



# Adventures in Filbar™



By Frank Schmidt

## FT – Port Plunder



## **PORT PLUNDER**

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR ANY NUMBER OF CHARACTERS OF VARIOUS LEVELS. PART OF THE FILBAR TOWN SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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# Port Plunder

Welcome to Port Plunder home of Captain Bartholomew "Bloodthirsty" Mercy! While many decline the opportunity to come to Isla de Muerta, you have now arrived at the pirate atoll and discovered the stronghold. This city is less raucous than the sister city to the east and is home to number of craftsmen and artisans. One of two cities controlled by the Pirate Lords, Port Plunder is slightly more hospitable to those seeking a break from the ocean currents. An array of businesses are available for visitors but beware of some of the taverns as they can hurt your wallet and your heads!

Port Plunder is governed by her founder Captain Mercy, noted pirate turned privateer. He rules the town fairly but can be temperamental just like other members of his profession. In the early years this was the site of a penal colony for the country of Torusak. The scum of the country were marooned here many years ago but learned that working together had its benefits. After a tumultuous beginning the castaways banded together and began to create a colony where all were equal under the sword. The land of the atoll is populated by ancient, carnivorous creatures that battled the prisoners for supremacy for the land. At the current time the pirates have managed to control their environment with walls on one side and the ocean on the other. Captain "Bloodthirsty" controls the island with his brother Cain who resides in the central part of the main island. The pair have been the scourge of nations since they assumed control in 1916.

Initially the confederacy survived on the land of the atoll but many of the prisoners had naval backgrounds and ships were built. After a few years the Mercy brothers began to lead pirate raids on the ships navigating the southern tip of the continent. As their raids became more successful their fleet grew and Port Plunder became the main base of operations. The location was perfect for the seaborne raiders in that the natural harbor afforded it the privacy and protection needed from pirate hunters. The seaway is difficult to navigate and the numerous wrecks in the area are all a testament to the dangers.

The city has undergone several renovations due in part to fires (both accidental and intentional) and as a result sections of buildings may appear newer than ones adjacent to them. A recent move to cobblestone the roads has started beginning with docks for

ease of goods. Some roads have begun while others are still dirt with heavy rutting. The city starts at water level where the docks are and slowly moves upwards to where the old lighthouse stands. This structure is only lit only when pirates send word ahead using pigeons to guide them to port.

## **A. Docks**

This section of the city is almost a constant hive of activity. During the day offloading goods and plunder from around the area is the chief duty. Fishing boats filled with Blasta Cod come in twice a day to help feed the residents. At night drunken sailors stagger back to their ships if they haven't obtained lodging at one of the many inns in port. Guards regularly patrol the docks keeping an eye out for intruders and other problems. Private security is present around the two storage facilities in this region as well. All security officers must answer to Captain Mercy if called upon.

The docks are wood with stone pilings and are quite sturdy. The harbor will often be filled with 5-10 ships of various registries and ships under construction are a sight to behold. Goods and services here can be anything from stolen treasure to the slave trade with everything in between. In years past this section was quite "rough" but as softened much like its ruler.

- 1.** Shipwright - Jeanette 'Rigger' Abram
- 2.** Fishmonger - Glen 'Betrayed' Zayn
- 3.** Druid's Home - Osgood Jaymes
- 4.** Cartwright - Petra 'Splinter' Fark
- 5.** Mast Builder - Eldon 'Gray Beard' Addington
- 6.** Private Dock - Mercy's boat "The Harmony"
- 7.** Rigging Craftsman - Cydney 'Snitch' Huxley
- 8.** Master Porter - Atwood 'Whale-Eye' Storm
- 9.** General/Visitor Dock
- 10.** Lumber Dock
- 11.** Storage Facility - Somerton 'Crooked' Roscoe
- 12.** Shipwright - Yorick 'The Hawk' Huckabee
- 13.** Storage Facility - Harva 'Mad Eyes' Hitch

## **B. Old Towne**

The original prison camp was located in this promontory looking out over the bay. In the years since 1913 many structures have been built and razed for many different reasons. Currently the section is home to taverns and inns as well as the main ale brewery. Tab Damien is responsible for the production of most of the alcohol consumed in Port Plunder and takes his job very seriously. As trade agreements are getting off the ground with the other regional nations Tab has taken a keen interest in exporting some of his goods. The establishments in this district are cheaper in both cost and quality for services rendered. The customers of these locations enjoy brawling and are quite skilled at it.

