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ADVENTURES IN FILBAR

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FENS OF MALACK

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR ANY NUMBER OF CHARACTERS OF ANY LEVEL. PART OF THE FILBAR 1ST/2ND EDITION SERIES IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Fens of Malack

Players Background:

The foothills around Spire Rock run next to the Fens of Malack and Gossling River. This foul swampy area is the home to various and sundry creatures with no love for humans. Large reptiles inhabit the swamp along with spiders and avian life in abundance. The ground is soft and murky and quite uninhabitable. Malack was, by most accounts, a rather insane fighter who felt that the area would be a good spot to start his "kingdom". After several failed attempts to build a fortress, he succumbed to a fever and hasn't been seen since last year. The people of Tomore never understood why Malack chose a swamp to build a fortress but did confirm that he was most likely insane.

DM Background:

Spire Rock is the largest peak in the Spire Hills region northwest of the village of Tomore. It is a dormant volcano and towers above the foothills surrounding it. It is a dangerous climb, however once in its lofty reaches, the view goes for miles. Caves dot the formation with a variety of different inhabitants. Rumors abound that Dragons or Griffons call Spire Rock home but these are mostly unconfirmed reports by ale-ridden adventurers who boast a lot.

The foothills that surround Spire Rock are also home to many monsters of magical and human/humanoid kind. It is said that the bandits of the North Road have an encampment in the foothills, but no one who has ventured forth has returned to provide answers. The foothills are standard rocky terrain with no extra modifiers to travel.

The fens however will slow travel by a factor of $\frac{1}{2}$. The swamp area is covered in water and a muck that makes travel arduous to say the least. Initiative will be at -1 for those that don't have some type of free action capabilities. The cattails in the swamp grow to approximately 6' tall and do inhibit vision. The party will **NOT** be able to surprise anything in the swamp.

Tomore Rumor Listing:

1. Malack Spotsdam is a crazy sorcerer and has a magical storehouse in the fens
2. Dragons fly around Spire Hills and steal children in the night
3. A group of evil gnomes are hiding in Spire Hill
4. Caravan bandits are hiding in the hills around Spire Rock
5. Goblins have been stealing cattle from the farmers and are hiding in the fens
6. The world's largest alligator lives in the fens and eats everything it sees
7. A giant alligator lives in the swamp and is called "Old Squinty"
8. An abandoned Dwarven gold mine are in the foothills of Spire Rock
9. The Fens of Malack are named for a crazy old fighter trying to build his castle there
10. A 2-headed ogre is in charge of the bandit raiders not Genghis Torad
11. Genghis Torad is the leader of the caravan bandits.
12. Dragon eggs would be great to eat...an omelet fit for a King!
13. I wonder what you could make out of a giant alligator skin
14. The caravan bandits are goblin warlords
15. The dragon on the spire breathes poison gas and not fire
16. Troglodytes rule the swamp and kill everyone who enters the fens
17. Genghis Torad is actually from the free cities and is a spy
18. Wolves abound in the foothills around Spire Rock
19. Trolls come out of the swamp at night and eat the sheep
20. The bandits are normal men nothing more nothing less

Wandering Monsters

Swamp area (1 or 2 on a d8) and the hills are (1 on a d6)

1. Bug swarm
2. Pop up shower
3. 1-10 Goblins -- AC6 HD 1-1 HP 6, 5, 5 #AT1 D 1-6
4. Strange half man/half ape runs through the area but can't be caught
5. 1-2 Wolves -- AC7] HD 2+2 HP 14 #AT1 D 2-5
6. 3-6 Gnolls -- AC 5 HD 2 HP11 #AT1 D2-8 T 25gp ea.
7. "Dragon sighting" flying high in the clouds
8. 2 Bugbears -- AC 5 HD 3+1 HP 22 #AT1 D 2-8 T 50gp ea.
9. Wererat -- AC6 HD3+1 HP 24 ea. #AT1 D 1-6 SA hit only by silver/magic
10. 2-8 Orcs -- AC6 HD 1 HP5 #AT1 D 1-6 (short sword)

A. Old Squinty

The cattails in this area seem to be amiss with a higher proportion of water than muck. This seems to be a small pond area. Several alligators can be seen swimming back and forth.

DM: This pond is the home to "Old Squinty" the giant alligator of the swamp. Old squinty won't make be noticeable until the party has engaged in combat with several of the regular sized alligators as he is aware of, despite his animal brain, that if the party is surprised he has a better chance of winning. Old Squinty will wait until the party is engaged with two or more of his congregation/pod members then he will attack. The pond itself is only 3' deep in most of the areas but will be quite a hazard if engaged with the reptiles. There are 4 other alligators present.

