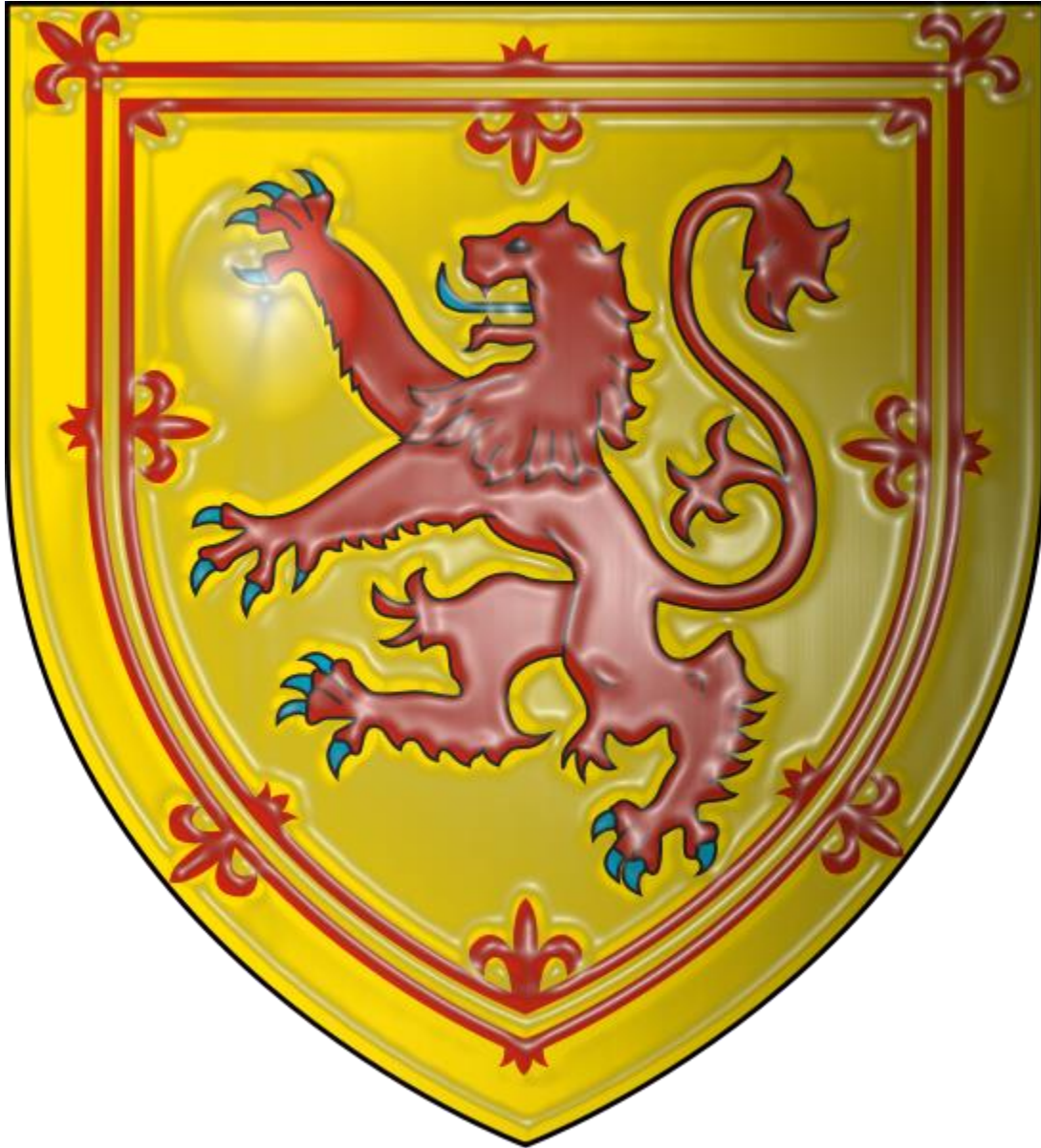


Adventure in Filbar



FO2 – Forstal's Final Rest

Forstal's Final Rest

Player's Background:

Thirty years ago a group of adventures went into the cave complex near the town of Logan's Bluff. The village and surrounding area had been beleaguered by a humanoid band of Trogs. The Trog population rampaged throughout the area for several months. A cry was heard in the wilderness and a hearty group of adventurers came to the rescue.