As the cobblestone movement continues to gain strength around the city it is quite obvious that this area of town will be the last to be paved. The city watch spend a great deal of time in this location. Several stocks are present in this area for petty offenses as well as a few "crow cages" hanging off the cliff for more severe crimes.

- 1.** Gambling Hall - Leontine 'Master' Penney
- 2.** Tavern - Aston 'Salty Dog' Ramsey
- 3.** Tavern - Dorset 'Two-Teeth' Incubus
- 4.** The Blue Suede Inn – Omelda Marcus
- 5.** Inn - Ronson 'Smiling' Zindo
- 6.** Brewery - Tab 'Privateer' Damien
- 7.** Inn - Vance Kieran
- 8.** Brothel - Mary 'Haunted' Gresham
- 9.** Tavern - Mittie 'Brown Teeth' Kaiser
- 10.** Inn - Almanzo Adam

## **C. Craftsmen District**

The outer rim of Port Plunder is home to multiple craftsmen who do not work with shipbuilding. These men and women are responsible for clothes, furniture, and other "mundane" goods and services. These business are the backbone for day to day living in the city and are run by some ex-sailors but are mostly those from other countries that left their homelands for one reason or another. Dealing

with these people can be trying as their dialects can be difficult to understand decipher.

Work has begun at both ends of this district for the cobblestone project but has moved slower than expected. Beyond this row of business is farm lands with livestock roaming free. These creatures provide meat, eggs, and cheese to the occupants of Port Plunder and are owned by independent farmers that operate within the protective walls that guard a mountain pass. The residents in this location will be as close to normal people as adventurers can find. Almost all of the residents have families and small children run around this area of the settlement.

1. Carpenter – household – Janeck Mousen - *Uvarno*
2. Blacksmith – household - Dungrac Boulderhelm
3. Cobbler - Ilise Micheli *Torusak*
4. Cartographer – local - Enos Zuccola *Torusak*
5. Butcher - Sornatia Liberalis *Melcore*
6. Cartwright - Taylor Levine *Pardor*
7. Keg Maker - Raimon Breland *Allatrama*
8. Vintner - Maelia Saliou *Famore*
9. Glassblower - Pennant Mabbet *San Doral*
10. Library – stolen books – no curator
11. High end Cobbler - Ricarda Johner *Fartook*
12. Scribe - Brook Freeman *Pardor*
13. Tanner - Norulv Bach *Allatrama*

#### **D. Merchant Avenue**

This boulevard that runs in front of these businesses were the second to receive the cobblestone road. The merchants wanted their street done first to make it easier to move goods back and forth from the dock but Captain Mercy felt it would be more prudent to convert the dock first and move around the city in a circular motion. No one dared challenge the governor's opinion and the money the merchants had saved for their road went to the dock. To be fair, the money used to pave Merchant Avenue was taken from a plundered ship from the Sibian Collective so the business owners did not have to pay twice. These buildings for a long chain and are in excellent condition. Much like the Craftsmen District, this

area is home to families. Some have naval ties while others are just escaping their past in a new land.

