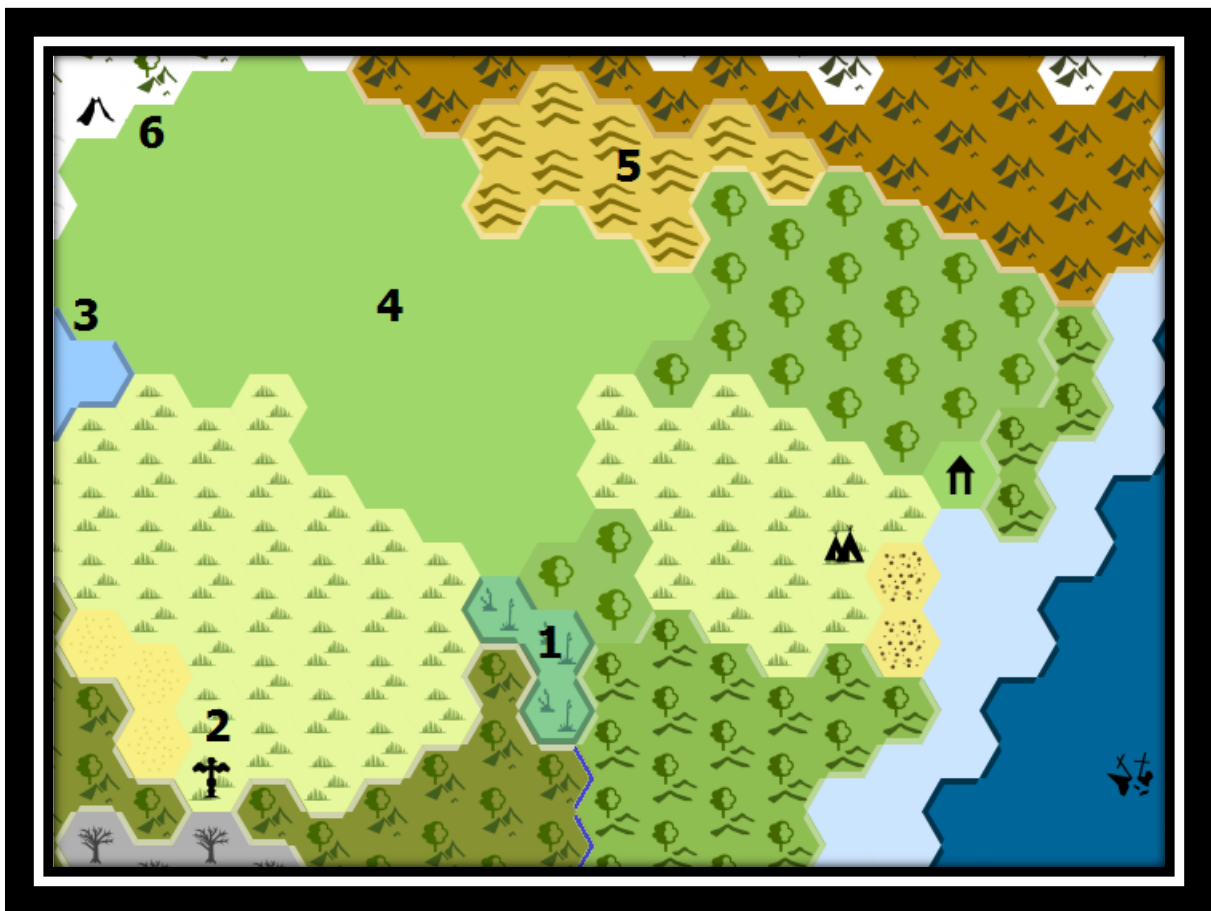
3rd level (2 slots): bestow curse

STR/DEX/CON/INT/WIS/CHA 15(+2) 16(+3) 12(+1) 15(+2) 15(+2) 16(+3)

Challenge 4 (1100 XP)

C. Concluding the Scenario

Once the pair have garnered the Horn of Plenty and escaped Mt. Fallen, they can refresh themselves by rubbing the side of the cornucopia and it will produce food for them. The item can be rubbed with varying frequencies but can only produce enough sustenance to carry everyone through the winter and early spring. It won't be a feast, but it will seem like it. For decades to come the story of Togar and Milouché will be retold as a testament to teamwork!



