

FT28

ADVENTURES IN FILBAR

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THE THANE'S RETREAT

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

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The Thane's Retreat

The land of Orack has lived in peace for nearly a century thanks in part to the leadership of Thane Oakus Tinewiner who has ruled for over fifty years. The third thane of Orack, Oakus began his career path as an adventurer who gained great fame in his younger days. This ended with the accidental death of his older brother Cellick. Previously Oakus was not in line for rule but with the death of his sibling the title of future thane fell to him. Oakus returned to fulfill his new destiny and has been the leader of the land since.

Four years ago Oakus lost his wife Thelina and fell into deep despair. After burying the love of his life he found some of her drawings including a fairy tale castle that she had sketched out. The drawing gave Oakus the idea to bring the drawing to life in memory of his deceased wife. He ordered the small keep to be built on the shoreline of Lake Rar and a few months ago this project was completed. Thane Tinewiner has moved into the new stronghold with a small retinue of servants and guards. While his original fortress is still operational it has been turned over to the military to be used as their base of operations. This was due in part to Oakus wanting to live in his wife's dream but also in part to rewarding the people who have kept Orack safe.

The exterior of the structure is made from cut fieldstone with triangular roof peaks. In the center of the roof is a cut stained glass dome with hearts dedicated to his deceased wife. The dome allows a vast amount of light in as well as honor Thelina. The interior is finished in plaster and stout wood flooring. An oil system is used to illuminate the interior of the keep which uses oil from vegetables to burn without an abundance of smoke keeping the interior clean and well illuminated.

The building is newly completed and as such is still not being used to full capacity (or can be) which means that some rooms will be empty. As this is the personal residence of the thane entry to the upper level is restricted by residents or invited guests. The building could also be used as an Adventurer's Keep or a training center for PCs with a curtain wall protecting the perimeter as well. This can also be used as a pre-setting for FS8 Ransom of the Thane's Daughter which is the base of the adventure.

First Floor

1. Guard Chambers

This chamber is used by the guards to keep track of comings and goings at the retreat. As the guards make their rounds they check in at this location to note anything unusual. This small chamber has bookshelves but only one leather bound tome is present as the building is new. The book contains notes on various visitors who have shown up at the residence.

2. Museum

This chamber is dedicated to various pieces of artwork and artifacts that the thane has collected in his years. Among some of the items found here are pieces of art done by his wife, a variety of weapons that he won in battle, and a very ferocious looking stuffed Cave Bear in an aggressive posture. Several comfortable chairs are also present in the room.

3. Receiving Area

This chamber is used as a waiting area for visitors. While the décor is simple, there are various maps of the area sketched out by the thane himself. There is also a posh couch for extended waiting times. A guest book sits on a small bureau with a quill nearby. Guests are encouraged to sign in. There will be a member of ruling body here to supervise the comings and goings of the building. The castellan for the thane has remained at the actual fortress and his subordinate is located here in his place.

4. Throne Room

This room has a very regal appearance with a short dais being the home to a large plush chamber. Behind the throne the wall is decorated in the coat of arms of Thane Tinewiner. Oakus holds court in this room twice weekly otherwise this chamber is empty. A large

bank of windows allows light to enter the chamber and give a commanding view of the lake as well. A large woven rug decorates the floor and is a pastoral woodlands scene.

5. Hall of Thanes

This area is decorated with the trappings of the office of the thane. Among the larger pieces in this area are three busts of the Thanes of Orack. This chamber is used to write proclamations and executive orders. There is parchment, inks, quills, and wax present. The thane wears his signet ring of office at all times which is required in the wax to show documents as being "official".

6. Entry to the Dungeon Level

Two guards are always present at this location as it marks the entrance to a small dungeon level for the building. Below the main floor is a small chamber with several cells with iron barred doors used for holding prisoners. For the most part these cells are only used for temporarily holding people and not used for long term containment. Along with the two guards at this location there will also be at least one guard below in the main room guarding prisoners.

7. Chapel

This chamber is very high and has one wall covered in stained glass windows. A large white marble statue holding a large clamshell dominates the room's landscape. An altar sits offset to the statue and this room is clearly the chapel. The thane is a very religious man and comes here daily to pray for guidance.

8. Ballroom

Chairs line the sides of this room and the flooring here is in a herringbone pattern. Two large cylindrical candle scones hang from

the ceiling here. The floor is quite shiny and polished metal is on the interior wall giving the appearance that the room is twice the size it is. The mirrored aspect is quite stunning. One corner of the room is marked off and several instruments are present. This chamber will be used as a ballroom if the thane gets over his grief.

9. Library

A large wooden desk with two chairs sits on the interior wall of this room and filled bookshelves line the other walls. An opening to the exterior porch is present that allows light to filter into the room. A strange rug dominates the floor of this room and appears to be of a foreign design. The books and scrolls on the shelves are a variety of titles and topics. Some of the items were purchased while others were collected in the thane's youth on the adventuring trail. He has always been a lover of information and always selected books for his cut of the treasure.

