

ADVENTURES IN FILBAR

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OP1 - VENGEANCE OF THE MINOTAUR

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 6TH LEVEL. PART OF THE FILBAR SOLO SERIES, IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS! PART OF THE ONE PAGE DUNGEON SERIES

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OP1 - VENGEANCE OF THE MINOTAUR - AN ADVENTURE IN FILBAR

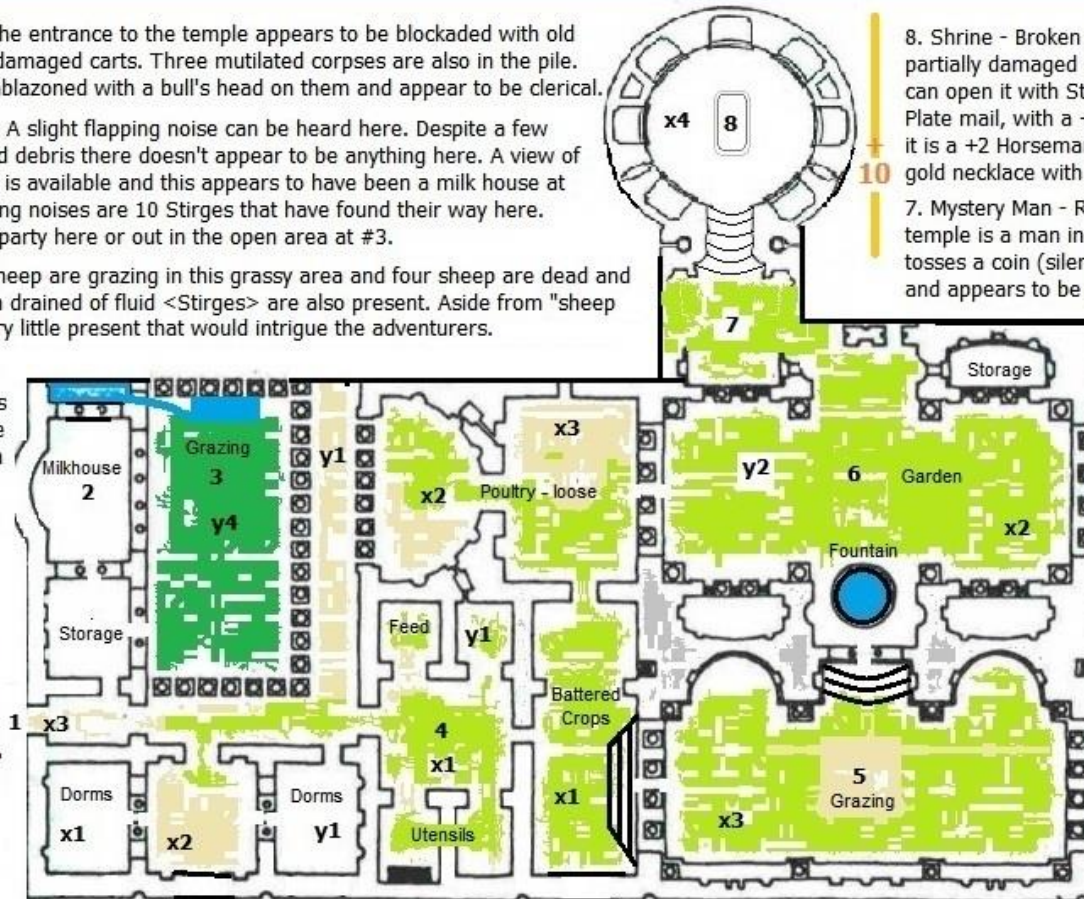
While in the nearby village of Agust you and your party have learned of a nearby temple that is the home of a Bull Cult. While friendly and beneficial to the village some citizens have reported that a mysterious stranger was in Agust several days ago inquiring about the temple. While specifics are lacking in why the citizens felt uneasy about the visitor they have reported that no word has been received from the temple since the stranger was in town. The cultists were scheduled to pickup supplies yesterday from the local merchant and did not which is very unusual for them. If asked the citizens will report that the Bull Cult is strange but has never caused any problems within the community and do purchase a variety of goods and some services from the people of Agust and seem to be "nice" unlike the peculiar stranger....

1. Main Entrance - The entrance to the temple appears to be blockaded with old furniture and a few damaged carts. Three mutilated corpses are also in the pile. They wear robes emblazoned with a bull's head on them and appear to be clerical.

2. Debris Chamber - A slight flapping noise can be heard here. Despite a few additional bodies and debris there doesn't appear to be anything here. A view of a sheep pen outside is available and this appears to have been a milk house at one time. The flapping noises are 10 Stirges that have found their way here. They will attack the party here or out in the open area at #3.

3. Sheep Pen - 14 sheep are grazing in this grassy area and four sheep are dead and appear to have been drained of fluid <Stirges> are also present. Aside from "sheep pebbles" there is very little present that would intrigue the adventurers.

4. Young Minotaur - Ahead of the party is a bull consuming the remains of a body in dirty clerical robes. As they look further into this scene they notice that the bull rises on two feet and is actually a Minotaur. This is a smaller version of the one in area #6.



Elevation +0 +8

x - Dead clerics
y - Dead sheep

8. Shrine - Broken statues fill the alcoves of this area and a partially damaged stone coffin sits in the center. The party can open it with Strength >26 pts. Inside are remains in +1 Plate mail, with a +1 Shield of the Bull on its chest. Next to it is a +2 Horseman's mace and around the neck area is a gold necklace with a garnet for a total value of 350gp.

7. Mystery Man - Running down the stairs from the upper temple is a man in a dark robe. Upon seeing the party he tosses a coin (silence 15' r) at them, readies his weapon and appears to be praying under his breath for a spell!

6. Main Garden - An array of trails move about through beautiful bunkers filled with flowers. As the party gets to this level they observe a larger Minotaur consuming two dead sheep. The minotaur attacks!

5. Open Pasture - This large area appears to be a holding pen for female cows who appear to be in need of milking.

Stirges - AC8 HP 7 D 1-3 +d4/blood

Minotaur(s) - AC6 HP 45, 32 D 3-9 or 2-8. 2 points over what is needed to hit is a knock down and PC unable to attack for 1-2 rounds (save vs. Dex)

Stranger - Cleric 5th Level -- AC3 HP37 D 4-7 (+2 Flail), Wears +2 Chain and has 2 healing potions. Spells: Cause Lt. wounds x2, Prot. from good, Hold Person, Chant, Silence 15'r and Speak with the Dead (was the goal)