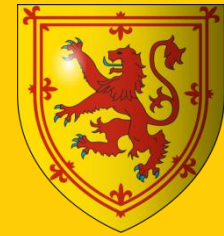


**FT21**

# ADVENTURES IN FILBAR

BY FRANK SCHMIDT



## WALLED CITY OF VANDOSIA

AN ADVENTURE SETTING BASED IN THE DUCHY OF STARRYSHADE CAMPAIGN FOR PCS IN A "SAFE" SETTING. PART OF THE FILBAR 5<sup>TH</sup> EDITION SERIES, IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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# Walled City of Vandosia

Your approach to the great walled city of Vandosia has been an easy one. Unlike the port city of Kak, Vandosia is a fortress and home to the seat of power to the Duchy of Starrshade. Here the Archduke Meldor Gantrius IV has sat in undisputed power for the last twelve years since his mother died. Vandosia is a heavily guarded city but also a powerful trading center. The docks supplying the community sit nearly a mile from the walls for added protection. In the past it was a frequent target for raiders and during the Epoch of War and Darkness it was one of the few havens from the plague that wracked the area. This was due in large part to the sewer system put in place by Meldor's grandfather which is still in use today.

There is an entry tax to enter the city but it is kept small to allow a steady supply of goods and services. As you approach the great walls of the waterside keep you look forward entering one of the largest cities in the area. Vandosia is well known to be a haven for artisans and merchants. Adventurers and commoners alike can find any number of goods and services that cater to their needs and whims.

The city is maintained quite well and the city guards have been cross trained to handle both disputes and repair. The Archduke believes that idle hands will promote problems and by having his troops busy taking care of the city via protection as well as maintenance he believes they will be happier and less likely to become slothful. The citizens appreciate the work done by the guards and are also vigilant to problems arising in their city. There is very little refuse in the streets and Sir Nacro created a system of garbage removal when he was initially installed as Castellan for the city. Both he and the Archduke wish to keep the city clean and safe for all of its residents although the two diverge on other aspects of ruling the city.

While the Archduke is a good and just man the Castellan has been working in the shadows to circumvent all of the good that the Duchy's ruler has been doing. Sir Nacro seeks the throne for himself but is not strong enough to depose the current ruler. While originally appointed by Meldor's father, the son has kept him for a smoother transition. The young ruler has heard rumors of the threat the

Castellan represents to his success, however he declines to believe them and dismisses them as wild rumor. Any proof of his deception would however sway the Archduke and result in the execution of Sir Nacro.

### **A. Entry to the City – General Aberardus Capriotti**

Entrance to the city of Vandosia is from one point only. Decades ago a group of barbarians attacked the city at its port entrance which is now the ducal palace area. The barbarians did a significant amount of destruction before they could be turned back and to prevent this from ever happening again the city has been restricted to one entrance only.

The city gate is an imposing 70' barbican with three sets of portcullises protecting the inside. While these gates are rarely closed they are always at the ready and can be secured within a matter of minutes once the word is given. The gate staff are controlled by General Capriotti, an immense man with a larger than life personality. He spent years in the navy sailing the seas around the continent and is both well-travelled and well-schooled.

The General, as he is called, speaks four languages and is well liked by everyone that meets him. While some would find him to be a gentle giant because of his demeanor he actually has no issues with physical violence if it resolves an issue faster. While he has not had cause for a physical confrontation he would not hesitate to use his size and strength to solve a problem that presents itself. He oversees the collection of taxes and entry fees at the gate.

### **B. Fortress of the Duke**

The site of the fortress where the Archduke resides used to be a dock area prior to the attack of the Carolingian Raiders decades ago. The rotting wharf area was home to vermin and disease and the seaborne attack gave the ruler a good reason to remove the blight from his community. The city size was increased by one third and the walls bowed out to increase the overall confines. Many years went into the construction of the palatial estate which includes a museum,

armory, and staffing quarters for most of the duchy's elite. A standing group of elite troops also resides within the fortress and handles "interior security"

While the structure is quite secure it does have a weak point in that it has access to the great lighthouse of the city. Access that that point is underground and ties in at the dungeon level of the fortress. Guards are posted at that access point around the clock as those within the fortress realize it is the weakest point. A series of traps both mundane and magical also guard the area making it extremely difficult but still possible to use as a fortress access point.

