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ADVENTURES IN FILBAR

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PUTTING A KRAMPUS IN THE HOLIDAY

A TONGUE IN CHEEK ADVENTURE SETTING BASED IN THE FILBAR HEROES SERIES FOR 4-6 CHARACTERS OF 1ST TO 3RD LEVEL. PART OF THE FILBAR SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Putting a Krampus in the Holiday

Player's Background:

With the ten day season of Giftus in full swing you discover sanctuary in the town of Boxingdale. The heavy snows have given way to clear skies, the snowpack has left two feet of holiday cheer in the northlands. As merriment ensues, you enjoy warm mead and a festive atmosphere in town. Your recent success on the adventuring trail has gotten you a little bit of fame as many of the citizens enjoy your tales of daring.

The second day in town you are approached by a female Gnome and her two children. She introduces herself as German and tells you that her husband is also an adventurer. He returned a few days ago after being gone for several months. The lady tells you that her husband Pere has been quite successful and returned with two special items needing identified. German points out that her husband was in a hurry to get the items identified, but his regular point of contact was unavailable. The motherly Gnome believes curiosity got the best of her husband as he continued to fiddle with the items.

When she woke up yesterday morning she discovered that Pere, the strange wand and helm were all missing. With crying children by her side she asks the party for their assistance in returning her husband. The young daughter looks up at you with tearful eyes and whimpers "all I want for Giftus is my daddy back".

DM Background:

Pere is a rather experienced adventurer and belongs to a group that just recently returned from an exploration of some ruins. Among the trophies the group returned with Pere, was given two items from the haul that he took a shine to. A Wand of Enchantment that allows the wielder to animate mundane items was one of the items and could be used by any class. The second item is the cursed Helm of Krampus, the headgear worn by a regional warlord.

This magical headgear is cursed, so that anyone wearing it will become evil and attempt to take over the region. Unlike other cursed items, it only lasts for as long as it is worn. If the party can get a description of the items from German, the sage, who just arrived in town he can make a reasonable guess at the headgear, but will not have any idea about the wand.

The key to this adventure is to capture, not kill, Pere and remove the hat by any means necessary. The hat deflects any charm spell and the PCs will not have that option available. The easiest method would be to subdue the Gnome through force (or lucky bowshot) knocking off the helmet. A charismatic PC "may" also be able to convince the Gnome to remove it.

If the party asks around some of members of town watch will have noticed Pere leaving Boxingdale towards Jollyville. They will point out that Pere was not his normal jovial self and seemed angry. The Gnome will have ventured out into the snowstorm and appeared to be poorly equipped.

With the storm over, the party will not have to deal with too much inclement weather. They will have to traverse the snowdrifts slowing their progress and making mounts move at nearly half their normal speed. The tracks left by Pere will be frozen into the snow until the PCs reach their first encounter then, they will strangely disappear, as Pere charmed a Giant Cardinal and is using it as a flying mount. The PCs should be able to gather equipment and be on the road within an hour, if they choose to accept the mission.

The party may/may not be familiar with the seasonal celebration, but will quickly find out from the citizens that Giftus is a ten day celebration that culminates with a gift exchange the final day. The holiday is largely followed in the northlands and takes place during the winter to cheer everyone up.

A. Ambush!

With the sun peeking out, you can tell that the weather has turned for the best. The footsteps of the Gnome are easy to follow, as they have frozen into tundra. Four miles outside of town you reach an evergreen ridgeline. The drifts here push up against the tall trees and as you approach you hear a wolf howl from the woods.

DM: The winter is already hard on the forest creatures including a small group of Goblins that have become lost from their tribe. This quartet of creatures are all astride Worgs that are used as mounts.

These malnourished humanoid will be quite aggressive. When the Worgs attack they will use their bite attack. If it opts to ram into the PCs the Goblin rider will strike at -2 regardless if the hit is successful. The humanoids are quite poor and have only 15gp each in the form of animal pelts that they have obtained from unlucky trappers.

