



OP8 - CHANNEL OF HAGAR

An Adventure in Filbar™

You and your three friends have opted to leave your mundane lives and become adventurers. As you arrive at a small village you notice everything is on fire or destroyed...so much for easing into the new career!

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OP8 – Channel of Hagar



Player's Info: You and your three best friends have decided to take the plunge and become adventurers. You are tired of your mundane lives and head out to the Village of Sago to start your heroic enterprise!

DM Info: This short scenario is designed for a quartet of 1st level adventurers. As the PCs reach the small village they notice that it has been put to the torch. A cult leader named Melvin has come to the community in search of a pair of magical gems. These enchanted orbs have the power to animate a Stone Golem on the far side of the water channel nearby.

The Golem was an agent of evil and was stopped several years ago by plucking out the jeweled eyes that acted as the magic source for the creature. The forces of good have kept the eyes away from the statue until now.

As the party arrives they will find a hidden lady and her two children. She will advise them of the cult leader and the theft of the stones. Her husband had been one of the heroes that crippled the Golem in the first place. She will need healing from the temple cleric immediately but can't be moved. There are no random encounters.

- Village of Sago** – Small community with multiple burned buildings and dead bodies. This encounter will introduce the party to who, what, and probably where the adventure will lead them. There is only one river crossing (#3).
 - Kemo's Pass** – A trail that leads through the mountains. Inhabited by mountain goats, lost sheep, and six Cultists who will try and stop the party. **Cultists of the Red Eye** (6): AC12 HP 9, D +3 1d6 +1 scimitar, Advantage on Charm/Fear rolls. 3gp each
 - Temple of Dilo** – Friendly cleric that will rush back to Sago to help Kemo's wife. He can provide 1d8 healing for 4gp (each)
 - Channel Bridge** – The party will find the bridge over the channel at the narrowest point. The wooden bridge is suitable for 3 PCs wide but is quite wobbly. After getting halfway across four more cultists and a charmed Half-Ogre will meet them. The bridge sway will cause disadvantage.
Cultists of the Red Eye Faction (4): AC12 HP 9, D +3 1d6 +1 scimitar, Advantage on Charm/Fear rolls. 3gp each
Half-Ogre: AC 12 HP 30, D +5 2d8 +3 using a Battle Axe one handed (will fight behind the Cultists 15gp)
Critical failure (1) will cause PC to lose next initiative.
 - Trapped Pass** – As the PCs get to this point a rolling log will come at them. A DC15 vs. Dexterity needs to be made or lose next d4 initiatives. Half-Ogre looking for his brother will attack after rolling the log: **Half-Ogre:** AC 12 HP 30, D +5 2d8 +3 using a Battle Axe one handed 8gp
 - Thyme Village** – Peaceful locale unaware of the threat. Healing available for 7gp each but 1d8 +2 recovery available.
 - Fargone Mines** – Busy with miners extracting ore that will report seeing a bunch of "religious nuts" run by a short time ago. They will confirm the "big nasty" is on the other side of the mountains overlooking the channel. Fastest route of travel to the other side of the mountains.
Five cultists near exit: **Cultists of the Red Eye Faction** (6): AC12 HP 9, D +3 1d6 +1 scimitar, Advantage on Charm/Fear rolls. 3gp each
 - Hagar's Golem:** Kneeling in a clearing is an enormous Stone Golem looking over the channel it once controlled. A man in green robes with a red eye stitched into is attempting to put a second, round gem into the empty eye socket of the creature but can't reach it. He will stop and confront the PCs telling them to leave or face death. **Cult Leader:** AC 14 (Chain shirt) HP 38, D +2 1d6 +3 (Mace blinds on natural 20 for 1d4 rounds)
Spells: Sacred Flame, Thaumaturgy, Darkness, Cause Wounds x2, Guiding Bolt, Sanctuary, Hold Person, and Spiritual Weapon, Dispel Magic - carries 80gp worth of coins and his magic mace (not usable by PCs – works at disadvantage & no blindness)
- Putting the second eye in will animate the Stone Golem which will immediately attack (and kill) the party. Taking the eyes back to Kemo's wife will garner them 50gp and a +1 dagger!