Basin of the Tarum

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Togar
CHARACTER NAME

Barbarian 4th
CLASS & LEVEL

Human
RACE

N
ALIGNMENT

BACKGROUND

PLAYER NAME

EXPERIENCE POINTS

STRENGTH
18
4

DEXTERITY
18
4

CONSTITUTION
13
1

INTELLIGENCE
5
-3

WISDOM
13
1

CHARISMA
15
2

INSPIRATION

+2 **PROFICIENCY BONUS**

SAVING THROWS

6 Strength
 4 Dexterity
 3 Constitution
 -3 Intelligence
 1 Wisdom
 2 Charisma

SKILLS

4 Acrobatics (Dex)
 1 Animal Handling (Wis)
 -3 Arcana (Int)
 6 Athletics (Str)
 4 Deception (Cha)
 -3 History (Int)
 1 Insight (Wis)
 4 Intimidation (Cha)
 -3 Investigation (Int)
 1 Medicine (Wis)
 -3 Nature (Int)
 1 Perception (Wis)
 2 Performance (Cha)
 2 Persuasion (Cha)
 -3 Religion (Int)
 4 Sleight of Hand (Dex)
 6 Stealth (Dex)
 1 Survival (Wis)

17 **ARMOR CLASS**

+4 **INITIATIVE**

30 **SPEED**

Hit Point Maximum

38 **CURRENT HIT POINTS**

TEMPORARY HIT POINTS

Total 12 **HIT DICE**

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVES

NAME ATK BONUS DAMAGE/TYPE

Unarmed strike [+6 to hit, 1+4 bludgeoning]
2 Hand axes [+6 to hit, 1d6+4 slashing, 3 lb, light, thrown (range 20/60)]
4 Javelins [+6 to hit, 1d6+4 piercing, 4 lb, thrown (range 30/120)]
4 Spears [+6 to hit, 1d6+4 piercing, 4 lb, thrown (range 20/60), versatile (1d8)]
Flail [+6 to hit, 1d8+4 bludgeoning, 6 lb]
Great Axe [+6 to hit, 1d12+4 slashing, 10 lb, heavy, two-handed]
Great Sword [+6 to hit, 2d6+4 slashing, 7 lb, heavy, two-handed]
Longsword [+6 to hit, 1d8+4 slashing, 4 lb, versatile (1d8)]
Breastplate [medium; +4 AC, max dex +2, 20 lb.]
Buckler [+1 AC, 6 lb.]

ATTACKS & SPELLCASTING

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

PASSIVE WISDOM (PERCEPTION)

Totem Barbarian
Level 3. Cast Beast Sense and Speak with Animals as rituals.
Bear. While raging, you have resistance to all damage except psychic damage. The spirit of the bear makes you tough enough to stand up to any punishment.
Eagle. While you're raging and aren't wearing heavy armor, other creatures have disadvantage on opportunity attack rolls against you, and you can use the Dash action as a bonus action on your turn. The spirit of the eagle makes you into a predator who can weave through the fray with ease.
Wolf. While you're raging, your friends have advantage on melee attack rolls against any creature within 5 feet of you that is hostile to you. The spirit of the wolf makes you a leader of hunters.

OTHER PROFICIENCIES & LANGUAGES

Backpack
Bedroll
Crowbar
Mess kit
Rations (1 day) x 10
Rope (50', hempen) x 1
Tinderbox
Torches x 10
Waterskins x 1
Thieves' tools (proficient)

EQUIPMENT

• Rages last for one minute. The number of rages per day depends on level.

• Rage gives advantage on strength checks and strength saving throws.

