

FC10

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



CRONE'S PURSUIT

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR 4-6 CHARACTERS OF 1ST TO 3RD LEVEL. PART OF THE FILBAR 5TH EDITION SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

EXCLUSIVELY AT WWW.RPGNOW.COM

Crone's Pursuit

Player's Background:

While in between adventures your group has stumbled upon the small hamlet of Creedo's Trail. This small community seems to be quite passive and will offer a nice respite from the recent encounters you've had to deal with. As you making your way in between the lush farms you find yourself in the middle of town although it isn't much more than a settlement.

While the townspeople are polite they don't seem overly friendly which means that you will probably be left alone. A quick look around reveals that this locale has an inn, a tavern, and a general store. All in all this place is nothing to write home about but will offer a rest indoors.

Making your way to the Bagel Inn you find several notices tacked to a letter post near the entrance. Among the minor items such as 'for sale' and a lost cat you spy a curious message written in green ink. The note lists "Help Wanted – Easy task, BIG reward" and it is signed by "Melba". Well if you get too bored there is always that task which should be fairly easy...right?

DM Background:

The small backwater community of Creedo's Trail is pretty much as it seems. Set snugly in the Duchy of Starryshade this farming community likes to keep their lives simple and straightforward. The only one who doesn't subscribe to this is "The Crone" named Melba. While the townspeople are closely knit the same cannot be said for the old woman who lives on the lake. She tends to spend most of her time alone which is how she and the townspeople prefer it.

The Crone is more of a tinker and has a lot of projects going on at the same time. She is in need of a few components for her latest experiments and lacks the ability to safely gather them. As a result she has posted a letter on the town's notice post that she requires a little help. She is well aware that from time to time adventurers come through town and she is hoping some come by in the near future so she can finish up some of her experiments.

Melba has three tasks for the PCs to complete for her if they are interested. All are paying jobs that should challenge the PCs but not overly so. If they are successful they will be able to reap further benefits from her ongoing experiments. This adventure is more of a “filler” between major/minor plot lines and is designed for mid-level adventurers. The rewards for services rendered can be adjusted according to the effort required by the party due to number, ability, etc.

A. Creedo's Trail

The dusty trail leads through farmland being tended to by diligent men and women working hard. The center of this community is the Bagel Inn, The Silver Dipper Tavern, and the General Store. A small chapel sits off the center of town and a cleric looking type is working around the grounds.

DM: This community is truly a backwater locale that the PCs have stumbled upon during their travels. There is no Caravan Master here and the road is more of a trail. While some adventurers do locate this place as a rest stop that is all this is and there are no signs of the people wanting to change its status.

The people will be friendly to the PCs however they will not be ‘overly’ friendly. Any mention of “The Crone” will immediately bring the response of the people spitting on the ground and walk away. The pastor and the innkeeper are the only ones that will speak about her as they are a bit more forgiving towards the hermit. The villagers will have limited information about the surrounding countryside as they are simple peasants. They will know general landmarks and believe that “The Crone” lives in the swamp but otherwise will be oblivious to the goings on in the area. The major areas that the PCs may visit are:

Bagel Inn – The proprietor of the small two story roadhouse is Sarah Makepiece an older woman who runs the inn since her husband passed away a year ago. She has been struggling to make ends meet and only she and her teenage son are taking care of the business. If there is an experienced carpenter in the group a trade of rooms for services may be available. She

has known Melba "The Crone" since growing up. While she does not care for the peculiar woman she treats her as well as she is treated.

Sarah will be able to describe her but not know where her home is aside from somewhere around the lake. Sarah will be aware of a group of Lizardfolk in the area as well as poisonous snakes but have very little other information. She and her son are good people who are struggling. Those in "alignment trouble" who give extra money may see deity woes disappear.

The Silver Dipper Tavern – Lewis Quartermaine is the owner of the Silver Dipper the tavern and local gathering spot in the community. Many farmers come in during the day and most generally on the weekends. The building is the most heavily fortified place in town and headquarters for the militia that is run by Lewis.

He grew up with Melba and has no problems with her. He actually gets a part of his secret ingredients from her to put in his tasty ale. The two have a business relationship that they tend to keep secret from everyone else. Lewis is married to Civilla and they have two small children. Civilla is the daughter of a local farmer which is how the two met. There is a large brass bell outside this business that is used to call for the community in times of need or distress.

General Store – Ivo Goode runs the general store which has basic supplies mostly used by farmers. Ivo has bartered/purchased a variety of items from the stray adventurer looking to make some coin as well. These items would be available but in limited quantities.