Goblins (4): Armor Class 15 (leather armor, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

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

Challenge ¼ (50 XP)

Worgs (4): Armor Class 13 (natural armor) Hit Points 26 (4d10+4)

D +5 bite 2d6 +3 DC13 v. Strength or knocked over

STR DEX CON INT WIS CHA /16 (+3) 13 (+1) 13 (+1) 7 (-2) 11 (+0) 8 (-1)

Challenge ½ (100 XP)

B. Jollyville

From the forest ridgeline you can see several streams of smoke in the valley. You believe this would be a solid indicator of where the small community of Jollyville is located at. As you look down the incline you notice that the Gnome's footprints disappear a few yards down the slope. The snow pack is disturbed where the trail ends, but appear to lead to the village. As the party trudges forward towards the community, strange crystal formations appear to emerge from the snow banks and charge you!

DM: The village of Jollyville consists of nine small homes that are the residences of farmers, hunters, and trappers. The community does not have shops or even a tavern. Travelers going through Jollyville have stayed in the small lean-to structures that are normally used for livestock.

There are three encounters in this location. The first involves a trio of Ice Mephit that are native to the area. These creatures normally avoid the village and its citizens, but flush from the recent storm they will attack the party. This encounter will occur halfway to the village in the open plains. These creatures do not possess any treasure and will be highly aggressive.

Ice Mephit (3): Armor Class 11 Hit Points 21 (6D6)

D +3 1d4 +1 & 1d4 cold 2 claw attacks or

Cone of Cold Breath DC10 vs. Dexterity or 2d4 cold

When killed it explodes DC10 vs. Dexterity 1d8 damage save for half

STR DEX CON INT WIS CHA /7(-2) 13(+1) 10(+0) 9(-1) 11(+0) 12(+1)

Challenge ½ (100 XP)

Enchanted Icicles

As you move deeper into the valley you reach the main road in Jollyville with houses on either side. The small wooden buildings each have smoking chimneys and icicles hang from the roof edges. As you move to where you can see down the split in town, you observe a strange sight. A very large crimson cardinal stands in the middle of the community. The creature is loaded down with bags. From behind the creature comes a helmed Gnome. The little man raises his arm and extends a wand which is waved in a circle and small stars exit the tip of the double headed wand.

DM: The Gnome is Pere and the large cardinal is his charmed mount. With the Krampus cursed helm, the Gnome has stolen the presents of the people that are part of the Giftus celebration. As Pere sees the party he will utilize the cryptic Wand of Enchantment and yell out "Attack".

The magic wand will enchant ten icicles of varying sizes (d4, d6, d8) and command them to attack the party. The pointed spikes will fly through the air and attack random PCs. There should be three very long icicles (d8), three very short ones (d4), and the remaining four will be medium sized icicles (d6).

These items will shatter upon "death" but will not do any residual damage. If the melee goes longer than ten rounds all remaining items will fall harmlessly to the ground as the enchantment has worn off. They have no value once defeated. The icicles will form a barrier between the party and the Gnome.

Enchanted Icicles: Armor Class 17 (natural armor) Hit Points 15 (5d6)

D +3 1D8/1D6/or 1D4

STR/DEX/CON/INT/WIS/CHA 12 (+1)15 (+2)11 (+0)1 (-5)5 (-3)1 (-5)

Challenge 1/4 (50 XP)

Mean Snowmen

Once the party is able to defeat the icicles, they then can give chase to the last group of houses. Running down the street you see the large angry bird being loaded up with the last of the presents. As the Gnome spots you he exclaims "You again?" Pointing his wand at a trio of Snowmen built by the children, he again calls for an attack and the playful snow art rises and their faces change from a coal smile to a fierce scowl!

DM: As Krampus/Pere finishes his theft of gifts from the unarmed locals, he will again call on the power of the wand to animate three Snowmen to do his bidding. As the snow creations quickly glide across the top of the frozen precipitation, the spritely Gnome will jump onto his Cardinal mount and move into the sky. If the PCs attempt missile weapons, normal ones will bounce off the shield (spell) he has used to protect himself. The Cardinal will not receive the same benefit.

The animated Snowmen will attack with their "claws" and thus gain two attacks per round. Upon initially facing off with one of the animations, the PCs will need to make a DC11 vs. Wisdom or be frightened for one round

losing the ability to attack. Once they face off with their foes, this DC is no longer needed.

If “killed”, the Snowmen blow up in a cloud of disconnected snowflakes. This causes no damage and is only a visual effect. After the battle, the citizens of Jollyville will exit and thank the PCs profusely. They will ask if the party can obtain their stolen Giftus presents and save the holiday. A look to the sky will show that Pere has a lead, but with the wind picking up it appears his mount is having difficulty carrying the load and is moving slowly now.

