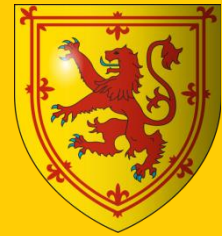


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ADVENTURES IN FILBAR

BY FRANK SCHMIDT



RU-MARTA

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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Ru-Marta

Ru-Marta is a waterborne city based at the Xano Delta, a waterway on the coastline of the Sibian Collective. This region is a thick jungle filled with small pockets of humanity. With the city being in the water it has been able to grow without the fear of predatory creatures that roam the jungles. Originally a small fishing community, the city has grown to be a large trading point for the region. Four days a week farmers, traders, and other merchants descend upon Ru-Marta to ply their wares. As a regional trading post there is very little a curious adventurer can't find when the market is open.

Most of the buildings of Ru-Marta are located on the water. A few local farms and shops exist on the shoreline but the city boundaries are largely considered the water based area. The buildings and platforms vary from floating watercraft, to platforms on pilings driven into the sea, to structures built upon the hard reefs that surround the Delta. Most of the buildings are poorly constructed and show signs of age and wear but the newer buildings are those constructed on platforms held up by pilings. These pilings are bundled collections of long Takka which is a fast growing plant similar to slender trees. Virtually everything in Ru-Marta is constructed out of this easily harvestable resource. It is inexpensive and grows everywhere on land and is quite invasive. It is also used as firewood. The buildings that are marked as floating/anchored will move a great deal with the tide and waves. While protected by reefs the water current will rock many of the homes and business. Buildings on the reefs or pilings will not suffer from this motion anomaly.

The water surrounding Ru-Marta has become increasingly polluted. Residents of the city have thrown debris and waste into the harbor making it go from clear to murky. Fish still populate the area to a high degree but there is a movement to keep the water cleaner. Several enterprising members of the community have begun to collect waste and move it outside the reef barriers to clean up the area. While still in its infancy, the movement does seem to be moving forward.

Travel through the city is normally done by small watercraft known as Hanjis. This small and circular reed boat is constructed of pieces of Takka that have been lashed together with an overlay of a thick viscous bluish-black tar for waterproofing. The transport is propelled by using a single oar. While slow, this method is quite safe. The city guard usually employ multiple oars and their Hanjis are reinforced with a thin sheet of copper (green from weather) that can cause damage if used in a ramming motion. They are

also twice the length of a normal Hanjis. The edges of the city are linked together with rope bridges that the city guard use as walkways. Citizens are generally not permitted on these bridges but exemptions are made for foreigners and other visitors. During the market days these areas are only accessible by guards. Those trespassing during this time will be removed or could incur a harsher penalty.

The city and surrounding area are under the control and authority of the religious leader. The current high priest is Lac Cong Dung (The Mighty Dung). An obese and smug ruler, he gained power under questionable means. A sadist leader, The Mighty Dung has increased taxes in Ru-Marta nearly 20% over the past two years. Many of his citizens are displeased with the increased loss of income but the aura of fear Lac possesses and his personal guard keep the general populace at bay. This group is easily recognizable by the crimson sashes they wear across their chests. Nearly once a week a "law breaker" is beheaded in front of the temple as a warning to those who cross The Mighty Dung. The city is ripe with unrest and a growing group of rebels are preparing to dispose the unjust ruler. As the spiritual guide there is fear that this action will displease the gods and result in further suffering by the people.

The people of Ru-Marta and the surrounding countryside revere a pantheon of deities but none more powerful than Ow-Cu The All-Knowing. This primary god is the guiding force for the religious goals of the area and the main temple (C4) has been dedicated to Ow-Cu. Many of the citizens have idols shaped like the deity who appears to be a large muscular man with the head of a shark.

On market days the city is alive with hundreds of small boats creating a substantial traffic jam. Recently some of the lesser merchants have been lashing their boats together and making walkways for ease of passage between the merchants. The city guard has been instructed to "clamp down" on this type of activity. The regular guards enjoy this issue because it makes for faster passage between areas. The Mighty Dung's personal guard will cut the ties between boats without so much as a warning causing some boats to overturn in the process.

Many of the buildings in Ru-Marta have been marked as specific areas of explorations. Those buildings without markings are personal residences that will contain 1d4 domiciles with 2d6 residents of the general population. These citizens are generally laborers, fishermen, trapper/traders, or people who work on the land. The overall mood of the city is one of hardworking people just trying to make a better life for themselves. Many in Ru-Marta are unhappy with the current ruler but accept his position in accordance with what the gods want. The rebels who want The Mighty Dung removed

are growing in both popularity and power. These rebels are being targeted by the crimson sashes and if located, jailed or executed.

