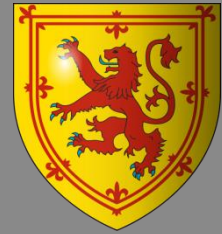


FT24

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



PORT CITY OF KAK

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

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Port City of Kak

The Port City of Kak is located on the edge of the Waterlands and is the southern border of the Duchy of Starrshade. This city is a leading trading spot for those of neutral outlook as Lord Fargo Mellathan enjoys his money more than his allegiance to the Master of Starrshade. This city was the site of many battles during the Epoch of War and Darkness but survived by the sheer will of its people.

Kak is located on the coastline in a protected cove with the new Keep high atop the cliff that overlooks the bay. From this defended position Lord Mellathan has crews and ballista to protect the inlet from pirates and those who would seek to invade the rich trading city. These ballista crews routinely practice and are very skilled with their weapons. The recent addition of a small trebuchet has many citizens abuzz as the guards have been practicing with flaming balls sent over the cliff at several targets. While initially the guards had poor accuracy this has improved greatly over the past few months.

Kak relies on its port for trading of rare goods and its rich farmland to the west which brings in a large number of exports and food. Despite the damage it has taken during the dark times Kak has actually thrived. A small bout of plague took a serious number of citizens and the populace is just now starting to rebound.

The port itself is protected by a unique mechanical structure built by some inventive Gnomes. A carved sculpture of a Black Dragon sits on a small outcropping at the mouth of the port. The tail of the carving is movable and sits on a well of oil. A set of long wooden torches is nearby and if intruders approach the guards at this location can "pump" the tail sending oil out into the mouth of the harbor or onto passing ships. The torches can be fired as missiles or, used to light the oil as it is sprayed out of the mouth. The fearsome design keeps visiting sailors in a "peaceful frame of mind". This device is activated once per day when ships approach or begin to leave to make sure they understand the power of Kak.

The climate in the city is quite comfortable as the ocean breezes usually keep the aroma of city down and allow refreshing air flows to caress the city. While violent storms have been known to occur the inlet keeps the city protected from all but the most severe ones.

While Lord Mellathan enjoys the concept of free trade he is still obligated to take in taxes for the Duke of Starrshade especially now that the duke has stationed troops within the community. At one time the tax collectors were Lord Mellathan's men but they have been supplanted by the duke's men.

This community has been around and the current ruler, Lord Mellathan, is the 8th Viscount of Kak which is an enviable position to say the least. The construction on the new Cliffside keep has been completed and the old keep has been demolished (Area H) except for the old Grand Hall which has been changed into the Hall of Justice. Lord Mellathan and his family want for nothing but rather than hoarding the monies of the community to himself he has decided to "spread the wealth" and keeps taxes as low as possible. This is offset by somewhat high import tariffs which there is grumbling but little merchants can do.

A. Castle District

1. Keep – Lord Fargo Mellathan 8th Viscount of Kak
2. Smith - Glorur Goblinblade
3. Fletcher - Karima Bahija
4. Gambling Hall - Ohmar Mylo
5. Guard Post – Ballista Crew
6. Bottomless Flagon Tavern - Fayne Sothale

B. Port District

1. Public Docks
2. Virdo's Maps - Cartographer – Virdo Oxpar
3. Drunken Dwarf Forge Tavern – Wathmon Tespan
4. Sails and Rigging - Egwardern
5. Boatwright - Aeenfarasdur Gwadiir
6. Shipping Docks
7. Dock Master - Miraj Nasim
8. The Clamshell Inn – Gyni Geth
9. Fishmonger - Philippa Beauchamp

C. Old District

1. Mage – Aulcarion Cumirsyr
2. Shrine of Nounnes - Bartholomew Adams
3. Tax Collector - Adam Forde
4. The Buried Quill Brothel - Yasmeen Sultana
5. Mug Rose & Nail Inn - Alyson Savill
6. The Tilted Cupcake - Nicholas Dering
7. The Lusty Ladle - Brewer - Baldwin Wrenne
8. Barrelhouse Enterprises - Cooper - Valentine Scott