MONSTER: Old Squinty AC 4 HD 7 HP 52 #AT 2 D 3-18/2-20

MONSTER: Alligators (4) AC 5 HD 3 HP 22 #AT 2 D 2-8/1-12

B. Domain of Malack Spotsdam

A tattered red pennon flies in the distance of the swamp which leads to a small clearing. Upon entering the clearing a ramshackle unfinished structure is present. From appearance it looks as though it was the start of some kind of fortress structure although even that is a remote guess. Hanging from one of the higher timbers by a leg is a human skeleton with carrion birds pecking at what's left of the corpse. On the ground below is a shield covered in mud. Under the shield are some eggs.

DM: This structure was the start of Malack's castle which was a disaster from the start. Malack was insane to start and his illness grew worse the longer he stayed in the swamp. With the fever consuming him Malack was still trying to build his castle. The fever affected his balance and he fell off the structure hanging upside down. The current resident of his domain found Malack defenseless and with one poisoned bite ended the rain of Malack. A **+1 Shield** is still in good shape but his long sword has succumbed to the elements. The structure is made of loose rotting timber and is quite unusable.

The eggs under the shield are from the huge viper that has decided to live in this area. It has quite a nasty temperament and a worse bite. The snake will attack the first to disturb her nest and eggs and will not back down.

MONSTER: Giant Viper AC 5 HD 4+2 HP 32 #AT1 D 1-3 + Poison ½ damage 3-18

C. Bandit Camp

A cave opening sits on the rise and is somewhat noticeable amid the brush attempting to cover it. Footprints in the dirt show that this area has had a high amount of foot traffic.

DM: This small cave complex is the home to Genghis Torad the bandit outlaw and his group. They have not had any serious threat to their livelihood at this point so they haven't bothered to post guards on the outside of the cave. If several forays are attempted at this area guards will be present which will be deducted from the total number of bandits. The complex is detailed below.

The caves are all soft limestone and are naturally made with very little manmade assistance. Some furniture exists although for the most part this is an outlaw cave complex and their life is difficult to say the least. Torches are lit throughout the caves.

1. Bandit Quarters

This 30 x 40 cave is quite Spartan with bedrolls on the damp dusty floor. Present are five unkempt angry looking bandits.

DM: This first area is a sleeping chamber for some of the bandits. Anything of value is kept on their person as even bandits don't trust each other as far as their eyes can see. There are five bandits in ring mail present. Each will have the same 'value' amount of treasure as it is divided equally on raids. Each bandit will have some type of jewelry, gemstone, and coinage to augment their wealth.

MONSTERS: Bandits (5) AC 5 HD F3 HP 26 ea. #AT1 D 2-12

2. Armory

This 30 x 30 cave contains a large cache of weapons. It appears to be the armory.

DM: This cavern is used for extra weapon storage taken from raids on the caravans. It has several weapons available for the bandits to use in the event that their armor and weapons fail on them. The weapons can be resold if taken to market. Most are in good shape and quite usable.

The weapons cache consists of 2 short bows, 50 arrows in 4 quivers, 3 short swords, 2 long swords, 4 heavy crossbows, 15 bolts, 3 bucklers, 7 daggers, one suit of Elven sized chain mail, 20 spears, and a coil of 100' of rope. There is also a small cart present with blood on it. There are no guards present.

3. Kitchen

This large cave holds a few tables and two large cooking pots. Wildlife hangs from the walls off spikes driven into the stone. Four large 'bandit-y' types are present attempting to prepare food.

DM: This area doubles as kitchen and food storage for the complex. The four bandit cooks enjoy throwing their hatchets and knives before closing on any attackers. Aside from the foodstuffs pillaged and hunted there is nothing of value in this area.

MONSTERS: Bandits (4) AC 5 HD F3 HP 26 ea. #AT1 D 2-12

4. Bandit Quarters

This 30 x 30 chamber has bedrolls and blankets on the floor and has 5 angry looking armed men in it.

DM: This is another bandit quarter room. Five more bandits reside here and will attack with everything they have. Their treasure is similar to the bandits in area #1.

MONSTERS: Bandits (5) AC 5 HD F3 HP 26 ea. #AT1 D 2-12

5. Bandit Quarters

Bedrolls and blankets are aplenty in this chamber too. This cave has six bandits.

DM: The third and final general bandit quarters are located in this area. Much like #1 & #4 they are ill tempered and smell.