### **C. Lighthouse of Vandosia**

The Lighthouse of Vandosia is a very large stone spiral that has graced the landscape of the coast for nearly 300 years. The original structure has been renovated multiple times especially after the barbarian incursion that caused the face of the city to change.

The current incarnation has recently received new silvered mirrors at the top replacing the older brass ones. The new mirrors allow the lighthouse's illumination to be seen nearly fifteen miles out to sea and several miles inland. The structure is nearly 150' tall but quite slender. Only military personnel are allowed within the walls and no one really has an answer as to how the beacon works. Some rumors persist that it is magically lit while others believe a tiny dragon resides in the tower. Regardless of how it works the structure has been a beacon to those searching the city for years.

Those curious minds who study the structure will notice that it appears to have been built on a rocky strip of land that extends out from the city walls. These walls have been built up to a sheer height so that scaling would be a dubious effort. Old maps in the city will show that the lighthouse originally sat at the end of the city docks but the renovation has been complete for decades and the entire 'face' of the area has changed dramatically.

## **D. "The Wall"**

The wall surrounding the city of Vandosia has been rebuilt several times over the lifespan of the city and the current incarnation is impressive to say the least. The top of the wall is 30' across from exterior to interior. A set of mining tracks have been laid along the top and allow for ore carts to be used to ferry equipment around rapidly. This concept was put into place to help expedite the movement of troops and equipment should raiders appear or civil unrest. This system works quite well. The exterior of the wall is very smooth and stands at 60'. The interior wall has several access points but are guarded by squads of men as a matter of security.

The tops of the walls are decorated with the flags of the country but are also home to cauldrons of oil, ballista crews and a plethora of highly trained guards. The city walls give the accurate impression that the city is a well-fortified structure where safety is the chief concern. This is an imposing feature.

## **E. Adventurers Section (32)**

6 inns:

Hog Square - Fulcher Bervoets  
The Grumpy Sage - Panaetius Pierleoni  
The Bee's Den - Perceval Champollion  
Moons & Potions – Erulia E  
Vandosian Arms - Riseg Axeworker D  
Pete's Retreat - Pinvan Lockwhisper G

6 taverns:

The Yellow Hatchet - Sybil Wylde  
The Grumpy Wizard - Susan Browne  
The Badger's Patch - Frithuric le Goyet  
The Tome & Ash - Andagis Teuniszzen  
Meads & Skulls - Thoain Ogrebane D  
Dorland's Tankard - Wedfen Caller G

1 Sage – Gadrieriand E

1 Cartographer – Parchment Planet - Delcor Marchant G

3 Gambling halls –  
Sorcerer's Castle - Amphiaraos Toers  
Welcoming Pegasus Farms - Jane Hole  
Dice Patch - Yve Julia

2 Pawn shops –  
Copper Harpy Barns – Unarawiel E  
Trader's Vale - Dorn Rockleg D

2 Alchemists –  
The Arcane Scroll - Hirgan Chertfist G  
Stars & Potions - Agnes Howard

2 Supply stores -  
The Cock's Patch - Linet Jackmann  
The Warden's Mart - Deipylus Maloros

2 scroll/messenger –  
Parchment & Swan - Eusebius Foch  
Nike Delivery - Pattin Amable

5 trainers

2 healers

## **F. Baker's District (7)**

2 Millers –  
Welcoming Wolf Farms - Esprevere le Petit  
The Baker's Pastry Garden – Marandel E

2 Quality Bread Locales –  
The Script & Bottle – Unaniel E  
The Elf's Cheese & Barley - Balurn Flameback D

2 Medium quality –  
The Milk Dale - Dalmikkdrinker Glitter G  
The Cheese Castle - Deipylus Pirandello

1 Low quality –  
The Sister's Roast & Soup - Winnefred Fitzherbert

### **G. Guild District (10)**

Military - Gresilda Martyn  
Thief - Dinaien Moonsilver  
Mage – Celariand E  
Adventurer - Nalgar Stonehewer D  
Clothing - Margery Bradshawe  
Farmers - Masso Soreni  
Merchants - Walter Tabard  
Landlords - Herould Scaligeri  
Sailors - Maurentius Linge  
Gallery museum - The Cryptic Donjon - Jakys Coffyn