The adventurers were able to overcome the Trog population and closed down their cavern headquarters. The brave heroes were led by the fighter Delatin Forstal. During the final battle underground Forstal fought off Trog after Trog to allow his fellow adventurers an escape route. As his strength began to wane he was rescued by one of his party. The mage Seltin cast forth a mighty fireball which decimated the final contingent of Trogs thereby allowing time to bring Forstal back to the surface. There among the fresh air Forstal perished. The heroes of the cavern constructed a tomb for Forstal shortly thereafter. Within the tomb was a monument to Forstal himself-savior of the land.

The tomb itself is somewhat of a local shrine that visitors often see while in the area. The town of Logan's Bluff benefits from this patronage and the townspeople help with the upkeep of the shrine. Recently strange noises have been heard in the crypt area. Some believe that noises are the reawakening of the evil that had plagued the countryside. As these rumors have flourished the patronage to the shrine has subsided considerably. The town elders have once again called out for heroes to get to the bottom of the mystery.

DM Background

In some ways the rumors are true. When the heroes of the caverns sealed off the area they left behind a few caverns that went unsealed. Although the caverns were sealed off some of the Trogs were able to get through the rubble and have set up life in the abandoned caves below the tomb. To further complicate the situation a small tribe of Bullywugs have recently relocated.

The Bullywugs set out on a river a few leagues to the North. During their trip they encountered a cavern complex that the river led into. At the end of their journey the Bullywugs went over a subterranean waterfall which deposited the creatures into the caves underneath Forstal's Tomb.

The Bullywugs have cleaned up the scattered debris and made the caves their home. During the initial search of the caves the humanoids discovered the few remaining Trogs and were subsequently enslaved by them. Although the Bullywugs outnumber the Trogs the strength factor keeps the lesser amphibians at bay.

The caves that are still occupied in the complex are fairly clean due to continued maintenance by the Bullywugs. The lower portions of the cave are coated with varying levels of muck due to the general nature of the caves. The climate in general is cool with the exception of the water in area #4. The water is from the upper reaches and eventually from the surface. This area is warmer than the other areas and is used for food gathering in the form of fish from the surface.

In the bottom reaches of the caverns will be found the current combined wealth of the occupants. The Bullywugs are currently happy with their lifestyle but the Trogs have other things in mind. The last remaining Trogs want desperately to return to the surface world where they plan to take revenge on those who ruined their lives. The problem the Trogs cannot overcome is finding a way out. The Trogs realize that the exit lies in the ceiling of area #1 but are unable to obtain enough leverage to open the trapdoor. The Trogs are smart enough to realize that any future incursions upon their territory will mean that a new entrance has been located or the old entrance has been reopened. The Trogs will make every opportunity to escape from the caverns and take their revenge on each and every human and demi-human that they discover.

1. TOMB AREA

The bronze doors squeak open and reveal the cobweb filled tomb area of Delatin Forstal-Hero of the Caverns. The red granite floor is covered in a thick coat of dust. The walls of the tomb are covered with murals depicting various battles in a set of caverns. In the center of the room is a large stone coffin. In the back left corner of the tomb is a large slab of basalt with engraved runes on it.

DM: The tomb area of Forstal has not seen many visitors recently but still has a shroud of magnitude surrounding the memorial. The basalt tablet details the life of Delatin Forstal and his heroic deeds to fight off serpent men of the caverns. The

history pays particular attention to his final stand against the overwhelming odds to allow his companions fight their way to freedom.

The coffin is the final resting place of the hero. The lid can be lifted to reveal the skeletal remains of Forstal. The skeleton is still encased in banded armor still stained with the blood of many foes. A long sword resides in a scabbard around the waistline of the armor and can be used if needed. A slight draft can be felt as if the old warrior still lived on.

The draft is an air current coming from the caverns below. It will take a combined strength of 36 points to move the large coffin. Once this is accomplished a trapdoor will be located. When the door is opened the draft will increase to a breeze. Darkness will be the only thing visible and the floor below extends down 15 feet.

2. ENTRANCE CAVE

The floor below is dry and rocky. Several small rock formations exist in the area and the whole place is very dark. Very little light comes from above. Once illumination is obtained you notice the presence of some large humanoid skeletons on the floor. A broken spear is in the center of one chest.