The citizens will warn the PCs that the Candy Gorge next to the Cane Mountains is subject to strange wind gusts, especially this time of year. They will be wished luck and given some food and water as the chase is started.

Snowmen (3): Armor Class 11 (natural armor) Hit Points 36 (8d8)

D +3 Claw 2d4 +1 x2 & Glare DC11 vs. Wisdom or frightened 1 round

STR DEX CON INT WIS CHA /11(+0) 13(+1) 11(+0) 10(+0) 10(+0) 13(+1)

Challenge 1 (200 XP)

C. Sleet Storm

You move quickly and keep a close watch on the rogue Gnome and his giant angry bird. Several miles outside of town you notice that bird is struggling a great deal and the winds out of the gorge seem to be growing in strength and intensity. As you close the gap, Krampus/Pere sees you gaining and guides the bird down. From the ¼ mile distance, you see the small figure on a rise and he is waving his arms wildly.

DM: Despite the helm being cursed and making Pere think he is the evil warlord reincarnated, he has retained his spell ability. As the party continues to gain, the Gnome wizard will cast Sleet Storm in the pass which the PCs will have to go through to continue the pursuit. This spell will cause the PCs (mounts) to become very unstable on their feet. A DC13 vs. Dexterity will be required to

avoid falling flat on their faces/off their mounts. No damage will be taken and Krampus/Pere will remount the tired bird and attempt to fly off.

Once the party recovers from the slick spots, they can continue the chase and will notice that the Gnome is dropping gifts to ease the burden on the bird. The gifts will leave an easy trail winding through the canyon, even though the PCs will not be able to see the Gnome.

D. The Battle in the Gorge

As you wind through the gorge the sun has dipped below the tops of the cliffs making it difficult to see. The last corner brings you face to face with the grounded Giant Cardinal and the Gnome. When he spots you he jumps back onto the unburdened bird and has it charge at the party!

DM: The party's mission will be to rescue the Gnome from his curse so they should target the bird more than the rider. Once the bird is down to ½ its hit points it will have to go to the ground and be unable to fly. If the damage is right at ½, the bird will land safely, but if it is struck for considerably more damage than half, it will crash with the Gnome on its back. The attack runs made by the Giant Cardinal will be a claw attack and Krampus/Pere using spells. Once on the ground, the bird will be able to attack with both claw and beak until it is killed.

The bird was initially brought under the control of a Friends spell, but the unknown power of the Krampus Helmet is that non-intelligent animals can be controlled indefinitely once they are "controlled". As long as Pere believes he is Krampus and the bird will fight to protect him. Any blood lost from attacks on the Giant Cardinal will stain Pere's surcoat bright red.

Once the helmet is removed from Pere's head, the curse will fade away. If the Cardinal is still alive it will take flight and escape over the cliffs without being burdened by any gifts. Pere will not understand what happened and the situation will have to be explained to him.

Pere will feel understandably bad and will want to make amends, but with the setting sun the group will need to seek out shelter. When Pere finds out they are in the Candy Gorge, he will inquire how far away Jollyville is. After the PCs tell

him, he will exclaim that he knows where they are and for the party to follow him.

The Gnome will lead them another mile through the gorge and point to the rock face where a dim light shines.

Giant Cardinal: Armor Class 15 (natural armor) Hit Points 38 (5d10 +14)

D +4 1D6 +2 Claw & 1d10 Beak

STR DEX CON INT WIS CHA /15(+2) 13(+1) 15(+2) 1(-5) 9(-1) 3(-4)

Challenge 2 (450 XP)

Krampus/Pere: Armor Class 15 Hit Points 22 (5d6) 5th Wizard

D +2 1d6 -1 & Spells DC13 Intelligence/+15

Spells: Ray of Frost, Chill touch, Friends, Blade Ward

1st- ~~Mage Armor~~, Magic Missile, Sleep, Shield

2nd- Darkness, Acid Arrow, Alter Self

3rd- ~~Sleet Storm~~, Fly

STR/DEX/CON/INT/WIS/CHA 10(+0) 14(+2) 10(+0) 16(+2) 13(+1) 12(+1)

Challenge 3 (700XP)

E. Tower on the Wall

As you get closer to the strange light you begin to make out a structure that resides on the side of the canyon wall. Pere begins to shout out "Yule, yule are you there?" A rope ladder drops from the bottom of the structure which sits 15' up on the side of the gorge.