D. Newtown

1. Cheese Garden - Nathaniel Funteyn
2. Broken Arrow Miller - Tekson Chromefizzle
3. Windmill – Large cloth covered
4. Tattered Tartans - Textile Dealer - James Jordan
5. Ryes and Barrels - Cooper - Mary Middleton
6. Leatherworker - Langundo – Peaceful
7. Sharp Cuts - Butcher - Leonard Alard
8. Diev's Temple - Arfortion Aldavathar
9. Gleeful Gnome - Inn - Nichol Drayton
10. The Short Quill - Geoffrey Lacey
11. The Text & Rod - Scribes - Anne Harte
12. The Divine Vessel Pottery Shoppe - Hajar Mahfuz
13. The Hide - Tanner - Jonathon Selwyn

E. Artisan District

1. Magic Stone - Gemstone Dealer - Lettice Maison
2. Helm Vale Jewelers - Whitstrom Bombdizzy
3. Mercenary Guild - Albion Lionmourner
4. Silver Donjon - Armorsmith - Minfinddon Dlardhrindal
5. Fine Clothing - Angel Royalfinder
6. Jaunty Pig - Haberdasher - Blizzard Slayer
7. Home of the Rock - Sculptor - Clash Honor
8. Colorful "I" - Painter - Ayesha Khaleel
9. Wine Barn - Wine Dealer - Edge Runeking
10. The Bedpost - Furniture Maker - Fauna Ivysinner

11. Queenhonor Creations - Tinker - Hawk Queenhonor
12. Sage - Ridirnon Lanthalryl
13. Smoking Skull - Alchemist - Ice Ironmagic

F. Public Sector

1. Tax Collector – Sir Melvin of Gadspar
2. Ashes to Plate - Baker - Flickdale Springergear
3. The Fat Butcher - Knight Veil
4. Inn of the Abbey Breads - Legend Rainlance
5. Museum of Public Art
6. Personal Residence – Lord Phycar of the West
7. The Fox and Ferret Vestments Shop - Thangalad Undoelwa
8. Wandering Minstrel Curiosity Shop – Leroy Jenkins
9. Iron Gate - Fighter School - Thorur Strongspike
10. Guild House (several)
11. Hole of Manuals - Library
12. Public Fountain Sculpture
13. The Drunken Sage Tavern - Lore Queencaster
14. Kohana’s Curatives - Brewer - Kohana – Swift

G. Caravan District

1. Caravan Master - Lord Rubydevil
2. Guard Outpost
3. Stables (interior) - Maverick Drakegrief
4. Warehouse
5. Linkboys – Porters
6. Blacksmith – Cartwright - Opera Wardevil

H. Government Homes

1. Mayor’s Residence - Radical Godguard
2. Hall of Records - Meridaeien Norolinde
3. Vineyard
4. Hall of Justice

I. People's District

1. Boarding House - Tome Strifechanter
2. Boarding House - Tome Strifechanter
3. The Bard's Market – Open Air
4. Freshest Meat - Totem Ravenfinder
5. Bold Cock Farms Vegetable Market - Ludrick Threebloomers
6. Fishmonger - Riandur Kilbas
7. Flaming Stick - Candle maker - Alkirk Hermedes
8. Harry's Potter Shop - Rawiya Ruwa
9. Riverside Tavern - Sevestra Teslanar
10. Barley Balcony - Brewer - Tonica Kilder

J. Highland District

1. Guard Station
2. The Secret Bailey - Inn - Dokohan
3. Tavern of the Yellow Lamp - Acele Modric
4. Arcane Cloth - Weaver - Galin Yerpal
5. Gamal's Garments - Clothing Dealer - Gamal Lawahiz
6. Church of Trouсу - Dak Mezo
7. Steel Dragon Barns - Izusa – White stone
8. Iron Shod - Cobbler - Aslan Zytan
9. Clarity - Glassblower - Yviene
10. The Cork and Rose - Inn - Mafur Galin
11. Kak Tavern - Fronar Vinkol
12. Mystic Spur - Stables - Dorn Palpur
13. The Point - Fletcher - Beeron Markard
14. The Runic Pike - Weapon Smith - Adalaar Giantcrusher

K. Construction District

1. Mason - Mohamed Abdullah
2. Laborer's Guild
3. Mylo's Colors - Dyer - Haston L. Mylo
4. Lumbermill - Julthor Ieli
5. The Loaf - Miller - Melisande Zestor

Standard Crowd Encounters:

The muscular, distraught old woman who appears to have just been in a scuffle.