Entering the city of Ru-Marta comes at the cost of 5sp per person with the exception of areas B1, B2, and B3 which are cut off from the main section. An annual pass can be obtained at the cost of 2gp plus 10% of a person's annual wealth. This aspect keeps visitors from coming in to Ru-Marta and despoiling the community with foreign beliefs. Taxes can and will be levied by normal guards as well as the crimson sash group. Failure to pay taxes or lying about wealth are serious crimes with serious penalties. In Ru-Marta the guards wield undisputed power as they act with the authority of The Mighty Dung. Adventurers are given few warnings to this situation but innkeepers and tavern owners will remind them frequently, especially when guards are nearby! The people will generally be friendly to visitors but those looking to make purchases should be careful as bartering is expected in Ru-Marta and the asking price is always inflated over normal prices.

The standard currency of Ru-Marta and the area is called the Podek or quarter Podek which are equivalent to a gold and silver piece respectively. They are minted within the backroom of Royal Chapel (C4) and the Podek is adorned with an image of The Mighty Dung's profile. The image takes positive license with the true appearance of the leader's actual appearance. The half Podek has not been reminted and has the visage of the prior High Priest on it.

Section A – Land based portion

1. Rice Farm – Ngo Cong
2. Takka Farm (Bamboo) – Tuan Hau
3. Oxen Farmer – Huy Vu
4. Fowl Farmer – Ngoc Lanh
5. Carpenters & Boatwright
6. Rice Farm – Phong Cong
7. Trading Post – Tebbit Morlo
8. Inn of Gentle Reeds – Fantic Colleg

Section B – Adventurer Highlights

1. Adventurer's Inn – Si Nghiem
2. Tradewinds Tavern – Giang Au

3. Phan Lok's (Tavern) – Phan Lok
4. Port Authority & Tax Office
5. Winch Station
6. Lighthouse
7. City Checkpoint – Mahnh Gia
8. Trebuchet Platform
9. Bali's Boat Rental – Bali Mu

Section C – Governmental Areas

1. Guard Station, Jail
2. Barracks
3. Audience Dock
4. Royal Chapel – Lac Cong Dung (The Mighty Dung)

Section D – Shopping District

1. Inn of the Rising Tide – Phuong Huu
2. Pawn Shop – Hoc Luong
3. Marketplace – Spices
4. Marketplace – Textiles
5. Tavern – Duc Huynh
6. Marketplace – Metal goods
7. Marketplace – Marine items
8. Slave Trade – Lien Qui
9. Marketplace – Livestock/Meat
10. Tavern – Vuong Pi
11. Brothel – Su Quang
12. Boatwright Guild – Chien Lu
13. Marketplace – Dry goods
14. Library & School – Trieu Van & Hieu Phuong
15. Military Dock
16. Sage/Prophet - Dormali
17. Weapons and Armor
18. Musicians/Announcement Platform
19. Cartographer – The Toman (Toman Grock)
20. Potter – Ngoc Hai
21. Trebuchet Platform
22. Alchemist – Than Tuan

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 Scenarios

Urchin Issue – any number of PCs

As the PCs wander the floating city of Ru-Marta they witness a young street urchin steal a several Kaalas. These items are fried shark eyes on a sharp stick and considered excellent cuisine for this area. Slightly more expensive than normal fare the marketer selling the items begins to yell "Thief" and pointing. The PC(s) will be nearly 80' away in the wrong direction of the urchin but may give chase. There are enough people in the area to make magic a poor choice and the offense would not warrant death either.

The PC can give chase to capture the thief and earn themselves 50xp and a free Kaalas for their trouble. The chase is on map "D" and will begin at the pier mounted area #9. The route of travel will be from 9, crossing the three floating boats and into the busy area #14. If the urchin reaches this pier they will quickly lose the PC in the crowd and get away.

To catch the urchin and 'win the day' the PC will need to make three DC checks against Dexterity. The first will be for the jump from 9 to the first white boat which will be a 10, the second is from white boat to white boat and will be a 14, and the final DC will be a 12 from the white boat to the bobbing edge of the pier. If the PC rolls a natural 20 they will either: flip the urchin in the air and catch them (first to DCs) or do a flying tackle on pier 14 as they land. Three successes indicates that they run the urchin down.

Pirate Attack - Group

It is dawn and the city is under attack! Pirates in longboats have descended upon the northeast corner of Ru-Marta and have garnered the attention of the guards. Ballista and trebuchet fire are being exchanged and the city is in panic. The PCs will be in section "B" and cannot get to the action. One of the PCs (random) will notice a longboat coming from the west as they look out the window. This boat is the real focus of the attack as the pirates are going to rob the inn where the PCs are at.

