

OP3

ADVENTURES IN FILBAR

BY FRANK SCHMIDT

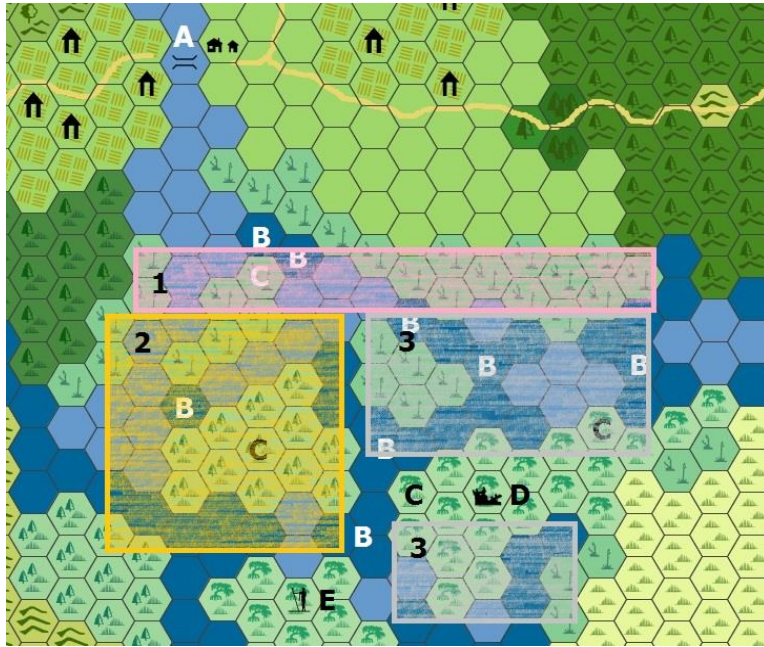


PEAT'S BOG

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 5TH LEVEL. PART OF THE FILBAR SOLO SERIES, IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS! PART OF THE ONE PAGE DUNGEON CONTEST FROM 2016

EXCLUSIVELY AT WWW.RPGNOW.COM

OP3 - PEAT'S BOG - AN ADVENTURE IN FILBAR



Peat's Bog is an adventure for a 5th level adventurer and DM to guide them. The PC finds themselves in the small farming thorp of Jakeston Rest at a roadside inn. While eating a meal they are approached by some local farmers reporting a Lizard infestation and will ask the 'heroic' PC if they can take a quick look. A small group of Lizard folk have wandered into the area. The swamp is home to two structures from the past that have been lost to time as well as spots of quicksand and sinkholes.

- A. Jakeston Rest** – A farming community with a roadside tavern where the PC will be stopping for a meal. It is at this location that they will be asked to “take a look” at the problem.
- B. Uncertain Footing** – These areas are sinkholes with poor footing. They are unrecognizable from other swampy areas. Hitting these spots will require a DC12 vs. Wisdom to avoid them. Failure to miss the hole will result in a 25% chance of losing an item that they possess.
- C. Quicksand** – These spots are patches of quicksand that will require a DC12 vs. Dexterity to avoid. Failure will require a series of three more DCs of growing difficulty (13, 14, and 15) with any success allowing the PC to climb out using thick vines, limbs, or their own creativity.
- D. Ruins of Abor** – The old stone building is home to a Bone Naga that has ruled the swamp without the Jakeston residents knowing. The beast guards a cache of 800gp worth of gemstones (including a Gem of Seeing) and a Rod of Healing with 14 charges. Each charge can heal 2d8 +4 lost hit points.
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)
- E. Statue of the Warrior** – This location has a 10' dirty bronze statue covered in moss and bird droppings. Present at this location is the leader of the Lizard folk awaiting word from his warriors about the area. This leader carries a +2 Trident of Water Breathing and 500gp.
Lizard folk King: Armor Class 15 (natural armor) Hit Points 90 (12D8 +24)
 D +5 to hit 1D8 +5 +2 Trident x2
 STR DEX CON INT WIS CHA /17(+3) 12(+1) 15(+2) 11(+0) 11(+0) 15(+2)

Pink Zone (33% per hex)

