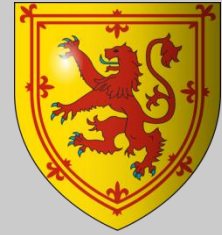


OP4

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



LEPRECHAUN'S LUCK

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF INTRODUCTORY LEVEL. PART OF THE FILBAR SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Leprechaun's Luck – An Introductory Adventure in Filbar



Player's Background: You've finally opted to become an adventurer. Despite family reservations you have opted to go out on your own and become the legend you know you are destined to be! The next morning you head for Remus (7), a nearby town.

DM Background: This short adventure is designed for a single, first level PC looking to start their career in the world. The starting point to Remus will only be a few miles away. A well-marked trail will allow the PC to move quickly throughout the area but a problem will arise after being on the road at the two mile mark.

Once the PC reaches the bridge they will discover that it has been washed out from recent rains and the water is too fast to cross. It is at this location that the PC will face their first challenge as an adventurer.

Once the determination has been made to take a detour their tribulations will continue. The PC will have a one hex line of sight allowing them to spot points of interest in the event they follow the river to find a way around to reach the town of Remus.

This scenario was designed for a single PC and a DM to help guide them onto their path to being an adventurer! If all encounters are discovered and conquered the PC will reach Level 2!

Area #1: After several hours on the trail the pep in your step is starting to wane. The bend in the trail sports the remains of a hunter path that heads southwest. If you had more time you could investigate the trail but you opt to stay on the muddy path to your destiny.

DM: This area is present as an alternate route initially/after discovering the bridge is out. This trail leads into #2 and then to area #4.
No Monster

Area #2: A trail leads into a thick copse of deciduous trees. A group of vultures is circling the trees from above giving you reason to investigate the woods. As you reach the center you find drag marks leading to a dead explorer. A quick search discovers 3 gold coins, a flask of oil, and some flint and tinder. A crunching leaf noise causes you to whip around quickly and you find a Giant Spider!

DM: A Giant Wolf Spider is present at this location. The creature discovered the hapless adventurer who was lost in the woods and got the better of them. The monster was attempting to drag the body to its lair but had to rest a moment.

Giant Wolf Spider: AC13, HP11 +3 bite D 1-6, STR DEX CON INT WIS CHA /12 (+1) 16 (+3) 13 (+1) 3 (-4) 12 (+1) 4 (-3)

Area #3: The trail has led you to the swollen Naka River. As you look ahead you discover your destiny may have to wait as part of the bridge has been washed away. The raging water makes it impossible to cross. As you lean over a creature scurries at you!

DM: The creature is a Giant Weasel who has been displaced from its burrow due to the raging waters. The beast will be quite upset and will opt to take it out on the PC. The creature will have to be dealt with before the PC can go over their options on travel.

Giant Weasel: AC13, HP9 +5 bite D 1d4 +3 STR DEX CON INT WIS CHA /11 (+0) 16 (+3) 10 (+0) 4 (-3) 12 (+1) 5 (-3)

Area #4: A small house sits in the middle of the glade at this location. As you approach a Leprechaun steps out and greets you warmly. "Suppose you are here to steal me gold...well you're too late". As you speak with the woodland sprite you discover that a Satyr has dug up the creature's pot o' gold and stolen it. The more you speak the more the Leprechaun relaxes until he offers you a deal. He asks if you will go to the Satyr's cave and recover his precious pot. In exchange he will surrender half the gold to you. If you accept the offer the Leprechaun tells you to go through the old graveyard to get to the hidden cave of the Satyr.

DM: This is the main point of the adventure. If the PC wants to skip it and go to Remus the adventure is essentially over. The reward will be non-negotiable. The Leprechaun will have a potion that can cure 1d4 hit points that he will offer the PC for the effort as well.

No Monster

Area #5: You follow the Leprechaun's instructions and find the cemetery as expected. Unfortunately 3 Stirges swoop down on you.

DM: These creatures normally reside in tunnels below the cemetery but the recent rains weakened the ground and allowed these creatures to exit their subterranean lair. The tunnels have caved in but jewelry on old bones is worth 14gp (pendant & bracelet)

Stirges (3): AC14, HP2 +5 bite D 1d4 +3 (constant) STR DEX CON INT WIS CHA /4 (-3) 16 (+3) 11 (+0) 2 (-4) 8 (-1) 6 (-2)

Area #6: With three Stirges defeated you look up to catch your breath. At this time you notice a small cave through the trees at the base of the mountain. You gather yourself and head to the home of the Satyr. After a ½ mile you arrive at the cave and are greeted by the half man, half goat creature. You explain your request but are greeted with insults and he tells you to "jog on".

DM: There will be no reasoning with the Satyr as he feels he has rightfully stolen the pot o' gold. The PC will have two options, leave or fight. This creature does not have pan pipes but can either ram or use its short sword to defend itself. If defeated the lair may be entered and the pot o' gold with 250gp (the Leprechaun will know the amount) will be found. The PC will also locate another 1d4 potion within the cave. Other mundane items can be found but nothing of substantial value.

Satyr: AC14, HP25 D +3 Ram 2d4+1 or +3 sword 1d6 STR DEX CON INT WIS CHA /12 (+1) 16 (+3) 11 (+0) 12 (+1) 10 (+0) 14(+2)

Numbers adjusted

Area #7: Once the PC returns the gold (or steals it) they can proceed to the village of Remus to further their adventuring career!