DM: This cavern is the entry/exit point for the caverns. This was the sight of the first and last battles for the cavern when Forstal and Co. made their heroic journey into the darkness. The floor of this cave is dry due to the elevation however this ends rapidly as the delvers leave the cavern through the exit to the North. Halfway down the passage the delvers will know that the floor is sloping. Other than the skeletons there is nothing of note in this cavern. The bones represent the last attempt of the Troggs to kill the human invaders. The attempt did succeed in the fact that no other adventurers have attempted entry to the caves.

3. MUD CAVE

The passage slopes dramatically the farther the delvers explore. As the passage slopes the flooring becomes slick due to a thick coating of mud. The trip down ends in a small cave with grunting and slurping noises. As you round the bend yellow eyes come into view, three pairs of yellow eyes.

DM: The cave bottom is covered with a thick viscous coating of mud. This feature has made it very attractive for the current occupants. Three creatures are rolling in the mud and enjoying themselves. It has been several months since they have seen humans and are taken aback by the presence of the adventurers. This will not stop the Bullywugs from attacking as they know of stories about humans and the hatred born of the bullywug race. These Bullywugs do not have any weapons as they are only relaxing in the mud cave. Further they do not have any treasure.

Monsters: Bullywugs (3) AC6 HD 1 HP 5ea. #AT 3 D 1-2/1-2/2-5

4. POND CAVE

The sound of running water comes towards you as you travel down the passage. Rounding the corner your light reflects off of the large pond in the Northern portion of the cave. The pond is fed by a small river in the wall. A rift separates this cave from a lower section of what appears to be another still larger cavern. Seven large frog creatures are near the edge of the pond with spears. They appear to be fishing until the illumination alerts them that they are not alone.

DM: This cave supplies the occupants with a food source as a moderate amount of fish are emptied into the pool from the world above. These fish are then easily caught by the "great bullywug hunters". The fish are the main staple of the dark citizens of the caves.

The Bullywugs are very adept at using the spears and will not hesitate to use them as defense. The Bullywugs will also realize that the force will need to be dealt with quickly,

Monsters: Bullywugs (7) AC6 HD 1 HP 6x4, 5x3 #AT1 D 1-6 no treasure.

4a) THE DROPOFF

This section of the cavern is a large drop off. The sides are very slick and the descent is approximately 10'. It can be successfully scaled with rope but those who land first will be immediately attacked by those who roam below.

5. COMMON AREA

The floor of this cave has numerous puddles of moisture around it. Sounds of oncoming creatures begin to become quite audible. It becomes louder as you stand waiting for the others to come down. You start to realize that you will be meeting with a large group of creatures alone unless your fellow party members hurry up.

DM: The creatures coming to attack are Bullywugs. They are certainly aware that the presence of adventurers will cause a serious threat to their somewhat peaceful environment. This cavern is used as the common room for the Bullywugs and does have several old campfires in it. Upon hearing the commotion of battle in the area above all fires have been extinguished and all subjects in the common room have armed themselves for battle. By the time the second adventurer is almost down the slope the Bullywugs will be starting their approach for battle. Three Bullywugs per round will show up and attack until all twelve have been accounted for.

Monsters: Bullywugs (12) AC6 HD 1 HP 8x2, 7x5, 6x3 5x2 #AT1 D 1-8 as per spears.

6. ARMORY

This small cave appears to be dry but the passageways to get there were all sloping down. As you approach you can hear shuffling noises coming from down the passage where a small cave is. As you near with the illumination you observe four humanoids fast approaching with barbed spears.

DM: This small cave is used as the armory for the Bullywugs. Other than the guards presently here there are also 6 regular spears and 4 barbed ones. Also in the room are the makings of additional weapons. Two stone axes lay against the far wall of this cavern that appears to be too large for the Bullywugs to use properly. There is also a foul stench from the Troggs that have been in this cave. They are the primary users of the stone axes.

As with the other areas of the caves there are no types of treasures present. The weapons can be sold for normal value at the marketplace should a buyer be located.

Monsters: Bullywugs (4) AC6 HD 1 HP 8,7,7,6 #AT 1 D 1-8

7. EMPTY CAVE

As you wander down the passageway you suddenly become submerged in a thick muck. As you continue you notice that tunnel slopes down and travel becomes more difficult as the muck slows you down. The cave itself is completely submerged in muck and mire. The travel is slow but not dangerous and the cavern itself is rather large and has a substantial floor to ceiling rock formation with sparkles in it.