MONSTERS: Bandits (6) AC 5 HD F3 HP 26 ea. #AT1 D 2-12

6. Genghis Torad

This cave is larger than most and it seems to sit lower in the hills but is dry. There is a cot, table, 5 chairs and a large iron chest in this room. The walls have several wanted posters that you have seen indicating a reward for Genghis and his bandits. They have apparently been stealing them as well. There are four well-armed bandits in this area.

DM: This is the personal chamber of Genghis Torad and the amassed booty of the bandit tribe. The four bandits are reviewing maps of the area and are attempting to scout out a better source of income. Among the piles of paper is some kind of letter discussing "The alliance" but it has had wine spilled on it and is mostly unreadable.

The chest is locked and trapped with a poison needle trap D 2-24 with poison at -1 save. The poison will incapacitate any victim of it for 1-4 days. The key to the chest is around Torad's neck. It contains 400gp, 2000sp, 4 gold rings valued at 25gp, 35gp, 75gp, and 120gp <ruby inset>. There is a necklace of opals valued at 300gp. A small wooden box contains two potions. One is healing and one is invisibility. There is a silver vanity set <mirror, brush, comb> valued at 200gp and a silver serving set worth 220gp. Behind the chest are three rolls of cloth worth 35gp each and 3 casks of ale with the mark of Sag Hon from the Griffin's Head Inn at Xer. Each cask has a 50gp value. Torad's head will fetch 1000gp while each of his bandits will fetch 25gp. For the squeamish only ears would be needed from the bandits.

MONSTER: Genghis Torad AC 3 HD F6 HP 43 #AT 2 D 2-8/2-8 +1 (+1 broad sword)

MONSTERS: Bandits (3) AC 5 HD F3 HP 26 ea. #AT1 D 2-12

D. Giant group

Following a small plume of smoke you climbing up the hillside and have reached a small plateau with an inset depression ringed by high rock. Below in the depression you can see two giants around the area apparently taking a break from travelling. To visualize the depression you can imagine a few dungeon rooms with the ceiling removed. The trail you are on slopes down into the depression then slopes back up to the North to continue the hillside climb.

DM: This travelling group of giants is attempting to deliver a message for the alliance to garner support from other groups of humanoids. They have witnessed the bandit group perform raids and have already solicited their group to join. They have heard of the dragon that lives on Spire Rock and are headed there to see if it is interested in joining the alliance.

The largest of the giants contains coded paperwork with the insignia of the alliance. Inside the backpack containing the paperwork are a bag of gemstones worth 880gp that the giants have been using for goodwill gestures as a join up payment. The x's are loose rocks (function as traps) that cause 1d4 of damage.

MONSTERS: Hill Giants (2) AC 4 HD 8 + 1 HP 40, 45 #AT1 D 2-16

E. Spire Rock Wyvern

Spire Rock is a large dormant volcano that stands above the foothills. The way up appears to be a very perilous journey with only a single file ascent up the surface. Some spots appear to be damaged and may lead to a large fall. Several cave entrances are visible on the climb up.

DM: There are several cave openings in Spire Rock but only one of them has anything more than birds residing in it and that is near the top. Multiple dexterity checks are in order to ascend Spire Rock. Tying everyone together will yield positive results and reduce potential damage from falls.

Upon entering the lair of the Wyvern it should be noted that a thick layer of cobwebs exists all the way to the main cave. The spiders that have made such a thick blanket exist but they are nothing the adventurers need to worry about.

1. Dead adventurer

This small cave has a vortex of cobwebs going up into the darkness. A small figure can be seen on the cave floor covered in webs.

DM: The body is that of a gnomish adventurer that perished from his efforts to get to this spot. He was set upon by harsh wildlife before he entered the complex and died from his wounds. The spiders have covered him in their webs and have been slowly eating him. In his backpack is a +1 axe and 210gp.

2. Wyvern Cave

This large open at the top cavern is the core of the dead volcano. A huge broken stalagmite stands in the center of the chamber and atop of it is a large dragon...staring at your party. Bones litter the floor area and then it speaks to the party

“Welcome brave adventurers please.....do come in.”

DM: This chamber is the hollowed out remains of the Spire Rock. The Wyvern is able to fly out of the top of the mountain when it feeds or rampages and enjoys its high perch in Spire Rock. The Wyvern is a female and has laid eggs in area #3. Her mate has not returned in several months and is believed to be dead. For game purposes it can be dead or it could have joined the alliance as a spin-off adventure.