Ivo is a widower who lost his wife years ago to a malady. He is a fair and respected man in town and knows Melba through his wife's illness. While the crone attempted to save Mrs. Goode she was unable to do so. She was able to provide some relief in the final hours and for that Ivo is grateful to her. She helps her with her supplies and is the only person in town that knows where she lives. He will not divulge this information randomly and would need to be certain that the PCs mean Melba no harm.

Chapel of Jelly – The pastor of the small church is Antony Berney who was originally trained in Vandosia. “Father Antony” worships the deity Jelly who is the goddess of science and death. He wears the typical light green vestments normally recognized by his faith.

Antony has met Melba on several occasion and is aware that while she is an agnostic, she does accept the positive aspects that some faith bring. Antony knows that Melba is different but her healing salves are quite good despite not having magical training.

Other villagers in the community will ‘swear’ to the party that “The Crone” lives in the swamp to the east of the hamlet eating toads, unicorns, and stray children. It should be fairly obvious that most of the townspeople have no idea what they are talking about and will be little use to the party for information gathering. Some potential encounters for the party are:

- The unattractive, cheerful woman who is wearing a religious symbol.
- The terrified man who is running from a snake
- The very short, upset woman who is very concerned about something.
- The well-built, twitchy woman who just tossed a coin into a well.
- The flamboyant, angry old woman who is talking to a raven.
- The willowy, sneaky woman who is wearing men’s clothing.
- The dark-skinned young man who seems intent on starting a fight.
- The poorly dressed, indecisive woman who is clearly lost.
- The tanned young man who is accompanied by several pigs.

B. Bullfrog Swamp

A thick muck surrounds the entire area and tall cattail reeds are in abundance in this area. The loud croaking of bullfrogs can be heard for miles. For every two steps of partially firm ground another step plunges your feet into a thick gooey mud. The mosquitoes and hornets are the primary residents as the swamp appears to be mountain runoff from the east. The going is slow and irritating. The possibility of getting lost in well in your minds as every turn in this environment looks the same as the last.

DM: There will be three encounters in this area for the PCs. If the party spoke with Melba prior to coming to this location they will realize that she needs the foot of a Giant Lizard and the icor from a Lizardfolk's eyeball. If the party hasn't they may encounter these creatures but fail to bring the necessary items. If the latter occurs it is recommended that upon returning to the marsh the party have to refight the same creatures and have a chance at getting lost deeper into the area.

Recommended encounters for this section of the adventure are found on a 1D6 per hex with a 1 indicating success.

Giant Constrictor Snake: Armor Class 12

Hit Points 80 (8d12 + 8) D +6 Constrict 2D8 +4

STR DEX CON INT WIS CHA /19 (+4) 14 (+2) 12 (+1) 1 (-5) 10 (+0) 3 (-4)

Challenge 2 (450 XP)

Giant Toads (2-4): Armor Class 11 Hit Points 40 each (6d10 + 6)

STR DEX CON INT WIS CHA /15 (+2) 13 (+1) 13 (+1) 2 (-4) 10 (+0) 3 (-4)

D +4 Bite 1D10 +2 & 1D10 poison

Challenge 1 (200 XP)

Giant Lizard (4): Armor Class 12 (natural armor) Hit Points 25 (3d10 + 3)

STR DEX CON INT WIS CHA /15 (+2) 12 (+1) 13 (+1) 2 (-4) 10 (+0) 5 (-3)

D +4 1D8 + 2 bite

Challenge ¼ (50 XP)

Giant Wasp: Armor Class 12 (natural) Hit Points 24 (3d8)

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

D +4 Sting 1D6 +2 DC11 Const. poison 3D6

Challenge 1/4 (50 XP)

Lizardfolk (12): Armor Class 15 (natural) Hit Points 22 (4D8 +4)

STR DEX CON INT WIS CHA /15 (+2) 10 (+0) 13 (+1) 7 (-2) 12 (+1) 7 (-2)

D +4 to hit 1D6 +2 Javelin, 1D6 +2 Bite

Challenge 1/2 (100 XP)

With the final option being that the party becomes lost in the swamp (random direction) and will need to find their way back.

C. Melba The Crone

Ahead of you on the shore of the lake cloaked by bushes is a small hovel that resembles a fishing hut. Outside the structure are several gutted animals hanging and appear to be in various stages of preparation for food or other nefarious circumstances. As you approach an older woman in tattered and patched clothing exits the building and is startled by your presence. "WHO ARE YOU AND WHAT DO YOU WANT" she exclaims.

