



OP6 – HAUNTED HILL

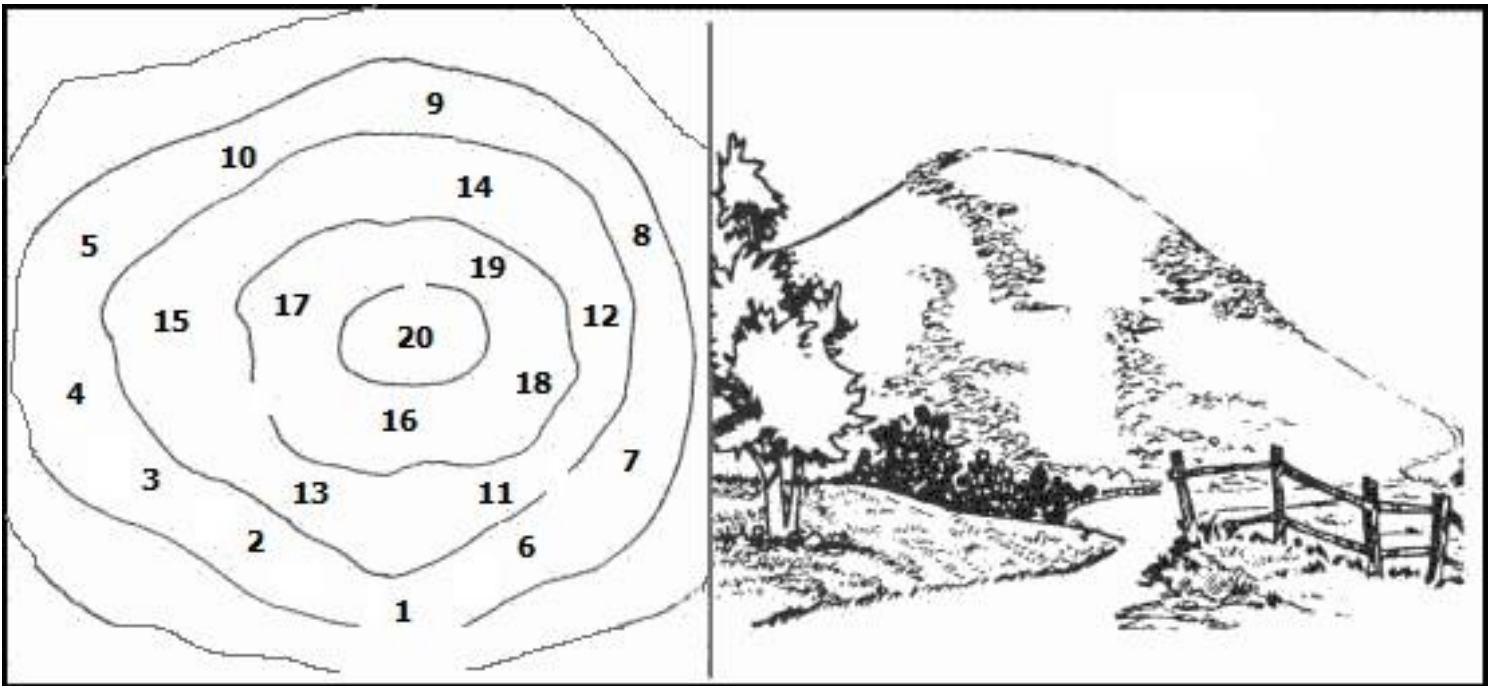
An Adventure in Filbar™

You have grown weary of training and have garnered the courage to ask your mentor for their blessing to be released. Jamel has agreed on one condition...

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OP6 - HAUNTED HILL



Background: Out of the question! Your mentor berates you after you suggest you are ready to begin your adventuring career. Jamel argues that you still have more learning, but listens to your story. After a few moments, the trainer decides to give you a challenge. "If you can find my overdue package, I will release you, if not, you will continue your studies." Jamel explains that a package was supposed to be delivered and they fear the messenger has been waylaid. Your mentor explains that the likely spot of attack is a place called Haunted Hill, home to an old cemetery. Jamel suggests you get going and will arrive at twilight. Find the missing item, an amulet, and return it to begin your career as a proven adventurer. You are waved off and quickly gather your things to begin your first adventure!

How Played: This scenario is setup for solo play, but can be used with other players side by side as a competitive adventure. The PC wants their freedom from training and all they have to do is go to Haunted Hill and find the package for their master Jamel. Your character will arrive as light begins to fail and will presumed to have basic equipment for their profession. They will need to search Haunted Hill, where twenty encounters are present. For each encounter, roll a D20 and select an encounter from below. Deal with the encounter and mark it out (no repeats). When the Vine Blight (20) encounter is located, your PC will see the partially covered dead body of the messenger who still bears the amulet. Once recovered, you can return to Jamel and be released from your training. You may even have reached 2nd level! If you must retreat home due to injury, the amulet will be found by another and you will lose all of your XP gained.

Encounters:

1. **Sinkhole** - DC10 vs. Wisdom to avoid it, if you fall in a DC10 vs. Constitution or you will be swallowed up and dies! (5/10 xp)
2. **3 Bandits** AC12 HP12 +3 to hit Dmg-1d6 (leather & notched scimitar) 20gp each, all attributes = 11 (75xp)
3. **Giant Rat** AC12 HP7 +4 to hit Dmg-1d4 +2 advantage on Wisdom saving throws (25xp)
4. **Headstone** – No Encounter "Here lies Bob the liar and he will continue to lie here"
5. **Gutted Grave** – seems this grave has recently been dug up
6. **Tipped over headstone** – unreadable
7. **Howl of a wolf** heard
8. **Headstone** - "Here lies Johan Yeast, pardon his not rising"
9. **Headstone** - "Here lies the result of rolling a "1" on your saving throw"
10. **Stirge** AC14 HP2+5 to hit Dmg-1d4 +3 all attribute checks are at -1 (25xp)
11. **Skeleton** AC13 HP15 +5 to hit Dmg-1d6 +2 (scraps & a spear) edged weapons do ½ damage wears a ring worth 10gp (50xp)
12. **Headstone** - "Sally sang on the trail, must be how the Owlbear found her"
13. **Rustling in high grass**
14. **Gutted Grave** - seems this grave has recently been dug up
15. **Tipped over headstone** – unreadable
16. **Twig Blight** AC13 HP6 +3 Dmg-1d4 +1, all attributes = 10 (25xp)
17. **Headstone** – "Here lies Santana the Sorcerer who practiced her magic missile in the mirror"
18. **Needle Blight** AC12 HP12 +3 to hit Dmg-1d6 + 1 (50xp)
19. **Sinkhole** - DC10 vs. Wisdom to avoid it, if you fall in a DC10 vs. Constitution or you will be swallowed up and dies! (5/10 xp)
20. **Vine Blight** AC12 HP26 +4 to hit Dmg-2d6 +2 & Grappled DC12 vs. Strength, Attributes +2/ -1/ +2/ -3/ 0/ -4 (100xp)