The pirates dock on the main reef and rush towards the inn. It will be up to the party to turn back, kill, or capture the thieves. Depending on the level and number of PCs this should be a DIFFICULT encounter. Use the bandits below as the assailants.

Bandits: Armor Class 12 (leather) Hit Points 11 (2d8 +2)

D +3 1D6 +1 Scimitar or +3 1d8 +1 Light Crossbow

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

Challenge 1/8 (25 XP) 15gp in pearls

OR:

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

D +3 to hit 1D6 +1 Scimitar

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

Poisoned – Group lower level

While perusing the marketplace one of the PCs falls ill from food poisoning (accidental). No amount of clerical magic can cure the PC and the toxin has made the PC catatonic. The shopkeeper is familiar with the strange reaction and points out that only the leaves from a Hypoestes plant can reverse the effects.

The owner will tell the PCs that the plant can only be found on the shoreline to the west and the party should hurry. The owner's daughter will show the PCs where to look but once near the coastline she can only tell them to search. She will also point out that "Mud creatures" live in these waters and to be careful.

There will be a total of three sections to search for the elusive plant with a 33% cumulative chance of finding the item in the area searched. In each area are Bullywugs. The challenge will be HARD and cumulative i.e. if there are no plants in the first section the PCs will still face the creatures and will still have to check area #2 (again with Bullywugs and so on).

Bullywugs: Armor Class 15 (hide armor, shield) Hit Points 15 (2d8 +2)

D +3 1d4 +1 Bite & +3 1d6 +1 spear

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge ¼ (50 XP) Treasure 15gp

Gando the Sot – Group, low level

The PCs hear a commotion coming from the marketplace and see the crowd running in different directions. Small fires have lit the tarps hanging over the stalls and the area is in complete chaos. The PCs reach the area before the guards can react and see a man dressed as a Warlock. The suspect in question is known as Gando the Sot, a wizard with an alcohol problem.

Gando's boat is being rowed by a pair of Crawling Claws (full length dead arms) and none of the group is allowed in town. Gando got drunk today and decided to seek vengeance on the town. The drunken wizard will randomly cast Fire Bolt at structures. As a mean drunk, he will recognize "adventuring types" and will target them if they attempt to thwart his fun.

The boat is in a spot that cannot be readily accessed for melee. The PCs will have to use magic, missile weapons, or other creative ideas to take down the spell caster. Any melee experts who attempt to find a boat will find one to use in 2d12 rounds and be able to reach Gando's boat in 1d8 +1 rounds after that. Those attempting a heroic "leap" will need to make a DC21 vs. Dexterity. A success on this attempt will result in Gando being launched out of his boat and land face first into a piling and die.

Those attempting and failing may sink to the bottom and risk drowning (with heavy armor) or try and swim to the boat. This action will take 2d4 rounds to accomplish, half that if swimming is a proficiency. The Crawling Claws may/may not fight (DM discretion). There will be a reward of 350gp if taken down. If taken alive he can be turned over to the authorities who will make him use mending to fix the damage. If the claws are undamaged they will continue to paddle oars randomly until ordered to stop by the "captain of the boat". The authorities will not want such a garish item and will give the boat and slow rowing claws to the PCs as a reward. The speed is not that fast but the uniqueness of the item is priceless.

Gando: Armor Class 15 Hit Points 22 (5d6) 3rd Wizard

D +2 1d6 -1 & Spells DC10 Intelligence/+12 to hit

Spells (3): Mending, Fire Bolt, Blade Ward

1st- Chromatic Orb, Fog Cover, Mage Armor, Witch Bolt

2nd- Knock, Scorching Ray

STR/DEX/CON/INT/WIS/CHA 12(+1) 14(+2) 10(+0) 15(+1) 13(+1) 12(+1)

Challenge 2 (450XP) 100gp in a ring and a necklace

Crawling Claws: Armor Class 12 Hit Points 4 (1D4)

D +3 1d4 +1 bludgeoning or slashing depending on use

STR/DEX/CON/INT/WIS/CHA 13(+1) 14(+2) 11(+0) 5(-3) 10(+0) 4(-3)

Challenge 0 (10 XP)

Cyric the Bold – Group medium level

A commotion nearby presents itself to the party. A group of guards has surrounded a hooded man in armor and appear to be taking him into custody. The man stands motionless as he is surrounded but when the guards move in he launches into serious weapon mode. Slicing through the guards like butter the man pulls off his hood. The PCs will recognize the individual as the wanted fugitive Cyric the Bold. With dead guards everywhere it is up to the PCs to take the man down. A bounty of 800gp will be awarded for the killing or capture.