DM: If the party spoke with Ivo they will have no problem locating the structure. If they have not then they will have to stumble upon it with only a 40% chance of locating it due to the clever use of concealment by Melba. Once located they will have to deal with the slightly "off" woman.

Melba will be instantly suspicious of the party's approach as she was not expecting them (the first time). If they can convince her with a DC14 vs. Charisma (PC) then she will calm down. If two PCs fail the DC she will send them away for a day and refuse to do business until they return to try and sway her the next day. If something useful is offered an additional +1 (DC13) can be attempted. No more than two attempts may be made per day.

Once the party sways Melba into understanding they are not a threat she will explain her cryptic note outside the inn. She will explain to the party that she is in the middle of several projects of a somewhat magical nature and her work requires some items that while easy for adventurers to obtain, would

cause her undue issues. If the party is interested she will explain what she wants and will barter for a reasonable price for services rendered.

Melba will not disclose the nature of her experiment but will point out that it is rather time sensitive and speed is of the essence otherwise she will have to start from the beginning.

Melba will disclose that she needs the following items:

- A right foot from a Giant Lizard (Area B)
- The Icor of a Lizardfolk's eyeball (Area B)
- Three teeth from a huge Bugbear (Area C)
- Silk from the web of a Giant Spider (Area C)
- Six pounds of iron from the Gap Tooth Pass (Area D)
- 3 scales from a Brass Dragon carcass in a cave in the pass (Area D)

She will offer to pay for the items individually or in bulk as the party wishes. If they decide to be paid in bulk they will receive an amount agreed upon as well as one of the items she is currently constructing.

Melba's Magic Pot is the device she is currently working on. It is a brass cooking item that is enchanted. When filled with water it will make a creamy soup that will feed up to eight to twelve people a day. The stew can only be 'summoned' once per day and should remain over a fire to keep it consumable. Once she gets the aforementioned items she will be able to enchant three of these items within two days. Melba will be keeping one for herself, give one to Ivo to help him for his kindness, and the third was just going to be an extra.

Melba will be able to give general directions to the areas that these items will be located at. She does not care if the party wishes to obtain all of the items at once or make several forays as long as she gets them quickly.

D. Spider Woods

This dense forest is filled with creatures normally encountered in a forested area. Light filters through the tree canopy to allow for normal vision. Strange noises are heard at every turn and because the trees are dense any mounts will have to be walked causing travel to be twice the normal amount.

DM: The Spider Woods are so named from their primary residents. Spider webs are abundant but finding some from the Giant version will take some searching. This will be a deciduous forest and the leaves will be present depending upon the condition of the calendar. For purposes of this adventure spring or summer would be the preferred time of year.

General wildlife will be found in abundance including deer, stag, rabbits, etc. Recommended encounters for this section of the adventure are found on a 1D8 per hex with a 1 indicating success.

Giant Spider (2-4): Armor Class 13

Hit Points 11 (2d8 + 2) D +3 Bite 1D6 +1

STR DEX CON INT WIS CHA /12 (+1) 16 (+3) 13 (+1) 3 (-4) 12 (+1) 4 (-3)

Challenge 1/4 (50 XP)

Winged Kobolds (15): Armor Class 13

Hit Points 7 (3d6 - 3) D +5 Melee 1D4 +3 +5 Drop rocks 1D6 +3

STR DEX CON INT WIS CHA /7 (-2) 16 (+3) 9 (-1) 8 (-1) 7 (-2) 8 (-1)

Challenge 1/4 (50 XP)

Hobgoblins (12): Armor Class 18 (chain mail, shield)

Hit Points 14 (2d8 + 2) D +3 Long Sword 1D8 +1 or +3 bow 1D8 +1

STR DEX CON INT WIS CHA /13 (+1) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 9 (-1)

Challenge 1/2 (100 XP)

Gnolls (10): Armor Class 15 (hide armor, shield) Hit Points 22 (5d8)

STR/DEX/CON/INT/WIS/CHA 14 (+2)12 (+1)11 (+0)6 (-2)10 (+0)7 (-2)

D +4 1D6 +2 <Spear> +3 1D8 +1 <Longbow>

Challenge 1/2 (100 XP)

Wolf Pack: Armor Class 13 (hide armor) Hit Points 15 (2D8 +2)

STR/DEX/CON/INT/WIS/CHA 12 (+1) 15 (+2) 12 (+1) 3 (-4) 12 (+1) 6 (-2)

D +4 to hit Bite 2D4 +2Challenge 1/2 (100 XP)

Challenge 1/4 (50 XP)

Bugbears (6): Armor Class 16 (hide armor, shield) Hit Points 35 (5d8 +5)

STR/DEX/CON/INT/WIS/CHA 15 (+2)14 (+2)13 (+1)8 (-1)11 (+0)9 (-1)

D +4 2D8 +2 Morningstar

Challenge 1 (200 XP)

Any contact with the Bugbears will allow the party to obtain the necessary teeth. After dealing with the spiders, the PCs will need to climb a tree and recover the web. A DC12 vs. Dexterity or fall for 3D6 will need to be accomplished for success.

