

## **OP11 – GRAVE DETAIL**

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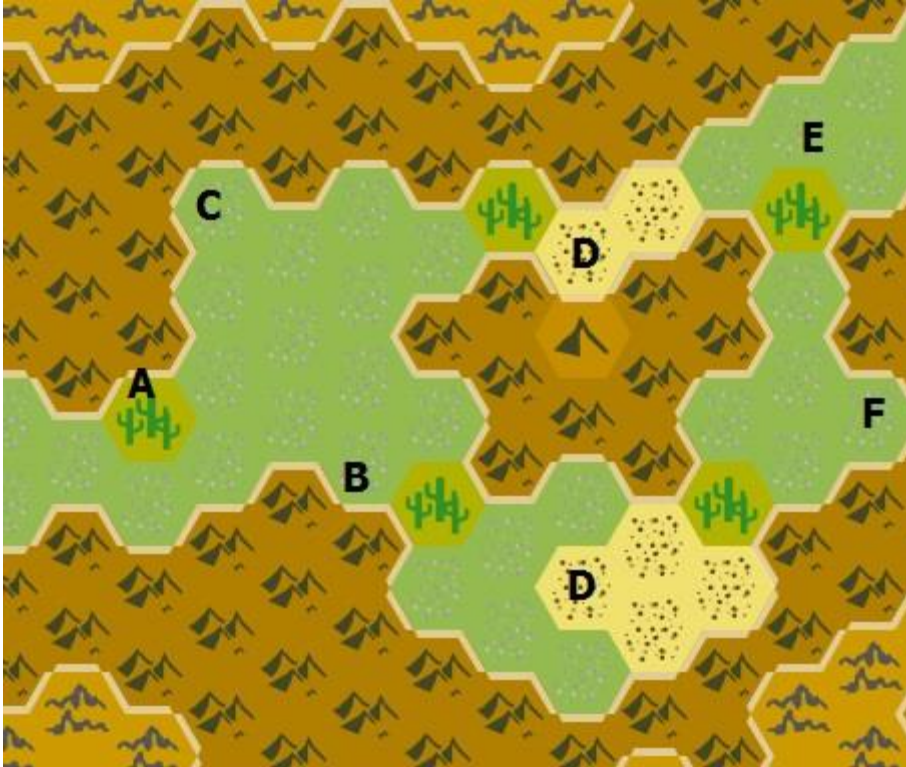
A battle between warring nations gets you a job opportunity. Relatives of a fallen warrior want the body of Sir Xenta LaGain returned from the field. As a neutral party, they hope you can cross the battle lines and retrieve the remains.

A scenario for one, 5<sup>th</sup> level PC and a DM

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**Player's Info:** War has broken out between the nations of Difracta and Zito. The hostilities have reached the outskirts of Lastfall in a location called Klendon Pass. The battle was said to be a complete rout of the Zito forces and the city prepares to be overrun by the opposing forces. As a neutral party, you have been approached by one of the more affluent families in the city to recover their patriarch from the gorge and return him to the city.

**DM Info:** This scenario was written for one, 5<sup>th</sup> level PC and involves a body recovery mission. As far as the people of Zito know, the battle was a rout for their side. In reality, both forces were demolished by each other with no clear victor in the matter.

The PC, as a neutral party, has been requested to use their "hero status" to get by the opposing forces and recover the body of Sir Xenta LaGain. The family crest of a gemstone should be emblazoned on his armor making him easy to spot. With the forces of Lastfall routed the family doesn't expect the knight to be alive, and they would be correct. The PC will be given a mount if needed and be expected to ride several hours and recover the body for a 200gp reward.

Travel to the site will be uneventful and the PC may contemplate why he has seen no signs of troops or encampments but will quickly realize the situation as he winds into the bloody gorge where the fight took place. Bodies will be strewn about the rocky floor with scrub brush housing other victims. The stench should be overwhelming and the PC will start by making a DC14 vs. Constitution or their first encounter will be at disadvantage. Each hex is roughly 1/16<sup>th</sup> of a mile.

- A. Scavenger** – A rustling noise will be heard from a clump of scrub trees as a Death Dog attempts to remain concealed. If the PC passes by the noise they will be attacked at advantage the first melee round. The creature will have been feasting on a pair of dead warhorses. **Death Dog** AC12 HP39 D+4 1d6 +2 (bite x2) DC12 vs. Constitution or suffer damage every two hours until healed +2/+2/+2/-4/+1/-2 No treasure
- B. Mostly Dead** – Going through the piles of dead looking for a single warrior will take a lengthy amount of time and none of the combatants seem to have much in the way of wealth. This location is home to two cowards that hid during the battle and feigned death. With 2:1 odds they will attack the PC but under normal initiative. They will be adorned in tabards from Difracta. **Soldiers** AC16 (chain) HP15 D+3 1d6 +1 sword or 1d8 +1 light crossbow. 0/+1/+1/0/0/0 they will have looted bodies for 60gp each in the form of jewelry or gems. If found last they may surrender.
- C. Flying Missiles** – The body of a large war elephant is present at this location along with dead soldiers draped across it. Vultures will scatter at the delver's approach allowing an investigation. Upon closer inspection the PC will notice spikes impale the corpse as a Manticore swoops down to feast. It will send tail spikes at the PC before landing for melee. **Manticore** – AC14 HP68 D+5 1d8 +3 <bite> and 1d6 +3 <claw> or 1d8 +3 tail spikes. +3/+3/+3/-2/+1/-1. The tusks are topped with gold caps worth 200gp (x2)
- D. Burial Grounds** – Bodies have started to sink into the sandy hills at this location. Some of the bodies will be upside down, others will be right side up. These creatures fell in battle but are now being consumed by Dust Diggers! There will be one per hex and do not re-spawn. **Dust Digger** AC12 HP50 D+5 2d6 +3 smother and DC13 grapple to escape. +3/+2/0/-5/-4/-5. One of the bodies will have a Potion of Healing 1d8 +2.
- E. Poisonous Foe** – The exit out of the gorge will have fewer bodies and the broken remnants of ballistae and two more dead war elephants. A DC12 vs. Intelligence would allow a PC to deduce that the trail will lead deeper into enemy territory as a Giant Scorpion comes over the rise and rushes to attack the PC. **Giant Scorpion** AC15 HP52 D+4 1d8+2 <claw> and 1d10 +2 sting & poison DC12 vs. Constitution 4d10 (save for half) +2/+1/+2/-5/-1/-4. The back line at this location is home to the body of Sir Montros of Haven. He possessed a +1 shield and 400gp in gems.
- F. Not Peanuts!** – A ring of bodies surrounds one impaled warrior at this location. A closer inspection reveals the symbol of a jewel on the armor of the center warrior. It would appear (correctly) that Sir Xenta felled many warriors before succumbing to massive wounds. While the PC investigates they will hear a trumpeting sound and look up to see a charging War Elephant! Once this creature is dealt with the PC can pull a +2 long sword out of the body of the LaGain and take ownership of it. The body can be slung across the PCs mount and returned to the relatives. **War Elephant** AC16 (Scale) HP76 D+8 3d8 +5 <gore> or D+5 3d10 +5 <stomp>. +6/-1/+3/-4/0/-2. The creature's tusks have 300gp worth of gems embedded in them.