The Wyvern will fight to protect herself and her eggs attempting to keep the adventurers away from area #3. If they move in that direction add +1 to attack and +2 to damage from rage. If the party appears to be too strong she will barter for their departure but will not surrender her eggs.

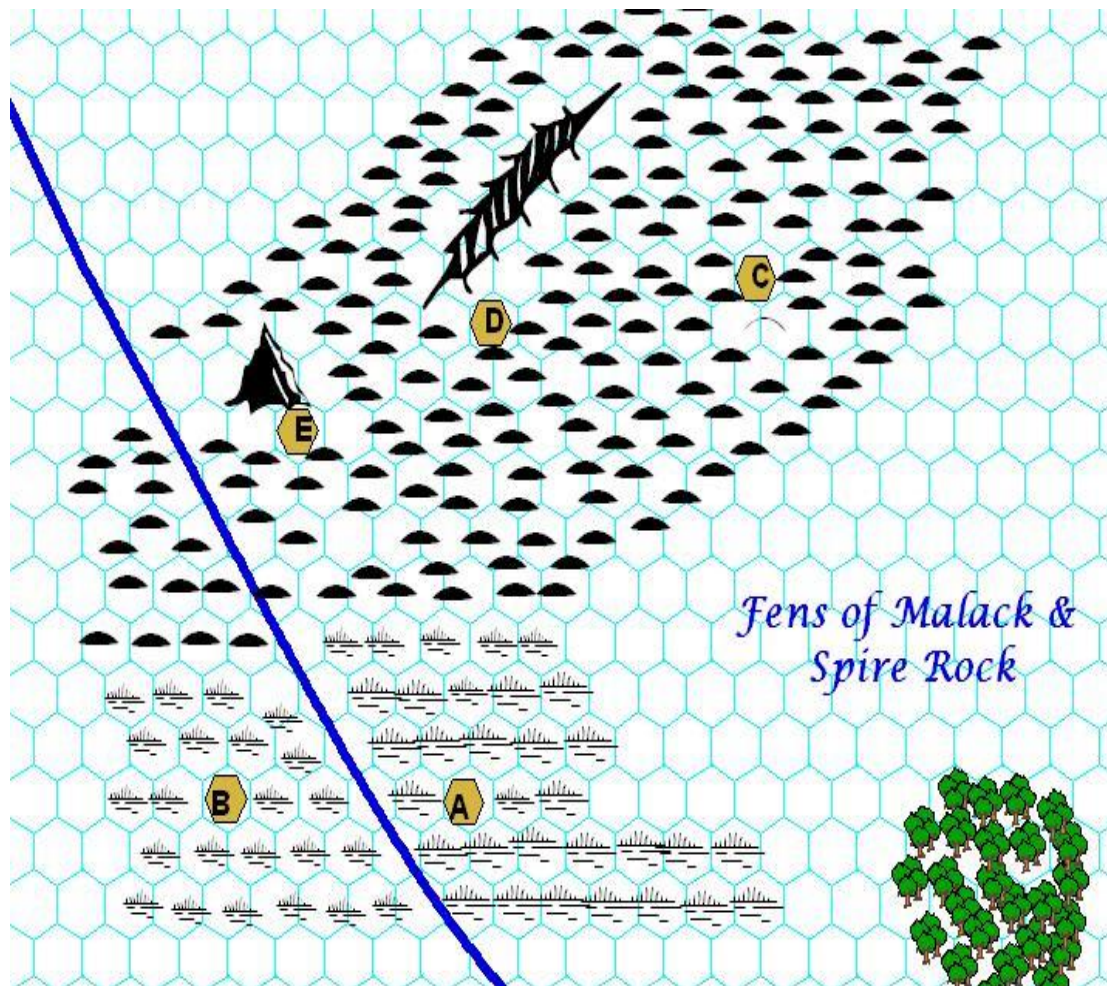
The water leading to #3 is chest deep on a human being and if an attempt is made to escape through the route adventurers will discover that the muck below the water slows their progress by 50% giving the Wyvern ample attack time.