10. Grand Staircase

Sitting below the glass dome of the center of the building the white marble staircase allows entry to the second floor. This area is always guarded by two guards at both the top and the bottom for security reasons. This large curving staircase is quite prominent and basks in the sunlight from the glass dome above.

11. Elegant Dining Hall

A long dark wooden table sits in the center of this room and is decorated with silver dining utensils. Two large candelabra provide light for elegant meals. There are place settings for ten patrons but the table can be extended with several "leafs" to allow an additional six extra people to be present at the table. At this point the room has not been utilized and it is uncertain if it will be used in the near future as Oakus is not fond of visitors since his wife died.

12. Dining Hall

This area is where the thane usually eats meals along with his family and Captain of the Watch. The table is very old and has several dents and cuts in it but has great sentimental value to the thane and he specifically requested that this item be moved to the new building. Meal time with the thane is a very casual affair and if invited to a meal this will be the most likely spot for it to occur.

13. Kitchen Staff Quarters

This Spartan chamber is the home to the kitchen staff. Thane Tinewiner wanted the kitchen staff to have their own area as he feels this group of subjects is the most important and least regarded. Because of his feelings he specifically instructed that this chamber be added on as it was not part of the original drawings by Thelina.

14. Kitchen

A double fireplace dominates the exterior wall of this room and the pots and pans present give no doubt that this area is where the cooking is done. A large harvest table sits in the middle of the room and will usually have food ready for preparation on it at all times. While not a large eater, the thane expects to have food when he wants it.

15. Cold Storage

This chamber has a stairwell that goes into a root cellar of some type. Because the actual chamber is in the water this area remains substantially cooler than the rest of the areas and is used to keep meat and other perishables cooler than other foods. This also is used for wine and ale storage by the thane. The door to this area is locked and one key is held by the thane and the other by the main cook who does not let anyone touch it. Several fresh "kills" hang in this area from hunting forays.

16. Dry Storage

This room is filled with fruits, vegetables, grains, and other dry goods that do not need any special treatment. An assortment of extra pots and pans are also present in this area. A variety of breads and cheeses can also be located here. The thane loves his cheese.

17. Armory

This room is quite orderly but filled with a variety of weapons that the guards and the thane are proficient in. Extra suits of armor and sharpening materials are also present to keep a fine edge on weapons that may be used to protect the retreat. This room is locked but every guard has a key as does Thane Tinewiner.

Second Floor

1. Grand Staircase & Glass Ceiling

The showpiece of the castle is the glass dome in the center of the building. This large and expensive addition to the building was a financial strain on the thane's purse strings but it was a focal point in his wife's drawings. While the original plans lacked detail Oakus requested that hearts be placed around the base of the great dome as a tribute to his beloved wife. It is a showpiece to say the least.

2. Treasury

This room has an impressive steel door on it with a complicated locking mechanism. Within this secure room is half the wealth of Orack with the other half being in the old citadel. Thane Tinewiner wanted the treasury to be split up for more security. While the wealth inside the room is used to pay staff and warriors, the money is actually a portion of the thane's personal repository from his adventuring days. Most of the money contained within the room is actually of old or foreign currency. A fine collection of gemstones is also present as well as a magical trinket or two (DMs discretion).

3. Thane's Overlook Patio

Just outside the thane's personal bed chamber is a standing porch that extends over the edge of the lake. In the drawings done by Thelina the patio was present to look at the moonrise over the mountains and lake creating a romantic scene. True to the drawings this patio would give an awe inspiring view of the moonrise but the thane has never been out on the patio as he cannot bear the thought of going out there without his beloved wife.

4. Thane's Room

A somewhat opulent chamber a large bed takes up a large chunk of it. Clothes are strewn about the room despite the presence of two separate freestanding wardrobes. Several muddy boots are present along with hunting apparel. From the general appearance of the room it would appear that the thane may be a bit of a slob which is the case. It further shows that no one is allowed within the thane's personal chambers.

5. Guest Quarters

This room has a collection of different pieces of furniture in it strewn about the room. The wall is painted white and otherwise unadorned. While the building is complete this room is not finished. It is designed as a guest quarters and as such is slated to be the last one finished. Thane Tinewiner is not expected to have guests in the near future but even that is subject to change.

6. Storage

This room has several shelves in it and contains a variety of supplies and household items. Extra candles, sheets, and other miscellaneous things are present for day to day use. This storage chamber is only used to keep standard items for upkeep of the building. There is nothing special in this room.

7. Captain of the Guards

This room is quite orderly and very organized. A smaller bed with a stocked wardrobe is present and footwear is placed in cubicles that keep each pair clean and separated. Each of them has a high shine on them. The walls are decorated in a variety of humanoid weapons and armor that the occupant has won in battle. This chamber belongs to the Captain of the Guards, Sir Telmor. He has been the Captain of the Guards for nearly twenty years and was going to retire when the new retreat was completed. Oakus offered him the position of head of security for the stronghold but have him keep his title. Sir Telmor felt that the new task would be challenging but not taxing and took it.