### **H. Castellan (public offices) 5**

Castellan - Sir Nacro  
Mint - Palaemon Ronchetti  
Tax office - Ubelteso d'Avre  
Cartographer – Tinadrieclya E  
Justice - Babed Bronzefoot D

### **I. Open market – As expected**

### **J. Shrine District (5)**

Temple of Nounnes - Robert Crane  
Church of Diev - Raff Mauntell  
Trousu's Shrine - Margaret Heron  
Ginsal's Refuge - Edith Wadham  
Carock of Nainnilan - Gauwyn Gifford

## **K. Blacksmith District (7)**

Armor –

The Secret Coliseum – Iser E

Shield –

Hidden Lord's Forge - Gesir Ironheart D

2 Weapon shops –

The Bat's Sword - Iolnar Graniteaxe D

The Hidden Sword - Janbar Gem G

2 Horse buying/trading options –

The Fireside Stables - Aristophanes Labrousse

Six Flute Orchards - Waisale Ravel

Basic needs –

The Tome & Bell - Baladi Mota

## **L. Livery Area (8)**

2 Stables –

The Steel Gate - Onno Becart

Buried Hag's Forge – Leguwien E

1 Cartwright –

The Crafty Corsair Shop - Toig Stonecutter D

2 Butchers –

The Secret Cleaver - Odouart Mastroianni

Blade & Lion - Pandulf Ralli

1 Holding area –

Cart & Coal Smithy - Alaviv Van Overmeire

Caravan master - Athelstan Nankov

Caravan holding

## **M. Tannery District (8)**

3 General tanners –

The Red Mail - Palaechthon Pattakos

The Gauntlet Court – Tinombor E

The Happy Lord Shop - Valdgrim Bronzebeard D

1 Armor/scabbard –

The Dancing Scabbard - Lunras Little G

1 Bags/Luggage –