• Rage gives a bonus on melee damage (+2 to +4) according to level.

• Rage gives resistance to bludgeoning, piercing and slashing damage.

• Raging barbarians cannot take reactions except opportunity attacks.

• If you are a spellcaster, no spellcasting during rages.

• Thick hide: If not using armor, add dexterity and constitution modifiers to your armor class.

•• Level 1: Rage damage is +2

• Level 2: Reckless attacks. Grant yourself advantage on melee attack rolls, attack rolls have advantage against you.

• Level 3: Three rages per day

FEATURES & TRAITS



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Milouché

CHARACTER NAME

Paladin

CLASS & LEVEL

BACKGROUND

PLAYER NAME

Human

LG

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH
19
4

DEXTERITY
18
4

CONSTITUTION
14
2

INTELLIGENCE
15
2

WISDOM
12
1

CHARISMA
16
3

INSPIRATION

2 **PROFICIENCY BONUS**

SAVING THROWS

- 4 Strength
- 4 Dexterity
- 2 Constitution
- 2 Intelligence
- 2 Wisdom
- 2 Charisma

SKILLS

- 4 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- 2 Arcana (Int)
- 4 Athletics (Str)
- 3 Deception (Cha)
- 2 History (Int)
- 1 Insight (Wis)
- 3 Intimidation (Cha)
- 2 Investigation (Int)
- 1 Medicine (Wis)
- 2 Nature (Int)
- 1 Perception (Wis)
- 3 Performance (Cha)
- 3 Persuasion (Cha)
- 2 Religion (Int)
- 4 Sleight of Hand (Dex)
- 4 Stealth (Dex)
- 1 Survival (Wis)

19
ARMOR CLASS

4
INITIATIVE

30
SPEED

Hit Point Maximum
40
CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 40
HIT DICE

SUCCESSES ○○○○
FAILURES ○○○○
DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE
Unarmed strike	+6 to hit; 1+4 bludgeoning	
2 Daggers	+6 to hit; 1d4+4 piercing, 1 lb, finesse, light, thrown (range 20/60)	
Hand axe	+6 to hit; 1d6+4 slashing, 3 lb, light, thrown (range 20/60)	5 Javelins [+6 to hit; 1d6+4 piercing, 4 lb, thrown (range 30/120)]
Longsword	+6 to hit; 1d8+4 slashing, 4 lb, versatile (1d10 slashing)	
Maul	+6 to hit; 2d6+4 bludgeoning, 10 lb, heavy, two-handed	
Scimitar	+6 to hit; 1d6+4 slashing, 3 lb, finesse, light	
Splint mail	[heavy; +7 AC; max dex + 0; stealth disadvantage; 60 lb.]	
Steel Shield	[+2 AC; 6 lb.]	

- The DC to resist your spells is 8 + proficiency bonus + your charisma modifier.
- Divine sense – use an action to detect holy / unholy things within 60 feet and not behind a complete barrier
- Lay on hands – pool of hit points equal to 5 x paladin level, to restore hp, cure disease or neutralize poison
- Level 2: Divine smite. Expend a spell slot to do extra radiant / necrotic damage after hitting.
- Level 2: Fighting style
- Level 3: Immune to disease
- Level 3: Oath spells and channel divinity
- Level 3: Channel divinity – abjure enemy (make frightened), vow of enmity (gain advantage on attacks).

11 **PASSIVE WISDOM (PERCEPTION)**

OTHER PROFICIENCIES & LANGUAGES

First-level castings: 3/day
This character's level and charisma allow him to prepare 5 Paladin spells daily. These are in addition to this character's oath spells. Mark this character's First Level Paladin spells here:
Bane [oath spell]
Hunter's Mark [oath spell]

EQUIPMENT

- Backpack
- Bedroll
- Mess kit
- Rations (1 day) x 10
- Rope (50', hempen) x 1
- Signet ring
- Tinderbox
- Torches x 10
- Waterskins x 1
- Holy symbol (silver)