E. Gap Tooth Pass

Sprouting out of the terrain here are several small peaks moving skyward creating two passes. Rumor in town has it that the area was named as Gap Tooth Pass by a flying wizard who saw the area from a lofty position. Between the rolling green hills are three sets of rock formations. The center one appears to be flat at the top.

DM: This area is the home to the final two ingredients needed by Melba. The iron deposits are found in abundance here and can be gathered in a matter of an hour. During this time the party should expect an encounter chosen from one of these:

Orcs (15): Armor Class 13 (hide armor) Hit Points 15 (2d8 + 6)

STR/DEX/CON/INT/WIS/CHA 16 (+3) 12(+1) 16 (+3) 7 (-2) 11 (+0) 10 (+0)

D +5 to hit Great axe 1D12 +3 +5 to hit Javelin 1D6 +3

Challenge ½ (100 XP)

Cave Bear (1-2): Armor Class 13 (natural armor) Hit Points 52 (4d10 + 12)

STR/DEX/CON/INT/WIS/CHA 19 (+4) 10 (+0) 16 (+3) 2 (-4) 13 (+1) 7 (-2)

D +5 to hit Bite D10 +4, Claw 2D8 +2

Challenge 1 (200 XP)

Owlbear (1-2): Armor Class 13 (natural armor) Hit Points 59 (7D10 +21)

STR/DEX/CON/INT/WIS/CHA 20 (+5) 12 (+1) 17 (+3) 3 (-4) 12 (+1) 7 (-2)

D +7 to hit Bite 1D10 +5, Claw 2D8 +5

Challenge 3 (700 XP)

Once the iron is gathered and their opponent dispatched they will need to find the scales from the deceased Brass Dragon. Melba was uncertain as to which section of the pass the dragon's body may be at and could only point out that it was "somewhere" near there. The party should be clever enough to understand that they are searching for a large cave.

There are twelve different mountain regions in the area. At the beginning of the encounter the DM can randomly assign one or use a D12 against the players to see if they can locate the elusive tomb of the dragon.

While investigating the rock formations there may be visible caves located that will require the party to climb to. As the peaks are fairly rocky it is

recommended that a DC12 against Dexterity be used to make the climb to any caves seen. These rolls can coincide with the height of the peaks but the recommended rolls would be 1, 2, or 3D6 for a height of 30' being the highest aside from the dragon's cave. The option for caves is up to the discretion of the DM.

The dragon's cave will be 50' high and will require five individual rolls of DC12 against Dexterity going both up and back down again. A different rule set can be used if the PCs lash themselves together. Once at the opening of the dragon's cave the party will see the bones of the dead beast and no treasure as it has long ago been looted.

Once the corpse is examined very little will be garnered in the way of how it died and scales will be few and far between. While the party digs for the necessary scales they will be surprised by a Troll (or two depending on their strength). These Trolls have managed to find approximately 500 gp that had been overlooked/dropped by previous looters. This cache of coins is in the back of the cave hidden in darkness.

If this creature(s) hits with a natural 20 during a claw attack it will have attempted to throw a PC off the ledge. A DC14 vs. Strength will be required or be pitched off the landing. If this occurs a D6 will be rolled for either 1-2 1D, 3-4 2D6, or 5-6 3D6 worth of damage. Further any party member that suffers this will be out of combat for 1-3 rounds per distance fallen.

Troll (1-2): Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40) D +7 bite 1D6 +4 +7 Claws x2 2D6 +4

STR DEX CON INT WIS CHA /18 (+4) 13 (+1) 20 (+5) 7 (-2) 9 (-1) 7 (-2)

Challenge 5 (1,800 XP)

Once the party is able to retrieve all the items they will either be paid or presented with the magic item in three days at the General Store where the other one will be given to Ivo.



Area Map



Melba's Magic Pot <above> and the Gap Tooth Pass <below>