The Phoenix's Bazaar - Arumeow Badger G

1 Horse items –

The Lance Keep - Luke Olyver

2 Cobblers –

Sorcerer's Boot - Maria Moore

The Silver Slipper - Godfrey Metcalfe

## **N. Artisan District & Public Park (5)**

Engineer – Thrithrawiel E

Carpenter - Gronzin Spiderbasher D

Painter - Ennfenjan Ironearth

Mason - Barbara Eyre

Sculptor - Christina Mallowburne

## **O. Gem District (3)**

Gems –

The Lass's Library - Herebert Borcellino

Jeweler –

The Golden Harp - Varl Swiftfox G

Expensive combo –

The Dragon's Bazaar - Baer Swiftlaughing G

**P. Standard Housing (37)**

Tightly cramped row housing 3-5 levels each

**Q. Guardians of Vandosia Quarters (3)**

Barracks - Bolak Thunderpick D

Armory - Ienmikk Silver G

Quartermaster - Constance Latham

**R. Parade/Festival/Training Grounds**

**S. Tailor District (12)**

Weaver -

The Runic Camp - Zenicetes Gyulai

Equine blankets -

The Elf's Covering - Telamon Vambery

Three dealers –

Textile Stag - Syagros Messori

The Arcane Meadow - Vil Gandil E

The Broken Quill - Thoaim Goblinslayer D

Five generalists –

The Buxom Merchant - Loveday Goldwell

The Gnome's Library - Segel Ashwanderer G

The Corsair's Sash - Raulin Goodyere

The Stag's Mane - Blanche Cassy  
Yellow's Trousers - Jehan Baigelman

One finery shop –  
The Stout Lady Shop – Elebrildor E

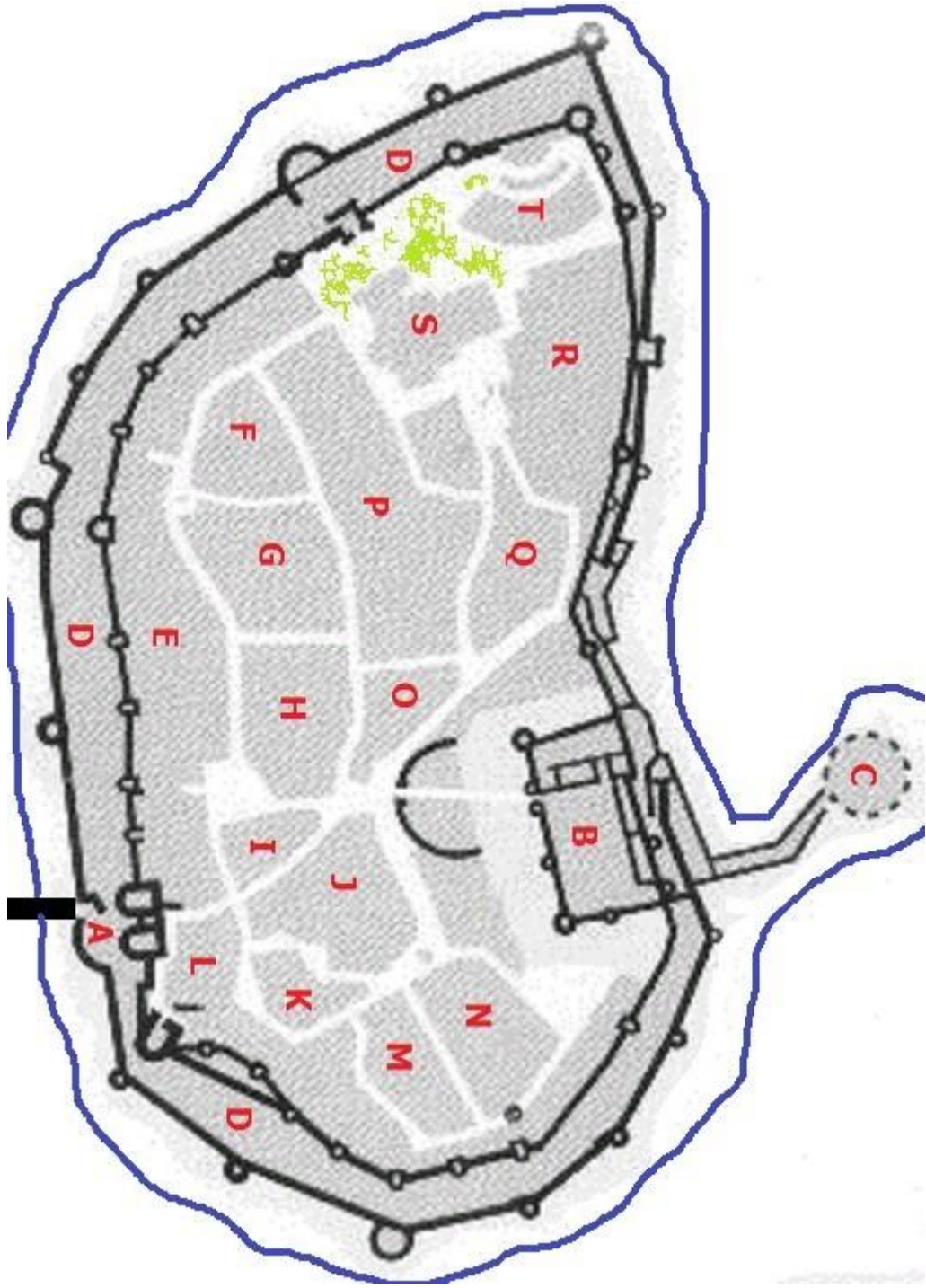
One basic needs business –  
Eye of the Needle - Gloin Stonecrusher