8. Mage's Quarters

A'Quillo Da Morrow (Female Elf) was the party mage when Thane Tinewiner was on the adventuring trail. A few years after returning to Orack A'Quillo decided to retire from the trail and stopped by to consult with Oakus. Having trusted A'Quillo for years he was inclined to give her the opportunity to work with him again. Oakus offered A'Quillo the position of sage of the land and after a few weeks of considering the opportunity A'Quillo accepted the position and has been with the thane ever since. Upon completion of the new refuge the high tower area was given to the mage as a workshop.

9. Staff Quarters

This long room is home to the staff responsible for the day to day operation of the refuge. While the guards have their own barracks outside the main building the house staff resides here for convenience. The area is setup like a bunkhouse with footlockers for personal belongings. The staff has been together for quite some time and all work well together. The thane is considering expanding the buildings in the area to give the staff their own building but currently there is not enough money in the treasury to complete this construction at this time.

10. Back Patio

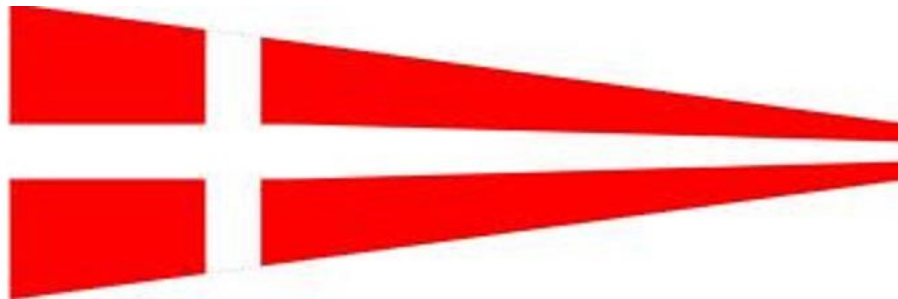
This location is used as a beautiful vista and a fishing spot. As this is the farthest point in the lake from the house the residents take advantage of the overlook as a fishing spot. Many a night the members of the household will hold fishing contests with spiced ale. A good time is had by all during these friendly contests.

11. Family Chambers - Trisha

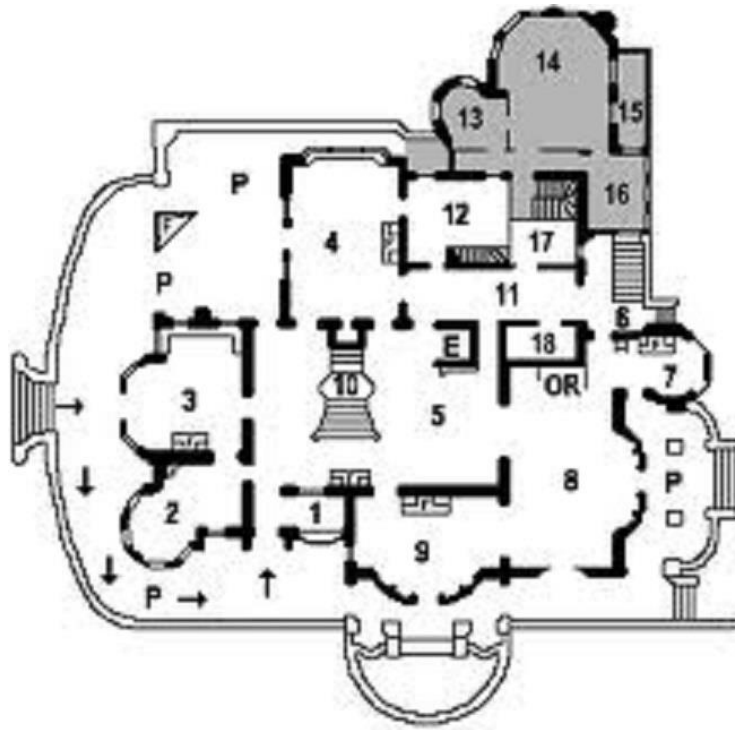
Oakus and Thelina had two children in their time together. Their daughter, Trisha, is currently betrothed to a young man and the thane is anxiously looking forward to the marriage. While Trisha is still single she has been living near the thane as she is his youngest child and the only one still in the area.

12. Family Chambers - Farkus

This room is currently vacant with only a minimal amount of furnishings. The intended resident will be Oakus's eldest child and son named Farkus. Like his father, Farkus decided to cut his teeth on the adventuring trail and is currently with a group in the north fighting the Ogres of the Tannants. The room was designated for Farkus during the construction phase although it is uncertain that the young man will return until his father is unable to rule. At this time it is designated as a scaled down guest chamber.



Pennant of Thane Tinewiner



Retreat Floor plan Main floor <above> and Second floor <below>





The Exterior of the Keep <above> and the Dome <below>





The Grand Staircase <above> and the Chapel <below>

