



OP12 – RUINS AT THE ROADSIDE

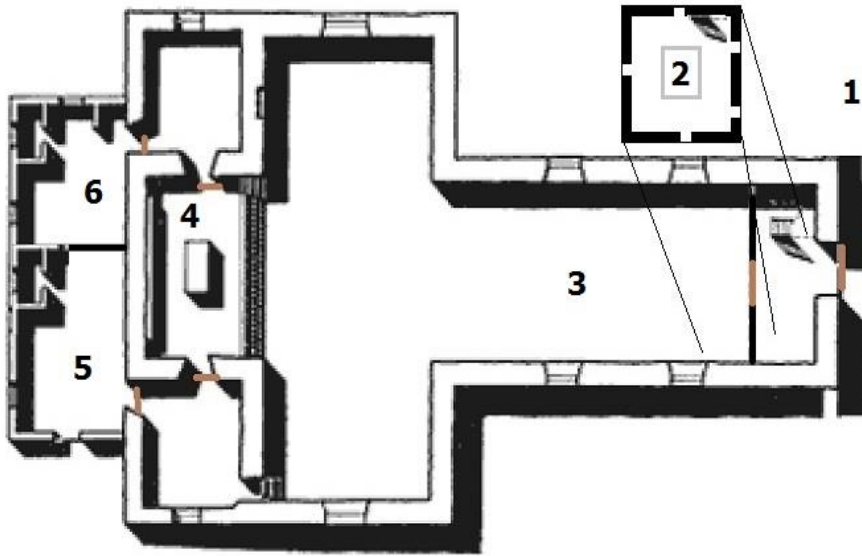
An Adventure in Filbar™

Starting your adventuring career is always tough. It's a lot tougher when you get out of the frying pan only to find yourself in a fire!

A scenario for one initial PC and a DM

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OP12 – RUINS AT THE ROADSIDE



Player's Info: After spotting a group of roadside bandits beating a merchant, you opted to take a slight detour on your way to Cragwich. While you are new to the adventuring career, you aren't new to understanding overwhelming odds and their repercussions. Moving through the woods you discover a ruined church surrounded by trees. As you reach the clearing you discover a dead sheep in front of the ruins, an arrow piercing its chest.

DM Info: This short scenario brings a 1st level character headed towards a big city to start their career. After avoiding a brutal bunch of thieves on the road, they have discovered some old ruins tucked away in the trees. The new PC is about to go up against a group of Kobolds who have claimed the ruined church for their own!
This scenario was designed for a single PC and DM to help a new player get a handle on how the game is played. Success will move a PC up to second level!

The structure itself is quite old and foliage has grown up around it. The dense growth precludes most casual viewers from realizing it even exists but being an adventurer, the PC will have spotted it. The ceiling has holes in it allowing some light to pierce the chambers below but a light source could be required per DM discretion. The floor of the church is filled with dirt and debris from decades of abandonment. The doors stick but are functional.

1. **Dead Sheep** – Bending down, the PC will notice that the blood is still pooling below the sheep's body indicating a recent kill. A quick look around will find several arrows stuck in the ground. As they examine the body another shaft will fly through the arrow and narrowly miss the adventurer. Following the track the PC will spot a small humanoid in the ivy covered bell tower and will need to make a break for it for cover. A second arrow shot will head for the PC but will be at disadvantage.
2. **Archer in the Tower** – The PC will have one round to make it to the broken doors of the chapel and be in a spot where the archer cannot hit them. Once inside the PC will notice that a large bell hangs in the tower and the whole area is open except for a catwalk where the Kobold archer is at. Advancing up the stairs to the catwalk will have the PC roll a DC14 vs. Dexterity. If they pass they will have 1 arrow shot at them, if they fail it will be 2 arrows. Once up on the catwalk the Kobold will ditch their short bow and move for melee. If the PC opts to avoid the encounter and enter the nave (#3) they will discover a large hole in the roof and the archer will continue to pepper them along with the opponents in that area! **Kobold** AC12 HP5 D+4 1d4 +2 (dagger) or +2 1d6 -1 (short bow) -2/+2/-1/-1/-2/-1 3gp
3. **Nave** – The main section of the old church shows signs of fire. Scorch and char marks are everywhere and a large hole is visible in the ceiling. If not dealt with, the archer will have clear targeting of the PC due to the hole. Three Kobolds near the altar spot you and charge, yelling as they go! **Kobolds (3)** AC12 HP5 D+4 1d4 +2 (dagger) or +2 1d4 +2 (sling) -2/+2/-1/-1/-2/-1 2gp each.
4. **Broken Altar** – After dealing with the Kobolds (potentially), the PC can move forward and check the altar that the humanoids were examining prior to attacking you. An examination of the altar will find an out of place stone that seems wedged under the stone top of the tabernacle. A DC12 vs. Strength will be able to pull the obstruction out and discover a hidden cache. Inside the alcove is a copper goblet worth 15gp and a sealed Potion of Healing that cures 1d8 +2 hit points.
5. **Acolyte's Room** – After moving through a heavily damaged but empty room, The PC will discover the door to this area ajar with noises beyond. Squeezing in, a confrontation will ensue between the PC and a pair of Kobolds going through the tattered remains of the Acolyte's room. To their credit, the Kobolds have discovered a silver bracelet worth 11gp. The rest of the room has nothing of value. **Kobolds (2)** AC12 HP5 D+4 1d4 +2 (dagger) -2/+2/-1/-1/-2/-1 2gp each.
6. **Priest's Chamber** – Heavy damage to the ceiling in this area has allowed foliage to entrench itself in the corner of the room. An examination of the ruined furnishings appear as though the chamber may have belonged to the head of the church when it was active. A large mosaic once covered one wall but many of the pieces of glass have fallen to the floor. A trunk can be spotted in the corner where the foliage aka Vine Blight is present. If the vegetation can be fought off the trunk will contain old, musty clothing hiding a silver mace (1d6 +1 damage) it can be sold for 8gp or used as a weapon. **Vine Blight** AC12 HP25 D+4 2d6 +2 & Grappled DC12 vs. Strength +2/-1/+2/-3/-0/-4