## **T. The Performing Arts Section (2)**

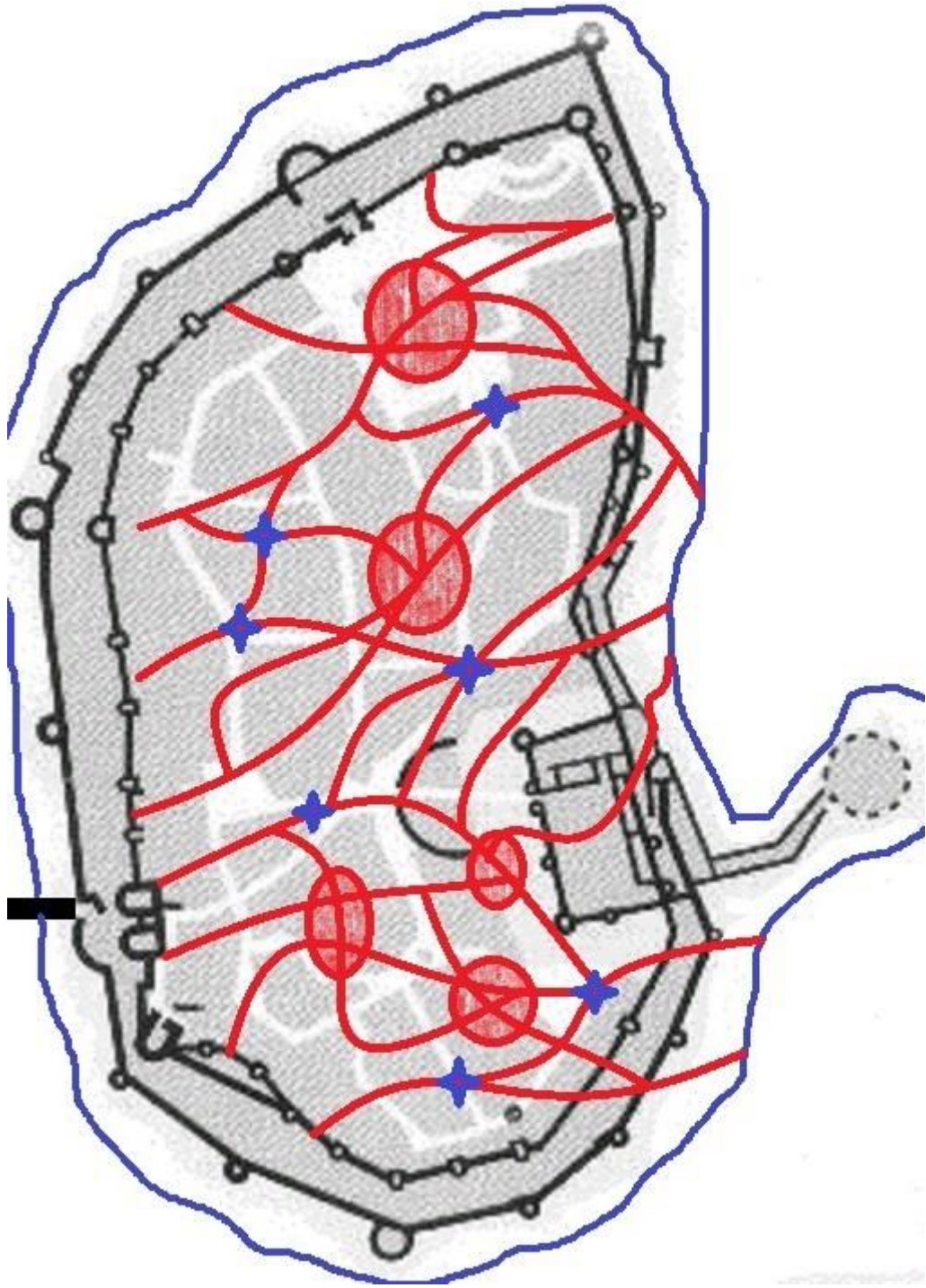
Forum/amphitheater - Pallearumstrider Phantomcloak  
Storage building



Welcome to the city!



City Districts



City Sewer Map – Defined in a separate adventure



Vandosia from the coastline <above> and Vandosia cobble stone street <below>

