



OP23 – TREEHOUSE TROUBLES

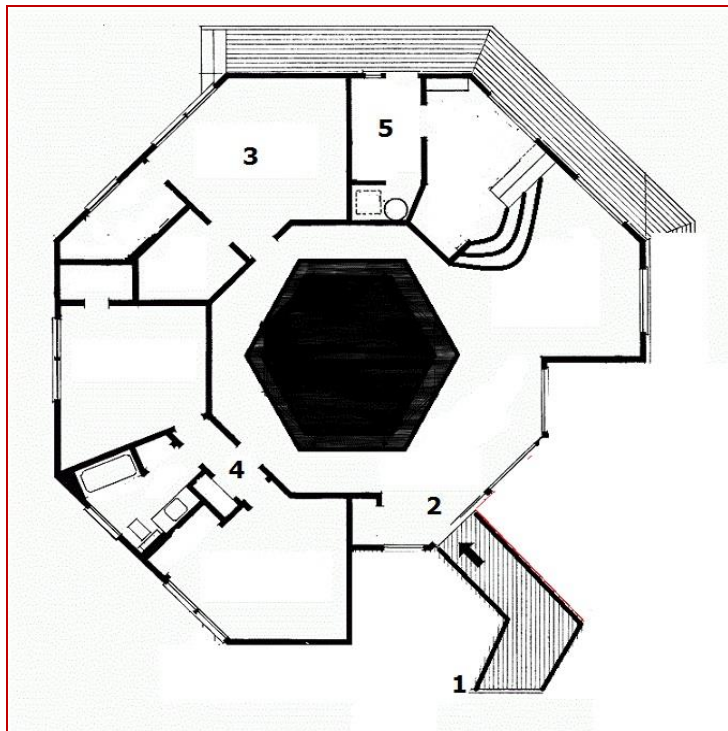
An Adventure in Filbar™

You have graduated, but your first quest is to deliver a missive from your master to a former adventurer/bard named Wadsworth Bowstring. This is not how you thought your career would start but at least you are getting paid for it!

A scenario for one, 1st level PC & a DM

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Player's Info: A delivery mission? This is your first "adventure"? After completing your training you envisioned something a bit more heroic for your future but your master explained clearly that you should not underestimate tasks. They have requested you deliver a missive to the Elven Bard Wadsworth Bowstring at his treehouse retreat and then could pursue your whims. Grudgingly you accepted the task and the ten gold crowns it paid. With map in hand, you make the full day's journey to Hobart Wood. The path is well marked and you arrive as the sun begins to set. A small grove his home to an enormous oak tree with a wooden structure surrounding it 50' up. A flimsy ascent awaits you along a swirling, planked bridge. Several dead animals are at the base of the rising stairway.

DM Info: This short scenario was designed for a single, first level PC to rise from their humble beginnings to second level if they are fortunate. After receiving training in their chosen class, they will have been assigned the innocuous duty of delivering a message to a nearby retired adventurer. The trainer will have paid the PC 10gp up front for the task which would be in their possession as well as a map to Hobart Wood where the elusive Elf has retired. This area will be near wilderness inhabited by humanoids. The bard normally keeps the area safe but is currently gone from his abode.

The massive oak climbs well over 100' high and the 'treehouse' of the bard is approximately halfway up the arbor giant. A wooden planked suspension bridge curls up to the entrance of the domicile. At the base of the climb are several hacked bushes and three dead Giant Weasels. The bushes and animals were defenders of the home which is now being pillaged.

- 1. Entrance** – You enter the grove and notice your vision is mostly obscured of the structure high in the tree. A quick investigation at the base of the ascent shows several hacked creatures as well as a pair of bushes torn out by the roots. These were guardians of the treehouse and Wadsworth will not be happy at the loss. Currently on a **Twig Blight** remains present but it will attempt to foil the PC's attempt to enter. **Twig Blight** AC13 HP6 D +3 1d4+1 -2/+1/+1/-3/-1/-4 no treasure
- 2. Landing** - Your climb is uneventful but you hear disturbing noises coming from the interior of the rustic home. As you reach the landing, a small, dog faced humanoid leaps out at you brandishing a small blade. The lookout is an inexperienced Kobold that just noticed the PC's approach. This creature will need to be defeated quickly or may raise the alarm. **Kobold** AC12 HP5 D +4 1d4 -2/+2/-1/-1/-2/-1 6sp
- 3. Back Room** – Only a slight rustling can be heard from this area and a quick peek inside reveals that the area appears to be home to a great deal of fine attire. Apparently Wadsworth is quite the fancy Elf! The bard has an extensive amount of clothing and tailoring supplies in this room. The noises will be coming from a back room which is used to as a conservatory and a writing room next to it. Searching through the music room is a Winged Kobold that will have to be dealt with. **Winged Kobold** AC13 HP7 D +5 1d4+1 -2/+3/-1/-1/-2/-1 2gp and a Potion of Healing
- 4. Bedroom** – Sitting just left of the front landing is a chamber that is clearly sleeping quarters. A large bed occupies the front area and two smaller areas are off to the right. You enter the small hallway and another dog faced humanoid appears from the other side of the bed and howls. A moment later a similar, but winged creature emerges from the back room. These are the personal quarters for Wadsworth and he will be a slob. The back areas represent personal hygiene stations and a small library. A clearly marked Potion of Extra Healing will be in the reading area and overlooked by the looters.. **Kobold** AC12 HP5 D +4 1d4 -2/+2/-1/-1/-2/-1 12sp & **Winged Kobold** AC13 HP7 D +5 1d4+1 -2/+3/-1/-1/-2/-1 4gp
- 5. Theater** – This area of the abode has steps rising to a small stage filled with props. These items appear to have been obtained in the course of an adventurer's life. This area of the home was designed for Wadsworth to practice his inspirational recitations for when he goes out to perform. The area also acts as a trophy room for interesting baubles picked up during this delving days. A large Gnome will emerge once the PC enters and will be quite angry at the 'intrusion'. **Gnome** AC15 HP21 D +4 1d6+2 +2/+1/0/-2/0/-2 creature has agate jewelry worth 30gp

Once the PC has 'cleared' the structure they will round a corner and discover a rather angry Wadsworth Bowstring present and armed. He will demand to know why the PC is burglarizing his home. If the PC can interestingly retell the events (DC17 vs. Persuasion), the bard will give the PC a gift of the Telec Pipe. This minor magic item is a kazoo that, when played, can restore 1d4 hit points to those in a 10' radius. The effect can be used once a day. If they fail the check, Wadsworth will demand the missive, read it, and give the PC 10gp instead.