1. Shield master – Dwarf Fabus Broadaxe
2. Weapons - Caesennia Scapula *Melcore*
3. Armor Shop - Bandream Bluntforge
4. Jewelry Store - Ara Phisalor female Elf *Dri Verdal*
5. Pawn Shop - Alera Madec *Famore*
6. Finery - Jayde Beasley *Pardor*
7. Weaver - Kenyon Badham *San Doral*
8. Bakery Mill - Juvad Mordrel *Famore*
9. Household items - Artur Wiener *Fartook*
10. Steeds - Bevan Bivens *San Doral*
11. Missile Weapons - Elmon Gilnelis Elf *Dri Verdal*

#### **E. High Town**

This section of Port Plunder is filled with elegant architecture and the buildings present indicate that a wealthier class of people are catered to. The standard pirate class is not welcome in this area and the guards that patrol the section are beefier. The appearances are used to keep out the scurvy dogs that are standard sailors but in reality the buildings cater not only to the wealthy, but also the working class of Port Plunder. Craftsmen and merchants are your standard patrons to these businesses and the owners appreciate people who bath as their clientele. This section of town is slated to be next in the cobblestone paving and have already raised the funds needed to fulfill the project.

1. Stables - Frederick Mostrom *Allatrama*
2. Alchemist – Tanqueray Jones
3. Tavern - Woodward 'The Hero' Xix
4. Tavern - Colgate Godwin
5. Gambling Hall - Eberhard 'The Mad' Graeme
6. Brothel - Winifred 'The Whipper' Zulu
7. Tavern - Gorham 'The Cook' Ulrik
8. Wine Shop - Horacio Kosmo *Torusak*

- 9. Lingerie Shop - Umbria Bulla *Melcore*
- 10. Cleric - Phoenix Russell *Pardor*
- 11. Tavern - Tinfel Lifaeren *Dri Verdal*
- 12. Inn - Rosaura Borja *Allatrama*

## **F. Naval Supply**

The first "tier" of Port Plunder is home to businesses related to shipping needs as well as several ballistae and trebuchet that are used for the defense of the harbor. The businesses are basic structures and are more function over form. The people that work here/own the buildings are usually sailors with a past. These men and women either crossed lines to work with the pirates or are freed captives that have decided to stay in Port Plunder. Unlike the craftsmen and businessmen they usually do not have families or children.

- 1. Rope – heavy - Cassius Vipstanus Aper *Melcore*
- 2. Rope - fine - Ashley Park *Pardor*
- 3. Framer - Niclas Myricks *San Doral*
- 4. Carpenter - Furniture - Peio Mordrel *Famore*
- 5. Carpenter – Framer - Eddi Simioni *Torusak*
- 6. Sail Maker - Morcan Walters *San Doral*
- 7. Mason - Reunan Garandel *Famore*
- 8. Cartographer - Oppius Sulinus *Melcore*
- 9. Blacksmith – Common items - Christof Krebs *Fartook*
- 10. Ironworker – Delicate - Ray Lloyd *Pardor*
- 11. Ironworker – Larger - Steinkjell Sornes
- 12. Ship Wright - Silvyr Perwenys *Dri Verdal*
- 13. Wood Cutter (enchanted saw) - Gerallt Esau *Allatrama*
- 14. Porter - Werner Wiesner *Fartook*
- 15. Respite Inn - Helmut Goebel *Fartook*

## **G. Arms District**

The businessmen in this district are all trusted men that have served under Captain Mercy especially Barbara Elton. These people are all favorable to their former leader. The governor is well aware that possession of arms can create a

dangerous environment and he has decreed that weapons will be kept in residences or onboard ship. Only the city watch is allowed to carry weapons. With this in mind he still allows merchants to sell their wares but requires that a purchase be delivered to the owner's place of residence. These locations can include those staying in the various inns in the city.

Those exiting the city to the lands around Port Plunder are allowed to carry, not wear, their weapons to that location. Visitors to the community will be told at the docks as they disembark. Those who are armed within the city will be stopped by the city watch and put in stocks for their first and second offense.