The well-muscled, farm girl who is banging on a closed door selling vegetables.

The scrawny, sly young man who is being accompanied by a guard.

The fair-haired, scornful young man who is haggling with a street vendor.

The ugly, annoyed old man who is being stolidly avoided by a nearby vendor.

The very tall, furtive young man who is walking very quickly.

The copper-skinned, fishmonger who has a bird on his shoulder.

The oddly dressed, wide-eyed young man who seems to be getting in everyone's way.

The expensively dressed, grinning old man who seems to blend into the shadows.

The unattractive, grouchy old man who seems to know his way around.

The tanned, suave young woman who is staying to the edges of the crowd.

The willowy, grouchy man who seems to blend into the shadows.

The scrawny, exuberant old woman who just left a building.

The freckled, wide-eyed young woman who is feeling her way with a cane.

The very tall, bored old woman who is carrying a baby.

The copper-skinned, sullen old man who is chasing after a cat.

The cute, confused young man who is carrying a strange staff.

Citizen Characteristics

The following table can be utilized for all random encounters within Ru-Marta 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

Adventure Opportunities

1. Putting the Fun in Funeral

As the PC/party venture out into the streets of Kak a long line of mourners pass by carrying a casket. Judging from the length of the line the person must have been someone important. As they watch a lightning bolt crashes down into the coffin sending the pallbearers to the ground injured and the contents of the box blown apart. Retracing the path of the electrical charge you see a subject in a dark traveling cloak float down from the second floor of a nearby building. The PC(s) will notice it is a man with a long curved scar down his face and his eyes are two different colors. He notices he has been spotted and takes off between the buildings.

Option #1: The man was hired to blow up the casket to make sure the individual was dead and no longer a problem.

Option #2: The man was the supposed dead body and was covering his tracks from loved ones.

The aggressor in question is a mage that will need to be tracked down. The PCs will need to make inquiries at various locales until the miscreant can be located and dealt with. The mage has both haste and gaseous form spells to use to aid his escape making the party run all over the city to find him.

The reward will be a Ring of Feather Falling, +2 Ring of Protection, and a Wand of Lightning Bolts (6d8 3 charges left if mage is captures, 1 charge if killed).

Mage Aggressor: Armor Class 17 (+2 Ring) Hit Points 50 (9d6) 9th Wizard

D +2 1d6 -1 & 1d6 poison & Spells DC15 Intelligence/+11

Spells: Mage Hand, Minor Illusion, Poison Spray, Ray of Frost

1st- Mage Armor, Magic Missile, Mirror Image, Witch Bolt

2nd- Alter self, Misty Step, Web

3rd- Haste, Gaseous Form, Ice Storm

4th- Black Tentacles, Greater Invisibility, Wall of Force

5th- Cloudkill

STR/DEX/CON/INT/WIS/CHA 9(-1) 14(+2) 10(+0) 17(+3) 13(+1) 12(+1)

Challenge 7 (2900XP)

2. Bully Backlash

A woman seeks out the PC/party with her young son who has been beaten up quite badly. She explains that a group of thugs mistook her son for someone else and hurt him. She offers money for the party to "deal" with the group of brigands. To further complicate the issue her eldest daughter has gone to deal with the brigands and has been sold into slavery. At least one brigand needs to be left alive to tell the party where to find the girl. These toughs may be wanted by the locals for an additional purse. Reward and number of bandits is commensurate to the party's level of difficulty. The group can be located in a tavern across town.

