



OP9 – PHAEGOR'S MANOR

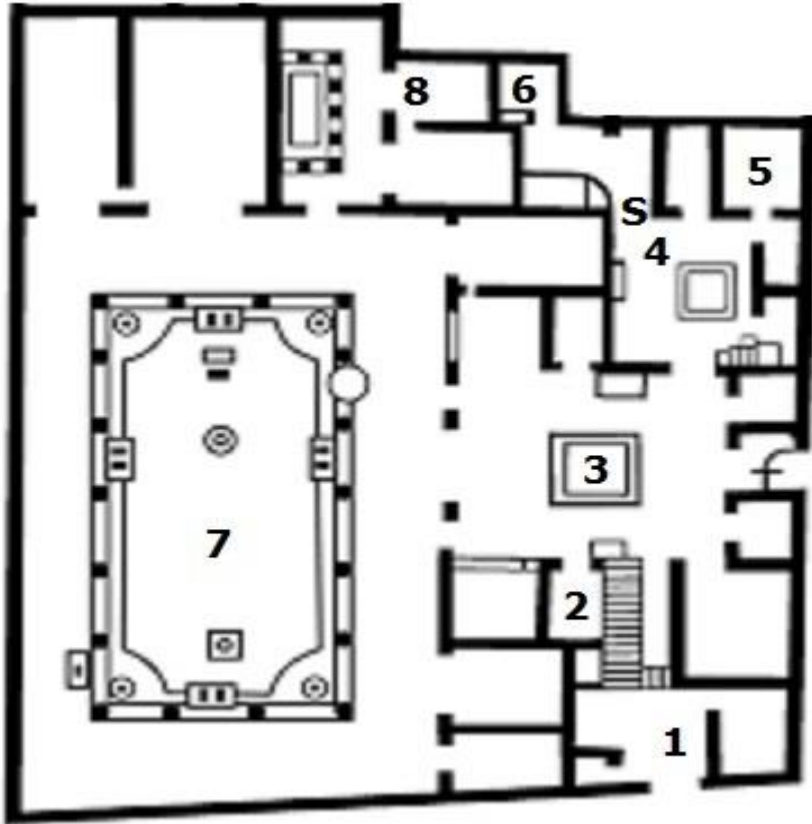
An Adventure in Filbar™

It is you against the world as you start your career to become a famous hero. As you head to town to find help you run across an abandoned ruin...perhaps there is overlooked treasure within!

Frank Schmidt

@FilbarRPG

OP9 - Phaegor's Manor



Player's Info: You have pondered your life choices for long enough and have finally decided to become an adventurer. Understanding that you will need help to survive you head out towards the small town of Reckless in search of trusted associates to help. On day two of your career you discover an abandoned house off the beaten path. Perhaps you can discover lost wealth?

DM Info: This short scenario was designed to pit a single, first level PC against a few foes in a dungeon-like setting. Primarily used to help a new player understand the game with a 1:1 session with a DM, it can also be used to test out a new character design.

Phaegor's Manor is an abandoned house that has fallen in upon itself leaving only a rubble strewn area hiding a small basement section. The PC is not the first to discover the old ruins and scavengers are currently inside attempting to find loot to line their pockets. Several Kobolds led by an angry Hobgoblin named Grug are currently lurking in the shadows of the dungeon and will have to be dealt with before a treasure hunt can begin!

We all know that solo dungeons can be extremely deadly and this scenario is no exception.

Challenges from each level (easy, difficult, hard, and deadly) have been included in the adventure. A successful foray into Phaegor's Manor will not only garner an adventurer some quick cash, but it will also advance them to second level if all of the challenges are dealt with!

The dungeon level of the manor is dark but old torches abound. Moss and other lichens cover the walls and water drips constantly. Graffiti covers the walls indicating others have explored the area and debris is all that remains of the furnishings!

- 1. Lookouts** – A trio of Kobolds sit outside the partially caved in entrance to the dungeon level. They are talking amongst themselves about becoming rich. If a PC is careful in their approach they will gain a first strike opportunity before initiative! A clever PC may toss a rock to lure one away for one round. They have 3sp each. **Kobolds** (3) AC12 HP4 each, D+4 Dagger 1d4 +1 ability score adj. (-2/+2/-1/-1/-2/-1)
- 2. Damaged Stairs** - The wooden stairs leading down are in poor condition and a DC10 vs. Dexterity will need to be rolled or the PC will crash through a stair step and suffer 1d4 damage. Flint and steel will be located at the base, on the floor as will three unused torches.
- 3. Painted Pillar** – An ornate column holds up the arched ceiling in this location and is covered by crude slogans in a variety of languages. As the PC examines the item a DC12 vs. Wisdom should be rolled. Success indicates seeing the words “statue” “trap” and “secret” (area #4/#6)
- 4. Chapel** – This chamber was clearly a chapel as a deity-esque statue adorns the center of the room. While covered in graffiti and feces, the statue is unmistakably religious in nature. If the PC examines the statue a DC11 vs. Intelligence can be rolled. Success indicates that a small icon on the statue will unlock a secret door in the NW corner of the room. An audible click will identify it!
- 5. Antechamber** – Scuffling noises will be heard from this chamber. Debris indicates that it was some type of antechamber and it is currently being searched by a pair of Kobolds. Because they are intent on their search, the PC will gain a surprise attack 50% and will have advantage on initiative for the first round. They each have 2gp. **Kobolds** (2) AC12 HP4 each, D+4 Dagger 1d4 +1 ability score adj. (-2/+2/-1/-1/-2/-1)
- 6. Cleric's Chamber** – This Spartan chamber appears to have never been found. There is no damage to the room and murals indicate that it was probably the personal quarters of a priest. A silver holy symbol (10gp) is present as are two, wax sealed vials. Each is a Potion of healing that will recover 1d8 +2 hit points. Scrolls indicate that the deity is at least favorable to any devotion of the PC. Kobolds from #5 will come in if not dealt with.
- 7. Murky Waters** – This chamber holds a large bathing pool covered in muck. If the PC uses a light source they will see the glint of silver in the bottom of the pool. They will also see a small snake dart through the water. Kill the snake to get the 15gp silver platter! **Water Moccasin** AC13 HP2 D+5 bite DC10 vs. Constitution to take half of 2d4 damage (ability score adjustments -4/+3/0/-5/0/-4)
- 8. Phaegor's Study** – Phaegor was a mage who specialized in protection scrolls and this area is his study. While the room has been pillaged a secret compartment in the desk has not been found. The first miss by the searching Hobgoblin (Grug) will strike the desk and smash open the concealed compartment. Inside the compartment is a Protection from Evil scroll (opponents suffer disadvantage for 2d4 rounds), and a small bag of gems worth 15gp! **Hobgoblin** AC17 (chain) HP12 D+3 Long Sword 1d8 +1 ability score adjustments (+1/+1/+1/0/0/-1)