1. Shield Maker - Yaelle Guiziou
2. Scabbard & Belts - Johnson 'Backstabber' Sidney
3. Tanner - Elwin 'The Bull'
4. Leather Armor - Safford 'The Sour' Dawson
5. Pole Arms - Mittie 'Brownie' Kaiser
6. 'Unusual' Weapons - Wren Middleton
7. Poison Dealer - Barbara 'The Widow' Elton
8. Siege Weapon Architect - Hilma Ward *Torusak*
9. Projectile Weapons - Lomar 'Dead Eye' Richmond
10. Projectile Testing Building
11. Swords and Daggers - Throggaeth Battlebuckle
12. Armor Smith - Urgrun Brickfoot

## **H. Wealthy District**

Unlike other areas of Port Plunder, there are guards stationed at regular intervals in this area both day and night. This district contains a great deal of wealth and as such expect to be well protected by the government. Despite the money that resides on this street, the merchants here have opted to wait for the cobblestones to see how the project goes. This area is lined with heavy timbers taken from shipwrecks in the bay. Some would say that the road is paved in broken dreams while the businessmen say it is lined to honor those who gave their lives on the seas. The truth of the matter is that timbers were used to avoid erosion of this level as it sits higher than the sections closer to the bay.

These buildings are secured with heavy locks when not open for business and like the other structures have living quarters above the shops. The guard station (#6), mint (#9), and treasury (#10) are run by the standing government. These buildings are all made of stone and opted for function over form. There will always be guards present between the mint and the treasury.

1. Auditor - Kai Elliott *Pardor*
2. Rare Fabrics - Awen Garel *Famore*
3. Art Gallery - Caius Octavius Casca *Melcore*
4. Unusual Items - Quintis Decumius *Uvarno*
5. Antiquities - Rafa Legler *Torusak*
6. Guard Station
7. Gem Cutter - Kenia Ervalur Dwarf
8. Jeweler - Wynnter Balsatra *Dri Verdal*
9. Mint - Skyler Moore *Pardor*
10. Treasury - Ameria Herren *Dri Verdal*
11. Smelter - Hagas Luric Dwarf
12. Builder's Guild - Venec Le Fevre *Famore*

## **I. Government Section**

The buildings in this district are older, but tastefully decorated and give off an air of superiority when seen. The structures sit in a small pocket between levels and each building has a brilliant view overlooking the bay. The largest building in Port Plunder is also present in the form of an old, stone tower.

The lighthouse was built over a depression that leads to a pocket of oil. The circular design allows for those at the top of the tower to drop a bucket down into the sledge pit and pull a bucket of pitch up with relative ease. This lighthouse can be lit or extinguished by anyone at the top but is usually manned by at least one guard. The building is commonly referred to as "The Crow's Nest" and allows a full view of the harbor and a limited view over to the other side of Isla de Muerta through a narrow strait.

This area of town includes the homes of Captain Mercy, his mistress, and the magistrate responsible for day to day affairs of the city. The current magistrate is a former Melcore naval officer that is wanted in his homeland.

1. Mistress's Home - Dorri Boyer
2. Personal Stable
3. Pirate Lord - Captain Bartholomew "Bloodthirsty" Mercy
4. Minister's Quarters - Isla Banks *Pardor*
5. Guard Barracks
6. Armory
7. Brig
8. VIP Residence (envoys)
9. Magistrate (Judicial) - Marcus Salvius Herenus *Melcore*

## **J. Education District**

The buildings in this section of town are the oldest and are in moderate condition. This district is devoted to education as Captain Mercy believes a smart pirate is better than a strong one. He wants his buccaneers, especially commanders, to be able to think and do calculations so that they can obtain clear and accurate reports for those serving under him. The general school offers classes to both pirates and children. These classes teach the basics while the advanced school entertains those individuals that have shown higher aptitudes than others. Classes at this level focus on tactics and navigational skills.