The PCs would also be allowed to keep Cyric's personal belongings which is a +2 long sword and a belt pouch containing 400gp and a Potion of Invisibility. Because of the area (D8) Cyric will position himself to where only three melee opponents can fight him. He was on a mission to free an associate from the slavers.

Cyric the Bold: AC 20 (Plate & Shield) Hit Points 90 (13d8 +39)

D +9 Long Sword 1D10 +3 or +9 1d4 +3 Shield Bash (3 attacks)

STR DEX CON INT WIS CHA /16(+3) 14(+2) 16(+3) 14(+2) 11(+0) 15(+1)

Challenge 6 (2300 XP) Treasure 600gp in gemstones and +2 sword

A Croc of Trouble - Various

Fantic Colleg, owner of the Inn of Gentle Reeds has an issue that the city guard will not deal with. Some of his workers have been tossing food out from the overhang of his establishment. Originally it was to feed the fish to make them easier to catch but the extra food has garnered unwanted attention. A large (or Giant) Crocodile has now discovered the easy feeding spot and comes by the area. Because of this danger it is driving away customers and the business is suffering.

Fantic will pay 100gp (or 500gp) if a PC(s) can remove this threat and make his business a safe place to be again. The monster comes at random times and the adventurer(s) will have to be patient. There is a 10% per hour (non-cumulative) that the creature will appear. This task can be quite useful to take a player out of action for an extended period of time.

Once the creature appears it will fight on land but go into the water when it reaches 50% of its hit points. If only wounded it will begin to return a day later. Fantic wants the head as a trophy and will only pay once he gets it. The rest of the skin can be taken to market where waterproof boots can be made by one of the craftsmen. The boots will cost half of the reward but will be very fine quality and a sight to behold.

Crocodile: Armor Class 12 Hit Points 20 (3d10 +3)

D +4 1d10 +2 bite DC12 vs. Strength to escape grapple

STR/DEX/CON/INT/WIS/CHA 15(+2) 10(+0) 13(+1) 2(-4) 10(+0) 5(-3)

Challenge ½ (100 XP)

OR:

Giant Crocodile: Armor Class 14 Hit Points 85 (9d12 +27)

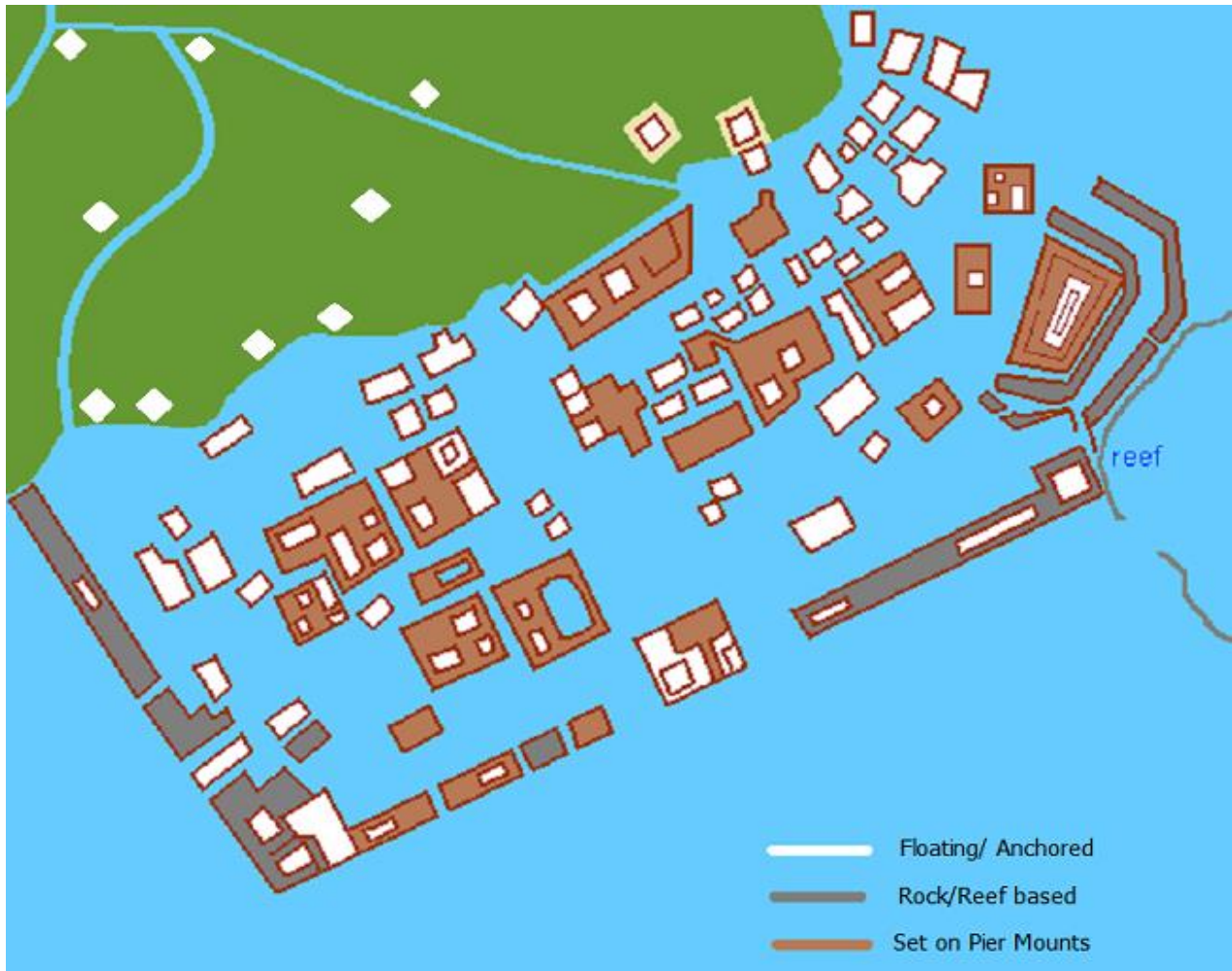
D +8 3d10 +5 bite +5 tail DC16 Strength of lose one round