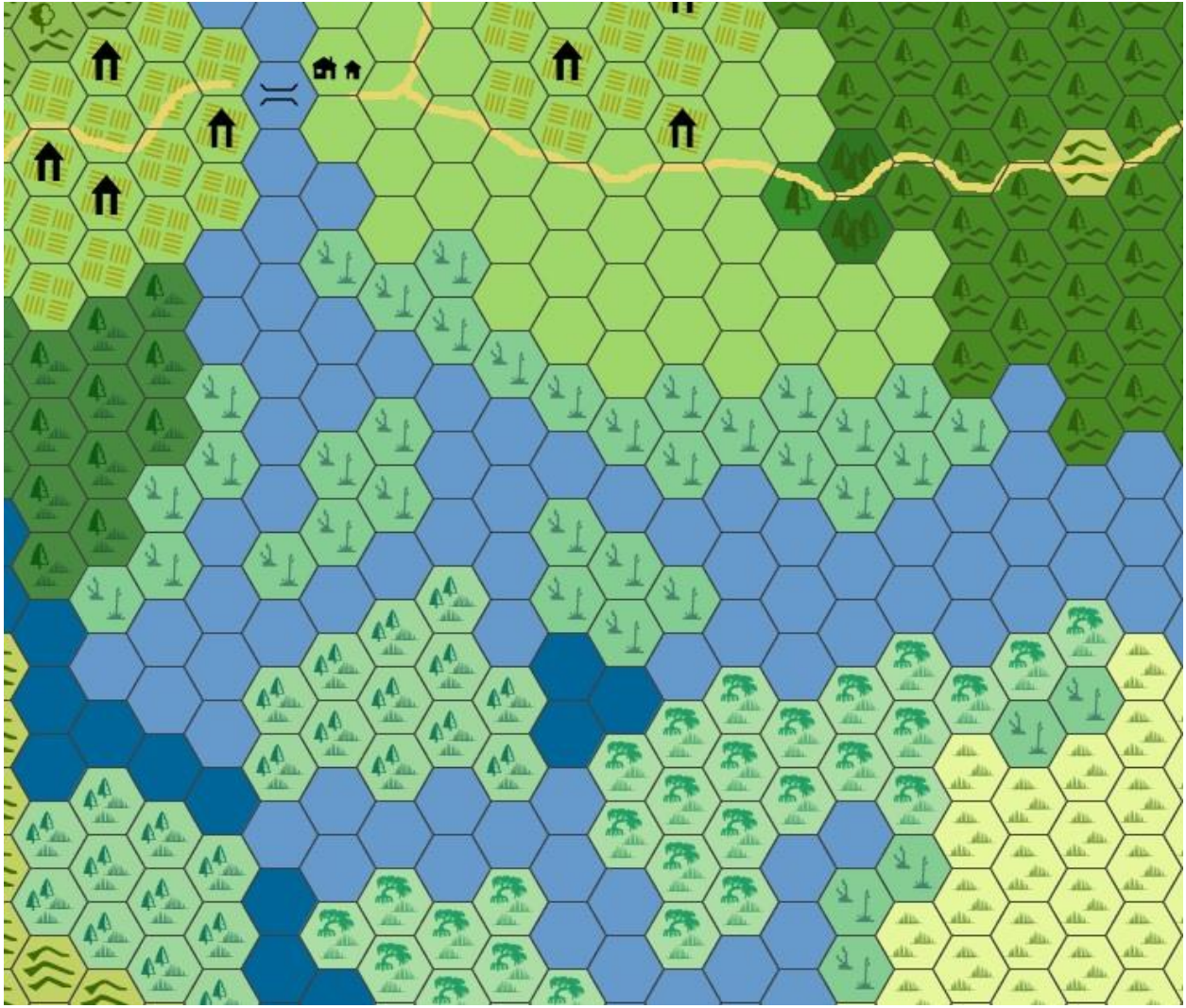
- 2 Swarms of Insects
 Swarm of Insects (2): Armor Class 12 Hit P. (5d8)
 D +3 4D4 bite (2d4 if swarm is half strength STR/DEX/CON/INT/WIS/CHA 3(-4) 13(+1) 10 7(-2) 1(-5)
 Challenge ½ (100 XP)
- 4 Stirges
 Stirges: Armor Class 14 (natural armor) Hit (1d4)
 D +5 1D4 +3 and blood loss
 STR DEX CON INT WIS CHA /4 (-3) 16 (+3) (-4) 8 (-1) 6 (-2)
 Challenge 1/8 (25 XP)
- Pair of Crocodiles
 Crocodiles (2): Armor Class 12 Hit Points 2 +3)
 D +4 1d10 +2 bite DC12 vs. Strength to esc grapple
 STR/DEX/CON/INT/WIS/CHA 15(+2) 10(+0) 14) 10(+0) 5(-3)
 Challenge ½ (100 XP)

Gold Zone (50% per hex)

- Giant Constrictor Snake
 Giant Constrictor Snake: Armor Class 12 (r Hit Points 50(8d12 + 8)
 D +6 2d8 +4 and DC16 grapple to escape
 STR DEX CON INT WIS CHA /19(+4) 14(+2) 5) 10(+0) 3(-4)
 Challenge 2 (450 XP)
- 4 Bullywugs
 Bullywugs (4): Armor Class 15 (hide armor Hit Points 15 (2d8 +2)
 D +3 1d4 +1 Bite & +3 1d6 +1 spear
 STR DEX CON INT WIS CHA /15 (+2) 14 (+2) (-1) 11 (-0) 9 (-1)
 Challenge ¼ (50 XP) Treasure 15gp
- 2 Lizard Folk
 Lizard folk (2): Armor Class 15 (natural arm Points 22 (4D8 +4)
 D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite
 STR DEX CON INT WIS CHA /15 (+2) 10 (+0) (-2) 12 (+1) 7 (-2)
 Challenge 1/2 (100 XP) 30gp

Silver Zone (25% per hex)

- Wight
 Wight: Armor Class 14 Hit Points 66 (6d8 + D +4 1D8 +3 long sword
 STR/DEX/CON/INT/WIS/CHA 15(+2) 14(+2) 1 10(+0) 13(+1) 15(+2)
 Challenge 3 (700 XP) DC13 vs. Constitution max.
- 3 Lizard Folk
 Lizard folk (3): Armor Class 15 (natural arm Points 22 (4D8 +4)
 D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite
 STR DEX CON INT WIS CHA /15 (+2) 10 (+0) (-2) 12 (+1) 7 (-2)
 Challenge 1/2 (100 XP) 30gp
- 3 Swarms of Insects
 Swarm of Insects (3): Armor Class 12 Hit P. (5d8)
 D +3 4D4 bite (2d4 if swarm is half strength STR/DEX/CON/INT/WIS/CHA 3(-4) 13(+1) 10 7(-2) 1(-5)
 Challenge ½ (100 XP)



Player's Map



Ruins of Abor <above> Statue of the Warrior <Below>