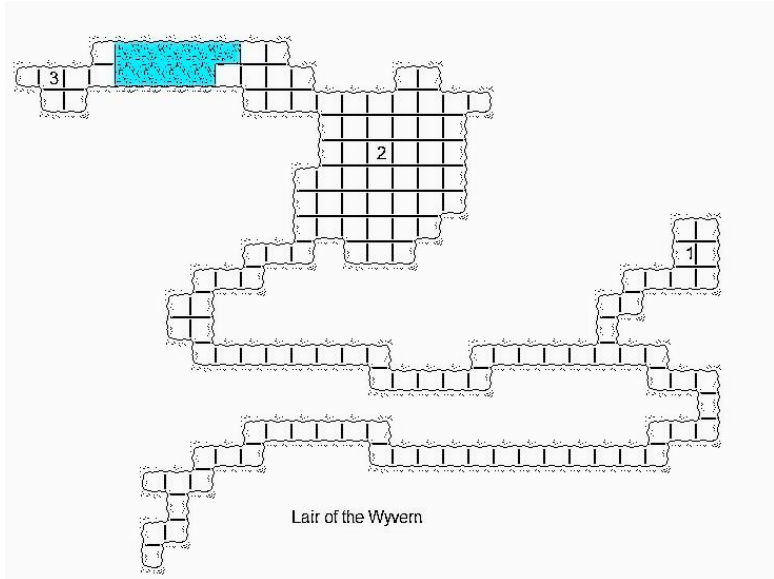
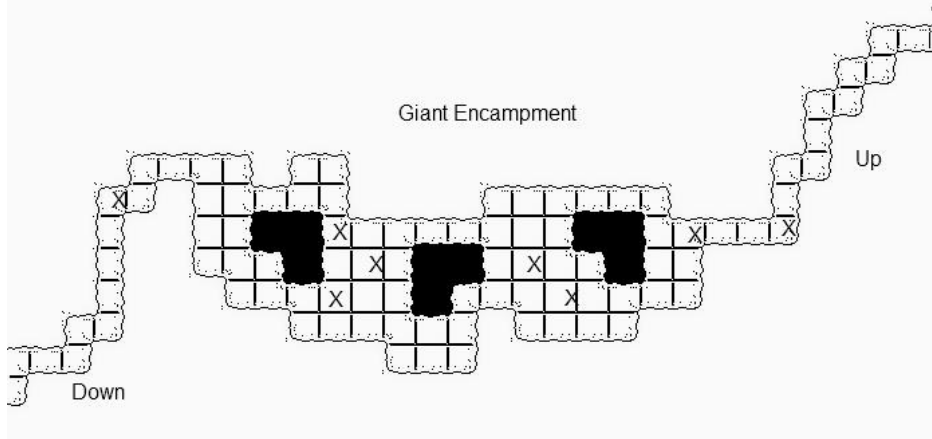
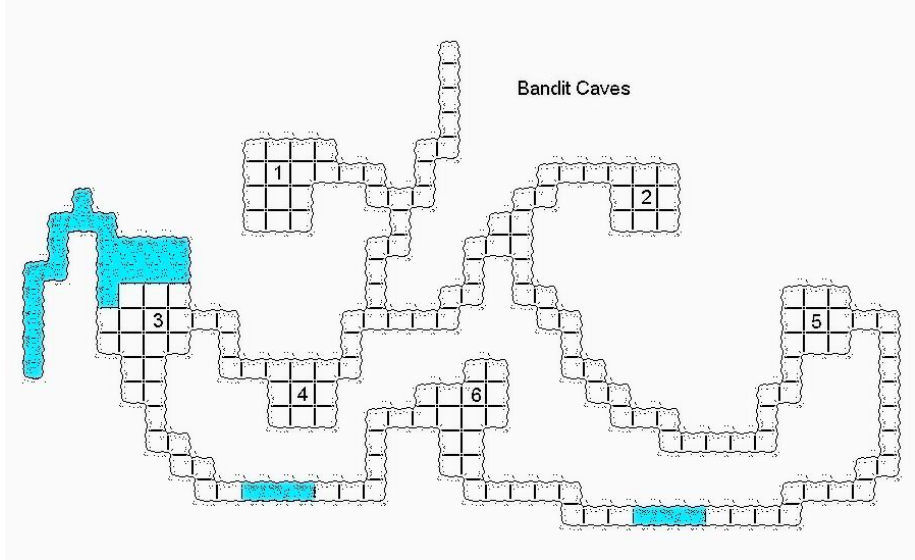
MONSTER: Wyvern AC 3 HD 7+7 HP 60 #AT 2 D 2-16/1-6

3. Nest of the Wyvern

Amid a pile of coins is a Wyvern nest containing three very large tan colored eggs. The area itself appears to be a tight fit for the Wyvern but a cozy one to nurse her eggs.

DM: This is the nest of the Wyvern and also its area to house treasure. The eggs can be harvested for eating or selling at 500gp each assuming they can be taken down the mountain. A pile of coins total 400 gp, 1000 sp, and 12 gems of various values totaling 350gp. There is also a full sized suit of plate mail.







WANTED



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