



OP14 – MISSION FROM MARS
An Adventure in Filbar™

As you and your associate are wandering the city streets when a strange individual approaches and asks if you have time for a quick delivery mission...

A scenario for a pair of 3rd level PCs and DM

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OP14 - MISSION FROM MARS



Player's Info: After your last success, you and your associates have pulled into Senja, a small town on the edge of Lake Fennis. With some of your associates training, you and a colleague are wandering the community to see what it has to offer.

An older man in robes approaches you and inquires if you are part of the adventuring group that just arrived in town. After learning that you are, he asks if you are available for a delivery mission!

DM Info: This short scenario is designed for two players of 3rd level. The offering can be used for those who just need a bit more experience to level up but have a small window of opportunity to do so.

The older man is Mars Barz, a local alchemist and purveyor of elixirs. He has been tasked with creating an anti-toxin for the mayor of Calder, a large village on the far side of the lake.

He has finished the concoction but missed the outgoing fishing boats. He will need someone to transport the cure overland as quickly as possible and is willing to pay 150gp for the completed task. This is a 'simple' delivery mission.

Mars Barz can loan the PCs two light horses that can help the PCs get the delivery to Calder quickly but will ask that they be returned once completed, or accepted in lieu of payment. The potion maker will tell the PCs that the road is the safest way as the wilderness is filled with a variety of monsters. Either way the PCs choose the encounters will/should be found in the general vicinity. Taking the package to Calder will take the rest of the day to get there and $\frac{3}{4}$ of the next day to return. Optionally the encounters can be split up over the course of two days but the scenario was originally written for a one day jaunt!

- A. Goblin Interference** – After going approximately 2 miles the hilly grasslands will be the site of a small pack of **Goblins**. There are 7 Goblins here, 2 of which are armed with short bows. These creatures will be as surprised as the PCs but will occur near a hedgerow eliminating the PCs outrunning the threat. **Goblins (7)** AC14 HP6 D+4 1d6 +2 (scimitar or bow) -1/+2/0/0/-1/-1 3gp ea.
- B. Owlbear Surprise** – The landscape changes from grassy hills to tree covered hills. Most of the vegetation consists of berry bushes and pear trees. The presence of the bushes in the wilderness will again form an impediment to flight. Taking a short lunch break in the region is an angry **Owlbear** AC13 HP55 D+7 1d10 +5 (bite) and 2d8 +5 (claw) +5/+1/+3/-4/+1/-2 The creature possesses no treasure but the feathers could fetch something of value elsewhere.
- C. Calobar the Enchanter** – Cresting the hill here you spot a middle aged female filling her wine skin at the creek. At the PCs approach she will whirl around with a ball of flame in her hand. Spotting the PCs she will hold her other hand up in peace and will retract the spell once parlay is engaged. The mage will explain that she is out seeking a rumored Owlbear to obtain some of its feathers for a potion she is working on. If the PCs have the feathers, she will offer a trade for them. She has in her bag a Potion of Healing (1d8+2), a Potion of Extra Healing (2d8+4) and a small whistle called the Butterfly's Stinger which can be used 4x a day to recover 1d6 worth of hit points. If a trade is accepted, a PC may roll a D20 with 1-7 resulting in the regular potion offered, 8-16 being the potion of extra healing offered, and a 17-19 being the whistle, and a 20 being all three offered. Optionally the roller may add their Charisma bonus for luck. If attacked, Calobar will teleport away and nothing will be gained.
- D. Wise Wyrm** – As the PCs wind their way around the corner of the lake they will come to a thick Treeline with only one way to pass. Sitting in the middle of the opening is a rather strange looking, tiny Blue Dragon. Next to the creature is an enormous Cyclops holding a bow aimed at the party. The Cyclops is a major image that can be rebuffed with a DC13 vs. Charisma. The Blue Faerie Dragon will be present to extort valuables from the PC including the horses. The creature will demand a 'tribute' from the group in the form of magic first, money second, and horses third. If the party refuses the creature will attack. If they submit, each tier will require a DC13 vs. Charisma for acceptance. If the PCs have a magic item and offer it but fail the roll, they would be told to surrender money as well. **Blue Faerie Dragon** AC15 HP20 D+7 1d4 (Bite) or Euphoria Gas DC11 vs. Wisdom with failure indicating confusion or temporary paralysis -4/+5/+1/+2/+1/+3 the creature will have a +1 dagger and 87gp of ingots. If the party loses the horses they will not receive a reward from Mars upon their return. They will be able to make it to Calder on foot.
- E. Cougar Crisis**- The open grasslands are home to a pair of Cougars hunting game. These creatures will consider the addition of adventurers to their diet a good find indeed. They have no treasure but a successful skinning (DC15 vs. Animal Handling) will net 35gp for each pelt. Cougars (2) AC11 HP35 D+4 1d8 +3 (bite) & 1d6 +2 (claw) +3/+2/+1/-4/0/-1

The return trip to Senja can repeat some encounters or be uneventful. Mars will give the reward unless the horses are lost.