STR/DEX/CON/INT/WIS/CHA 21(+5) 9(-1) 17(+3) 2(-4) 10(+0) 7(-2)

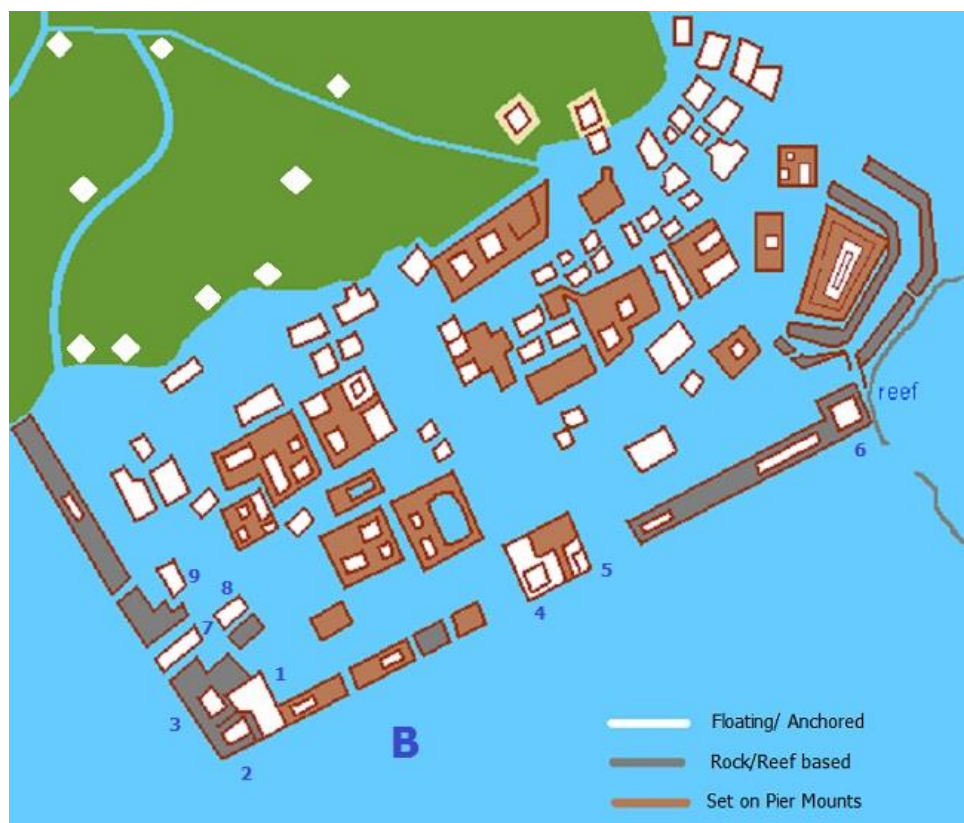
Challenge 5 (1800 XP)



Kaalas , Hypoestes, and Crocodile boot



Player's map of Ru-Marta <above>







Half Podek, Podek, Hanjis, Guard Hanjis



Area A8 <above> D13 at low tide <below>

