



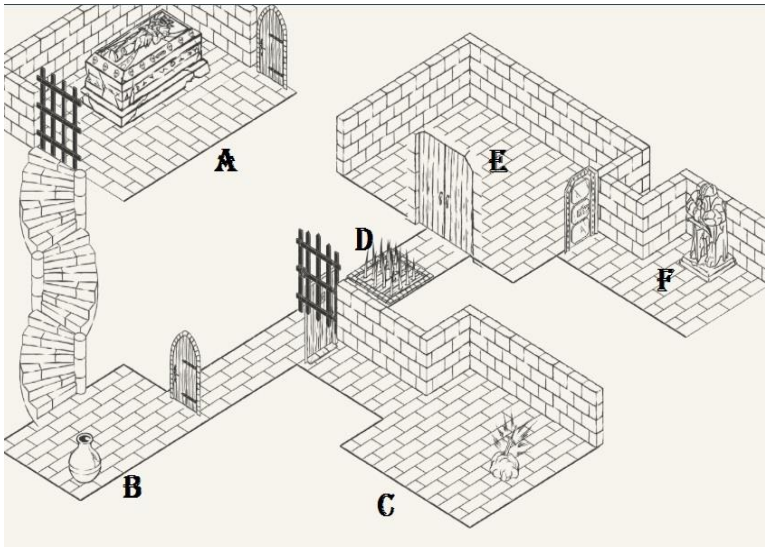
OP17 – ACCORDING TO THE PROPHECY
An Adventure in Filbar™

With your future uncertain, you sit in a tavern and listen to a grizzled old man talk of heroic tale involving prophecy. You listen intently and discover that tonight may be the night that the legend comes to fruition. All you have to do is venture into a scary old mausoleum and figure out a riddle...

A scenario for a single 1st level PC & DM

By Frank Schmidt
@FilbarRPG

OP17 – ACCORDING TO THE PROPHECY



Player's Info: Sitting in the tavern you listen to the old man tell his tale of a haunted crypt. "Every year on this day is a chance for a would-be hero to make their mark by investigating Bifnor's Tomb! According to the prophecy that is!"

You ask what the prophecy entails but the old man shrugs. Dunno young one, maybe the person who figures it out can tell us. I know there is something about a reward for those that solve the riddle!

DM Info: This short scenario is being put out for Halloween 2018 and is set for a new (1st level) PC and a DM. Alternately, a player could run this solo and adhere to the element of surprise that the encounters offer. The PC will listen to the tale and opt to investigate the old adventurer's tomb to see if they can discover the secret hidden within the "prophecy" and maybe garner a special prize!

- A. Mausoleum** – After gaining a few more details you head to the graveyard and locate Bifnor's Tomb. The old lock is easy to open and you enter the dusty tomb. A large, ornate coffin resides in the center of the room and an iron gate sits on the far wall. As you look around a Giant Rat comes around the corner and attacks! **Giant Rat** AC12 HP7 D+4 1d4+2 -2/+2/-4/-3. The trick to the prophecy is to lift the lid of the coffin (DC10 vs. Strength) and discover it is empty but the interior lid is reflective. As the moon rises outside, the light will reflect off the coffin lid and shine onto a hidden jewel on the iron gate. The moonlight will cause a secret door to appear behind the gate and entry can be made to the lower level! Once opened, the onyx stone can be taken and is worth 20gp.
- B. Coffer** – Descending the stairs, you come to a small room with an old coffer in it. Written on the wall above the jar is a notation "risk the acid to gain the reward. Looking inside the coffer you only see a key at the bottom and no fluid. The message was a ruse as the jar used to be filled with water only. It was a test for bravery. Over the years the water has evaporated. During the investigation a Giant Centipede will slither in from a hole near the ceiling and attack the PC. **Giant Centipede** AC13 HP4 D+4 1d4 +2 DC11 vs. Constitution or take 3d6 poison -3/+2/+1/-5/-2/-4. Once the key is obtained, the door can be unlocked.
- C. Switch Room** – With no way to open the portcullis you open the only other door available. A short hallway leads to a web encrusted chamber. A sword is stuck in the floor and seems to have been here for many years. The webs in this room are from the Giant Spider that lives here. A DC10 vs. Strength must be completed here to move the sword/switch and unlock the portcullis in the hallway. Three attempts may be made to achieve success but after the first pull the PC will have to fight the **Giant Spider** AC13 HP 11 D+3 1d6 +1 - +1/+3/+1/-4/+1/-3
- D. Trapped Corridor** – You move through the hallway towards a set of two doors. Midway thru there is a 50% chance of a spike trap springing. Age has slowed the trap but it will still cause 1d4 damage. Chance for the trap springing is anytime it is crossed.
- E. Burial Chamber** – The doors creak open loudly and reveal a dark room with a burial urn in the center of the chamber. Murals on the walls have seen better days but depict a heroic figure saving ordinary citizens from Goblins. The covered urn is quite plain but has the name 'Bifnor' painted on the lid. Opening or smashing the urn will release the charred ashes of the hero Bifnor as well as the Shadow that took the hero's life. Once the Shadow is destroyed, a click will be heard from the iron door to the side. **Shadow** AC12 HP16 D+4 2d6 +2 (Necrotic) and lose 1d4 Strength till short rest -2/+2/+1/-2/-1
- F. Prize!** – Walking into this chamber you find it lacking furnishing except for a wooden statue holding hands to its chest. The image appears to be the same as from the murals in the previous room. Once the PC is within 5' of the carving, A magic mouth will trigger and state "Take this brave adventurer, it brought me luck in the past and hope it does the same for you!" The hands will pull back and expose a silver, star talisman with five stones in it. Two of the stones are cracked as their power has been used. The item is a Talisman of Luck and will allow the wear to re-roll up to 3 failed rolls (attack/save/etc.). Each time the power is used, another stone will crack. Congratulations delver, you are at 2nd level!