DM: This structure is the home of Pere's adventuring companion Yule, the Ranger. Once inside the structure introductions will be made and the new friend

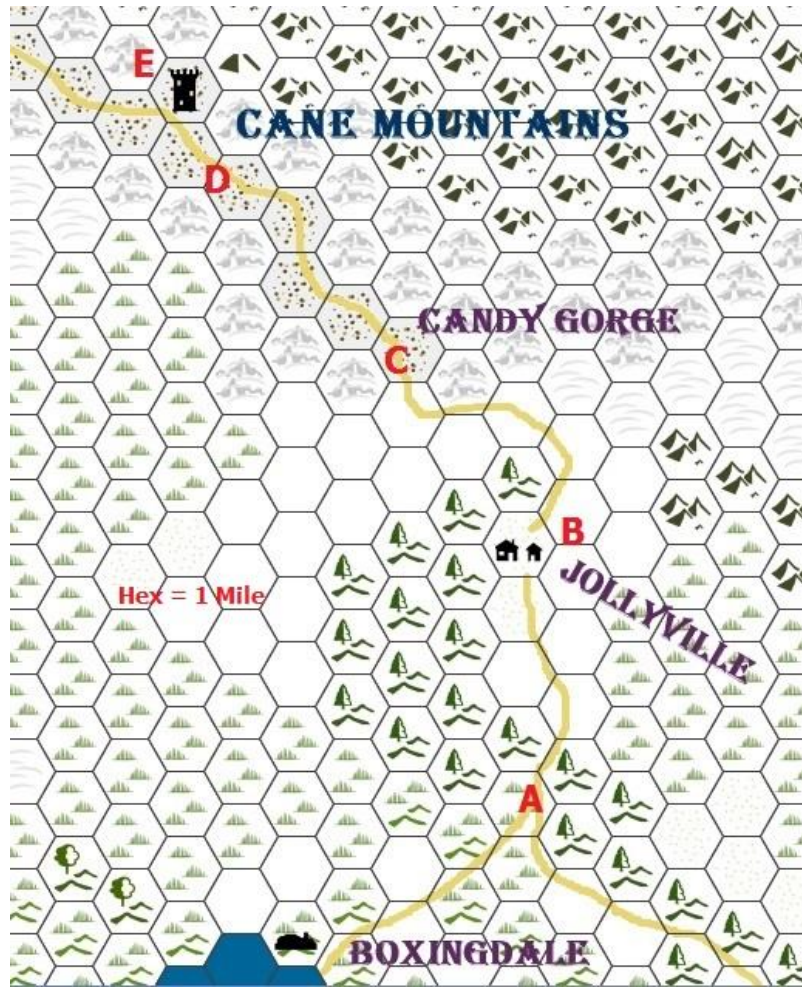
will chide Pere for tampering with the item before getting it identified. Pere will surrender the item to his friend to have it destroyed, but will keep the wand.

Pere will ask his friend for Goodberry. If the party is unfamiliar with the items, Yule will explain that they restore one hit point per berry and offer enough nourishment and energy to sustain a person for one day. Pere will explain that for some reason it gives his Gnomish body more energy. The jovial creature will explain that he wants to return the gifts to Jollyville before Giftus is over.

Yule will point out that it is quite late and even if the PCs share a mount with the Gnome, the outlook is bleak that he will be able to accomplish his mission. As he looks out the window, exclaims that he has an idea. He will ask Pere if he still has that long sled and be told it is below. Pere will ask everyone to come back down with him.

Upon landing at the bottom of the gorge, the party will see a herd of very large Elk. Pere will have Yule get ahold of one of the animals, while he and the PCs find the sled under the snow and packages in the gorge. Yule and Pere will fasten the sled to a crude harness on the Elk. Yule will warn Pere that it is easy to get lost in the dark in the gorge, but will receive the response...that's why you stay out of it! Pere will whisper some magic words and spur the Elk forward. After a few steps the Elk will fly into the night sky with the sled (and gathered packages). Once the pair clear Candy Gorge, they will circle around. In his red stained surcoat carrying presents, the happy Gnome will head towards Jollyville and exclaim "Merry Giftus to all and to all a good night!"

That, my friends, is how Giftus is celebrated in Filbar!



Area map <above> and Pere in Krampus form <below>