Bandits: Armor Class 16 (chain armor) Hit Points 15 (2D8 +2)

D +3 to hit 1D6 +1 Scimitar +3 1d8 +1 Light Crossbow

STR DEX CON INT WIS CH/11(+0) 12(+1) 12(+1) 10(-0) 10(+0) 10(+0)

Challenge 1/2 (100 XP) 60gp worth of stuff (coins, gems, jewelry, etc.)

Bandit Captain: Armor Class 19 (+2 Leather) Hit Points 97 (10d8 +20)

D +5 D 1d6 +5 (+2 Short Sword) uses other attack as parry to increase AC

STR DEX CON INT WIS CHA /15(+2) 16(+3) 14(+2) 14(+2) 11(-0) 16(+3)

Challenge 2 (450 XP) 120gp worth of stuff (coins, gems, jewelry, etc.)

3. Wave of Excitement

A loud commotion can be heard coming from the dock area. The general public is fleeing from that direction but the party manages to grab a citizen who quickly explains that the dock is flooding and dragging sailors to the bottom of the port! The problem is actually a rogue Water Elemental that was accidentally summoned. The manifestation will need to be dealt with before too much damage is done to the ships, cargo, and sailors! Lord Fargo Mellathan will give a reward to the person able to deal with the water-based threat.

Water Elemental: Armor Class 14 Hit Points 114 (12D10 +48)

D +7 to hit 2d8 +4 x2 or Whelm DC15 vs. Strength or 2d8 +4 & Grappled DC14 to escape failure to escape is an automatic 2d8 +4 possible drowning

STR DEX CON INT WIS CHA /18(+4) 14(+2) 18(+4) 5(-3) 10(+0) 8(-1)

Challenge 5 (1800 XP)

4. Chasing the Tail

The party is stopped by a well-dressed man that asks them for a favor. He introduces himself as Lord Elroy and is expected a special shipment from a dangerous man. He points out that he is no fighter and asks the PC/party to obtain the item from the man. Once the item is obtained it will need to be delivered to Lord Elroy at his room in one of the inns. Payment for the item is given (100gp) and the party will be offered double that if delivered successfully. The PC/party will be told that the package is a small silver box.

The item is a potion to control Lord Elroy's lycanthropy and he needs it quickly as a full moon is expected tonight. The party can locate the "fierce" man across town at a tavern. When the party arrives the man is not there and they will have to wait. Upon his arrival, late in the evening, the trade will be pleasant and without issue. Due to the late hour the PC/party will find Lord Elroy as he is beginning to change and melee will ensue.

Lord Elroy can take any number of "were" forms depending on the level of the party. Once he is dealt with a reward will be given (if contained) or his personal

wealth will be forfeit to the party (if killed). The reward is commensurate to the difficulty of the party's challenge.

Werebear: Armor Class 11 Hit Points 135 (18d8 +54) silver/magic to hit

D +7 2D10 +4 Bite DC14 vs. Constitution +7 2d8 +4 Claw

STR/DEX/CON/INT/WIS/CHA 19(+4) 10(+0) 17(+3) 11(+0) 12(+1) 12(+1)

Challenge 5 (1800 XP)

Wereboar: Armor Class 11 Hit Points 78 (12d8 +24) hit by silvered/magical

D +5 2D6 +3 Maul +5 2D6 +3 Tusks

STR/DEX/CON/INT/WIS/CHA 17 (+3) 10 (+0) 15 (+2) 10 (+0) 11 (+0) 8 (-1)

Challenge 4 (1100 XP)

Wererat: Armor Class 12 Hit Points 33 (6d8 +8) hit by silvered/magical

D +4 1D4 +2 Bite DC11 vs. Constitution & +4 1d6 +2 Short Sword

STR/DEX/CON/INT/WIS/CHA 10 (+0) 15 (+2) 12 (+1) 11 (+0) 10 (+0) 8 (-1)

