



OP26 – GATEHOUSE RESPITE

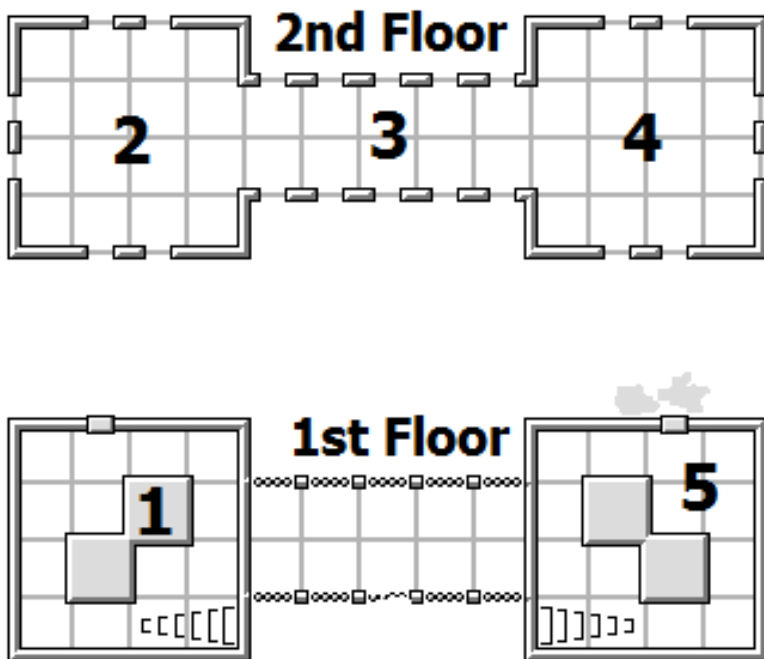
An Adventure in Filbar™

Night is looming and the skies appear to hold more rain this evening. The prospect of waking up cold and wet certainly does not appeal to you or your associate. In the fading light, you spot the remains of an old barbican amid a field of stones. If the roof is intact, you may have found a safe spot for the night!

A scenario for two, 3rd Level PCs & a DM

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OP26 – GATEHOUSE RESPITE



Player's Info: Night is closing in and you are still miles from your destination. Thickening clouds indicate you will once again sleep in the rain but stones in the distance give you hope. Moving through the high grasses you find a pair of towers looming flanking over rusted gates. Stones in both directions indicate this was once the site of a fortress. Lightning sizzles across the sky and your partner points out that maybe the roof is still intact. Nodding, you pick up the pace and reach the old barbican a few minutes later.

DM Info: This short scenario was designed for a pair of 3rd level PCs and DM. While headed off to meet up with their party/go to a job, the pair need shelter and find it, potentially, in the form of an old barbican. The rest of the keep is a smattering of stones but the dual giants have stood the test of time.

The PCs will notice a double set of rusting portcullis between the towers. A quick check will find that only one entrance is available as the other (#5) is blocked by debris from a gaping hole in the upper floor (#4). If the PCs defeat the residents, they get a safe place to stay or otherwise, a surprise in the night awaits them!

The pair of towers are constructed from various field rocks available years ago. The construction was superior and withstood the fateful siege. The roof across the top has several holes in it but enough to provide some protection.

- 1. Entry Point** – The door is warped doesn't completely close anymore. Debris at the entry point indicates recent passage. The lowest level of both towers is home to large, stone pillars that hold up the second floors. These pillars are 5' square each and will block vision of the back/front of the room. Stairs at the back of the towers lead up to open areas that were once protected by trapdoors. Snuffling noises will be heard from the back of the tower chamber and is the current occupant. Giant Boar AC12 HP43 D +3 2d6 & DC13 vs. Strength or prone 3/0/3/-4/-2/-3 no treasure
- 2. Upper Floor** – This chamber has suffered heavy damage from large holes in the roof. Rotted leaves and other debris have coated the floor of this chamber with mud and a buzzing noise is audible. Broken weapons and several, bleached skeletons are present here. A glint of tarnished silver catches their eyes and is a large pitcher worth 50gp. The item is under some debris and as it is pulled forth, the creatures enter and attack. **Giant Wasps** (3) AC12 HP13 D +4 1d6 +2 DC11 vs. Constitution or suffer 2d6 poison damage (adolescents)
- 3. The Span** – This area spans the entrance and has multiple 'murder holes' in the floor. The mortar holding the stones together here has not fared as well as in the towers and the span can be dangerous to cross. A DC16 vs. Investigation is recommended to spot the damaged points and avoid them. Those failing the investigation will need to make a DC12 vs. Dexterity or fall through the span and be trapped between the gates suffering 1d8 in the fall.
- 4. Upper Floor 2** – A large hole on the left wall whips wind into the chamber. A pair of Vultures are currently feasting on what appears to be a fawn. Blood decorates the floor as the carrion birds eye the party suspiciously. A shattered shaft and rusty ballista head are the only other items present here. A moment later, a Giant Vulture swoops in!
Vultures- 2 AC10 HP5 D +2 1d4 (beak) & pack advantage -2/0/1/-2/1/-3 and **Giant Vulture** AC10 HP22 D +4 2d4 +2 (beak) & D +4 2d6 +2 (talons) 2/0/2/-2/1/-2
- 5. Tower of Bones** – Moving into the darkness of the bottom level, illumination will show that the chamber is filled with nearly 2' of bones throughout the region. As the PCs move down the steps, the bones will stir and a creature will scraps of armor will reform. This was Sir Yegal, defender of the tower. Unknown to history, this warrior faced off with 60 opponents that came down the stairs and survived all but the last one. Cursed by his opponent, the skeletal knight is now a **Relentless Warrior** AC17 (half plate) HP52 D +5 1d8 +3 (x2), one action surge per short rest, bonus action ignites axes for 2 hp necrotic damage, parry for +2 AC in lieu of an attack. If defeated, a search under the bones will uncover a +1 kite shield with a tree sigil and 200gp in assorted coins.