1. Town Crier Residence - Vesta 'Cabin Boy' Omen
2. Signet Maker - Charity 'One-Eared' Ridges
3. Vellum Dealer - Litton Alistair former captain of the 'Defiance'
4. Inks - Dainard Bristol
5. Paper Mill
6. Book Binder - Tethys Tralamin *Dri Verdal*
7. Scribe – Harkle Nozzleblade
8. Bird Messengers – Tilbert Shockey
9. School – Basic – Parkwright Rensfield
10. Library
11. Cartographer – Husayn Aliyyah - *Akbole*
12. School – Advanced – Rana Shazi – *Imperial Realm*

## K. Religious District

Most pirates consider religion either a waste of time or a splendid location for looting. In his early years Captain Mercy felt the same way but changed his mind after a near death experience. As a result of his "transformation" he took out a new outlook on religion. Some would say he made a pact with an angel to survive his injuries, others believe he just had an epiphany to the value of life. In either respect he brought religion to the island in the form of three deities that were the most reasonable to his men. Three churches dedicated to warriors, luck, and the sea were opened and given the least useful tracts of land within the walls.

The clerics of each religion petitioned to open up housing for the less fortunate men in the captain's employ. Initially reluctant, Captain Mercy acquiesced when a longtime crewman returned from a mission missing an arm. Secretly he funnels personal wealth to support this cause but the clerics are sworn to secrecy.

1. Shrine – Warriors - Curia Ennodia female *Melcore*
2. Largest Temple – Luck - Booth 'Golden-Eye' Chandler
3. Temple – Seas - Griffith John *San Doral*
4. Soup Kitchen
5. Indigent Housing



## Resident Characteristics

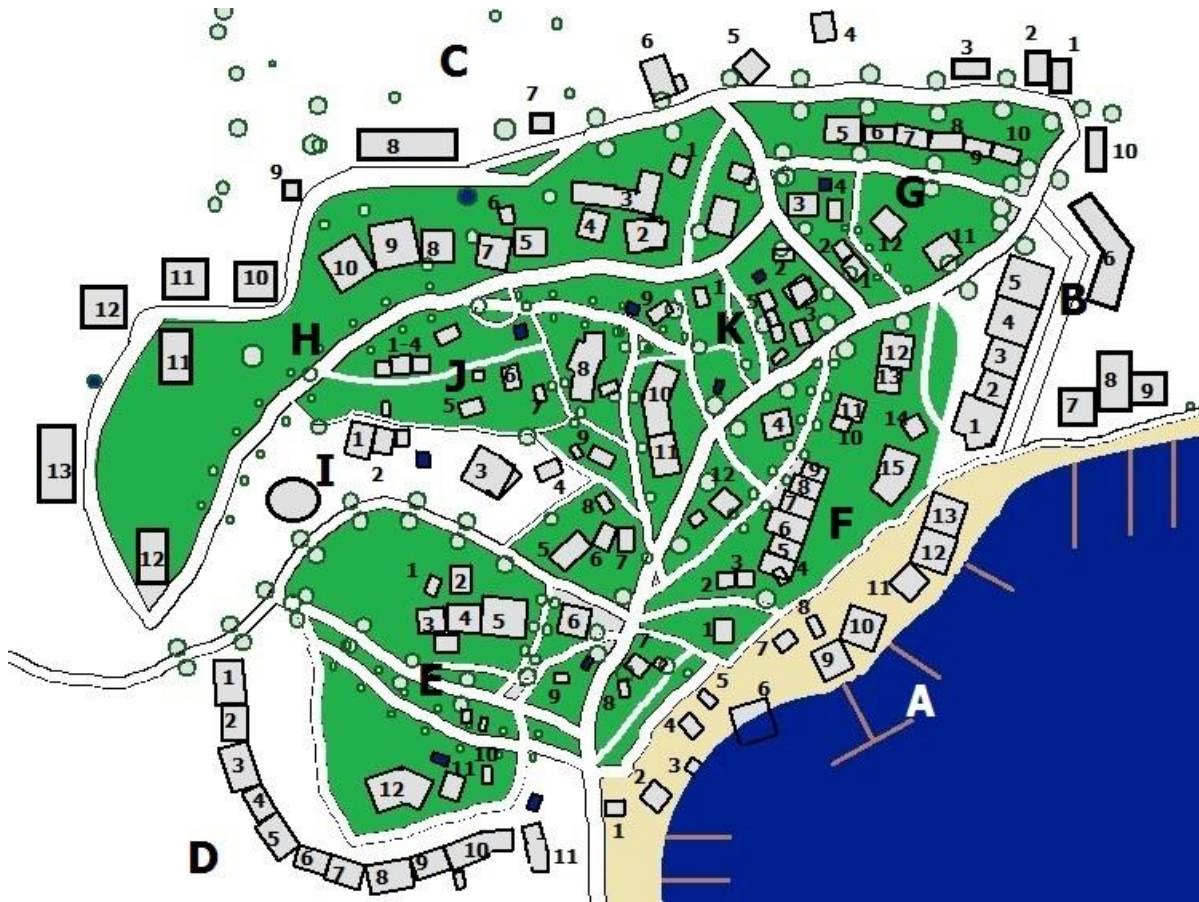
The following table can be utilized for all random encounters within Port Plunder to describe the people the PCs meet/deal with. While the descriptions are not all encompassing it does offer a quick way to describe them. A D12 should be rolled for each attribute imparted upon the people.