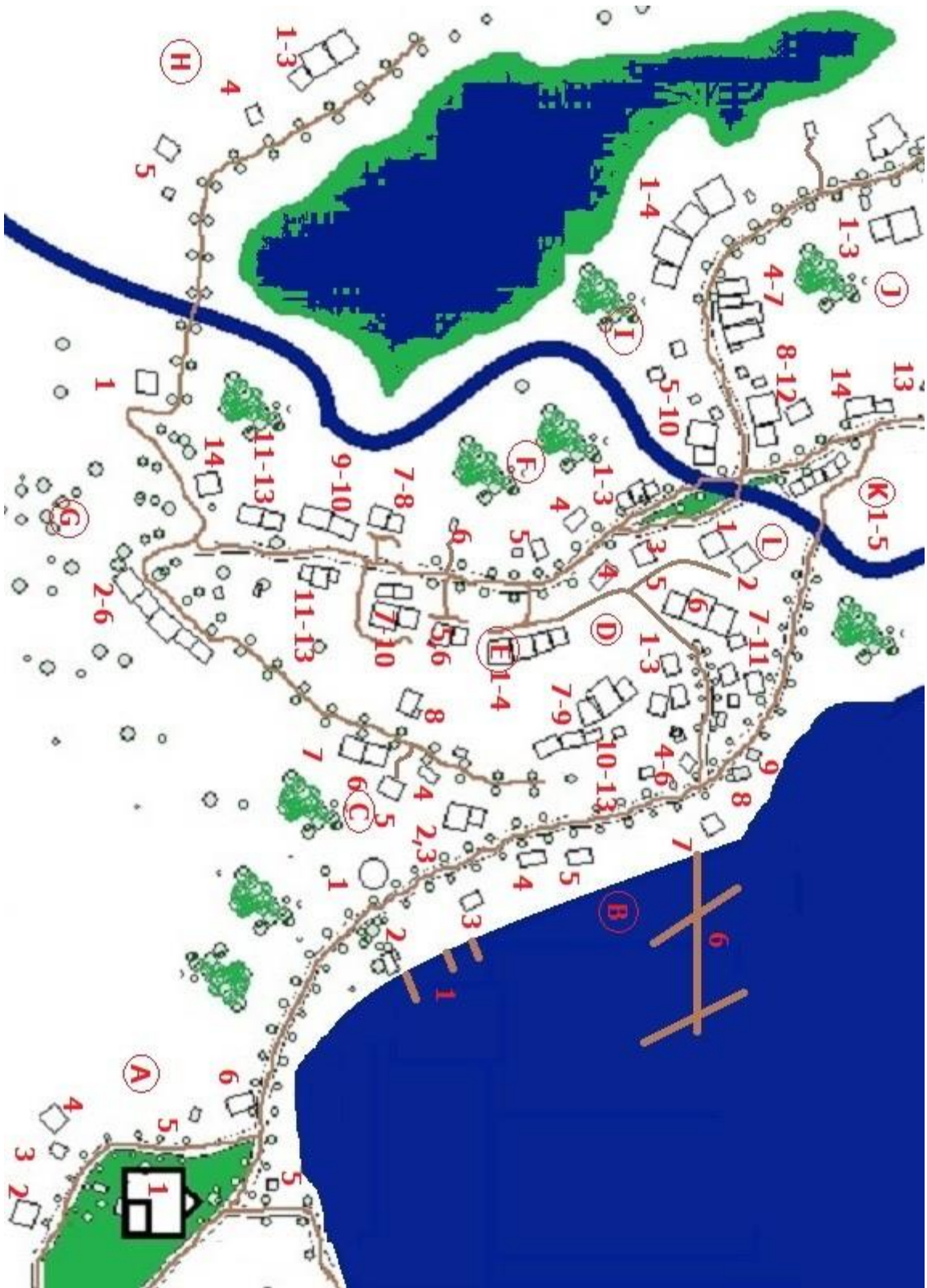
Challenge 2 (450 XP)

Werewolf: Armor Class 12 Hit Points 65 (9d8 +18)

D +4 1D8 +2 Bite DC12 vs. Constitution +4 1d8 +2 Spear

STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Challenge 3 (700 XP)



DM Map of Kak



Player's Map of Kak



Wharf area <above> and Sections I/J <below>