DM: As stated above the travel is slow and aside from the intermittent drops in the floor fairly safe. The rock formation in the center has small deposits of quartz in it but it is low grade ore and not worth selling. The deposits can be picked out but the going will be slow and non-profitable. Other than the quartz there is nothing of interest in the cavern.

8. COMMON ROOM

Well-lit is the best way to describe this area. The cavern is medium sized and has a bend in the center of the cave. Several Bullywugs are in the cave and appear to be involved in various activities. Due to the presence of light in the cave they do not appear to notice your presence.

DM: This cavern is used as a common room for the Bullywugs. The area has been designated for regular use by the clan. There are currently six Bullywugs present in the room at this time and none are armed. There are two small tables with papyrus on top. Bullywug writing can be seen but not understood even if the language proficiency is present.

Once the Bullywugs discover the adventurer's presence they will attack without fear. The Bullywugs will realize that any penetration to this depth will mean that any further assistance from the others will not be available. The Bullywugs have no treasure in this area.

Monsters: Bullywugs (6) AC 6 HD1 HP 7x2, 6x4 #AT3 D 1-2/1-2/1-5

9. LEADER CAVE

Just like the cave before this cavern is well lit. Unlike the prior cave this cavern has a long walnut table in it that appears to have the boards lashed together with rope. Around the table is six Bullywugs.

DM: This cavern is used by the bullywug leadership for planning and other things. The table is actually one of the rafts that the Bullywugs discovered the cave with. The Bullywugs around the table are the leaders of the clan. Each bullywug has the wicked barbed spears that have been seen in the other portions of the complex. The leader attacks as a 2HD monster and receives +1 on all damage rolls due to his ability as an experienced warrior. His retinue of assistants are all full hit die creatures and very adept at using the barbed spears. All of these Bullywugs fight without fear and will not quit fighting until they die.

Monsters: Bullywugs (6) AC6 HD 2, 1 HP 15, 8x5 #AT 1 D 1-8

10. TROG ANTECHAMER

The tunnel slopes down at an increasing rate and empties into a very large cavern. In the center of the cavern is a large rock formation with more quartz deposits. As you peer into the darkness you hear belabored breathing.

DM: This cavern is used by the Trogs as an antechamber for the Bullywugs who have grievances. There is always one Trog and five Bullywugs present at all times as dictated by a treaty between the Bullywugs and the Trogs. The belabored breathing is the Bullywugs as they have never known any intruders in the complex. The Trogs are those that remain from the earlier incursion to the caves prior to the bullywug appearance to the area. The Trog in this cave and the Trogs in area #11 are well aware of the danger that the adventurer party will pose to their well-being. The Bullywugs will attack first as ordered. If the Bullywugs are destroyed quickly (within the first round) the Trog will retreat and alert the Trogs in area #11. A final battle will be fought there at that time. As with the other caverns there is no treasure in the caves.

Monsters: Bullywugs (5) AC6 HD 1 HP 6,5x4 #AT 3 D 1-2/1-2/2-5

Monster: Troglodyte AC 5 HD 2 HP 13 #AT 1 D 1-8 as per stone battle axe, SA odor

11. TROG CAVE

As you near the Southern portion of the cave you notice that there is a steep drop off. Attached to the floor with iron spikes is a small rope fixture. Climbing down is fairly easy as there appears to be knots every three feet.

DM: This cavern is used as the HQ for the surviving Trogs of the original clan. There are four Trogs still remaining in this cave unless the Trog from #10 is present. These Trogs are familiar with humans and are the remaining members of the group that chased out the "Heroes of the Caverns". The Southern portion of the cave is filled with rubble. The rubble area used to be entrance to the Trog Kingdom. The heroes were able to destroy the entrance portion of the caverns and seal away most of the Trogs. A few escaped as the adventuring party retreated to the safety of the upper world.

Monsters: Troglodytes (4) ACS HD2 HP 15, 14,13x2, #AT 1 D 1-8 (stone battle axes) SA revulsion odor

Treasure: This cavern is also the resting place of the combined wealth of the Trogs and the Bullywugs. A crude wooden chest sits in the back of this cavern and contains the following:

85 gp in a loose pile

120 sp also in a loose pile

200 cp in sacks of 50 each

1 piece of gold jewelry worth 120gp

1 scroll of cure light wounds, 1 potion of levitation

3 gold rings worth 25 gp.



FORSTAL'S FINAL
REST

North



Area #2 <above> and Area #8 <below>