<u>D12</u>	<u>Height</u>	<u>Weight</u>	<u>Speaking</u>	<u>1st Impressions</u>
1	Enormous	Morbidly Obese	Obnoxious	Serial Killer-ish
2	Very Tall	Obese	Very Loud	Irritating
3	Tall	Fat	Close Talker	Jovial
4	Tall	Heavy	Shrill	Normal
5	Normal	Normal	Native Tongue	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Mumbles	Normal
9	Short	Underweight	Very Soft	Normal
10	Short	Very Thin	Mute	Fake
11	Very Short	Rail Thin	Rants	Likable
12	Deformity	Sickly Ill	Talks in riddles	Insane
	<u>Hygiene</u>	<u>Clothing</u>	<u>Items of Note</u>	<u>Bearing</u>
1	Immaculate	Finely Dressed	Seems Rich	Haughty
2	Very clean	Well Dressed	Well to do	Fast movement
3	Smells good	Above Normal	Some goods	Self-Assured
4	Normal	Normal	Normal	Aggressive
5	Normal	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Normal	Normal
9	Normal	Normal	Normal	Shy
10	Stinks	Mildly out of sorts	Several animals	Lost Slow movement
11	Slovenly	Sloppy	With an animal	movement
12	Filthy	Torn, holes, soiled	Has nothing	Meek

## Potential Adventure Opportunities

- A potential aquatic interloper (Shark, Lizardmen, Giant Crab, etc.) has entered the harbor and is causing problems. The party will be hired by the magistrate to handle the issue. The spectacle will be watched by the townspeople from the docks and the cliffside
- The party will have been hired by an outside nation to go to Isla de Muerta in search of a kidnapped noble/wanted fugitive/runaway of high born status to catch and return the target to their family. This is the premise of the Gen Con '17 adventure "Infiltration of Taco Del Toro". The party will have to impersonate pirates or criminals and arrive on a captured vessel
- A pesky, prehistoric creature has been beating on the walls of the city. The party will be hired to rid the creature but will require them to go outside the walls and seek out the larger predator. The wilderness outside of Port Plunder will be exceptionally dangerous with deadly indigenous creatures. The party may also be under a time restraint
- The PCs have been hired by Captain Cain Mercy to steal the minting die from Port Plunder. The situation will be a capture the flag scenario but Captain "Bloodthirsty" Mercy may not be amused at the "prank". This challenge would be specially designed for rogues and others that prefer role playing over fighting challenges
- Port Plunder could be the site of either a lost relic (H5) or information pertaining to the location of a lost artifact, information on such, or perhaps the location of a relic's destruction point such as the depths of the mountain outside of town, a deep hole in the harbor, or the belly of a wreck around the edge of the large island.

Each of these challenges would have to be fleshed out according to the level of the PCs.



Port Plunder map <above> View from Old Town <below>





Wealthy District <above> and Craftsmen District <below>





Dock section <above> Naval District <below>

