



OP16 – BRONICK'S ABODE

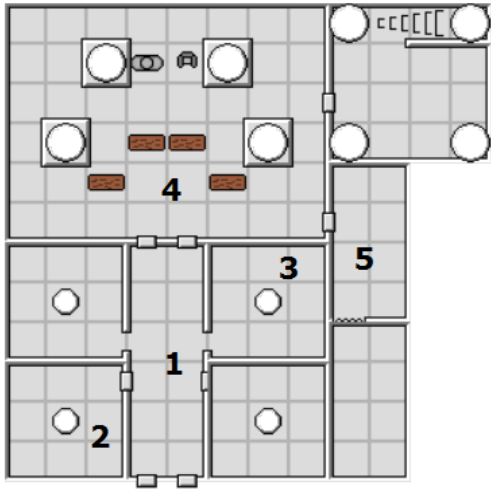
An Adventure in Filbar™

With humanoids on your heels you flee into the forest. Your evasion was successful but now you are turned around and are lost. Moving through the brush, you discover an old building with a high tower...bet you can see everything from the top of that!

A scenario for a single 1st level PC & DM

By Frank Schmidt
@FilbarRPG

OP16 - Bronick's Abode



5' Square

Player's Info: Your escape from the Goblins has gotten you horribly lost in the Tengal Forest. While you are not the guest of honor at some humanoid feast, you are certainly in peril as you don't know where you are. Moving as silently as possible through the brambles you come upon a rundown structure. High grasses surround the rectangular building but you notice a three story tower is attached to the building. Perhaps you can gain entry to the high ground and figure out where you are!

DM Info: This short scenario is quite useful to introduce a new player or new PC to your game. It pits a 1st level PC against a few foes hiding out in an old building in the middle of some woods. With the PC lost, they surmise correctly that reaching the top level may provide them an opportunity to get their bearings. The PC can find themselves at this location after being chased down by some nasty humanoids. With the PC/player being new, this 1:1 scenario offers an easy learning curve to how a game is played. There should be torch sconces every 10' feet that can be used for illumination using basic adventuring gear. The PC will have the opportunity to move at their own pace within the structure and there are still a sparse bit of treasure that other visitors have failed to locate. The PC can circle the perimeter of the structure and locate only the single entrance marked with double doors. There are no windows except on the second level of the tower but vegetation will negate the opportunity to climb up that way. If a PC tries to climb the ivy covered tower they will quickly discover the tendrils giving way and tearing off the old stone edifice. Unmarked rooms are filled with debris only.

- 1. Entry Hall** – As you leave the brambles and edge towards the front door you spot a word over the entrance. A wood carving with the word “Bronick” hangs over the entry point. Looking inside you find debris as the doors no longer fit. A pair of closed doors sit across from each other and a pair of open doors face each other a few yards further down the hallway. At the end are another set of wooden doors. Broken statues and damaged paintings adorn this area. At one time the entry was probably splendid.
- 2. Bedroom** - This room was an old bedroom but is filled with debris. If the PC can DC10 vs. Perception they will hear some rustling near the corner where a broken bed is present. A pair of **Badgers** have gotten stuck when the door shut in this room. The creatures will be quite angry and aggressive. No treasure. **Badgers (2)** AC10 HP4 D+2 1 (bite) -3/+0/+1/-4/+1/-3
- 3. Corpse** – The smell in this room is awful and it appears there is some roof damage present. An inspection of the area will reveal that a Kobold was present when a rafter became dislodged, striking the unfortunate in the head. A single **Stirge** is sucking the remaining blood from the corpse. **Stirge** AC14 HP2 D+5 1d4+3 -3/+3/0/-4/-1/-2 The Kobold has 15sp in a belt pouch.
- 4. Great Hall** – The partially opened doors lead into the Great Hall. Holes in the ceiling have damaged nearly every piece of furniture in the room. A dripping noise can be detected above the old throne next to a damaged statue at the head of the room. If the PC approaches this area they will hear a low growl coming from a **mastiff**. The creature is quite large and is outfitted with a saddle and bridle. **Mastiff** AC12 HP6 D+3 1d6 +1 & DC11 vs. Strength or knocked prone +1/+2/+1/-4/+1/-2. It has a wineskin on the saddle 25gp and a Potion of Healing (1d8 +2) in a saddlebag.
- 5. Barracks** – This chamber was clearly a bunkhouse of some type. At the back of the room is a rusted portcullis, protecting the old armory. If the bed area is checked the PC should roll a DC15 (base) to locate a secret cache. Inside the small gap in the masonry is a Potion of Extra Healing (2d8 +4 or half) and a brass key. Without the key, the PC will need a DC16 vs. Strength to yank open the rusted armory gate. Inside that chamber are several weapons that are still usable or sold for 40gp.
- 6. Cellar** – After descending the stairs the PC will find an old casket. An attempt to open the item will require a DC12 vs. Intelligence. If successful a small bag of coins (30gp) will be located in the empty coffin. If the roll fails they suffer 1d4 damage.
- 7. Bronick's Chamber** – The second floor of the tower appears to be a bedroom and study of someone who enjoys written items. The personal room is being sacked by a Halfling **Acolyte**. The Mastiff is/was his mount. The adventurer will attack fearing the worst from the PC but may be persuaded (DC18 vs. Persuasion) to join the quest. The Halfling has recover 150gp in misc. treasure here. **Acolyte** AC10 HP9 D+2 1d4 Club or DC12 v. Wisdom for sacred flame or cause wounds. 0 for all but +2 Wisdom
- 8. Top of the World** – Climbing the stairs and lifting the trap door allows roof access. The PC will be able to find their bearings and head to their destination but a Giant Wasp will block the exit. Giant Wasp AC12 HP13 D+4 1d6 +2 & DC11 v. Constitution or suffer 3d6 poison +0/+2/+0/-5/+0/-4. There is no treasure at the top of the tower.