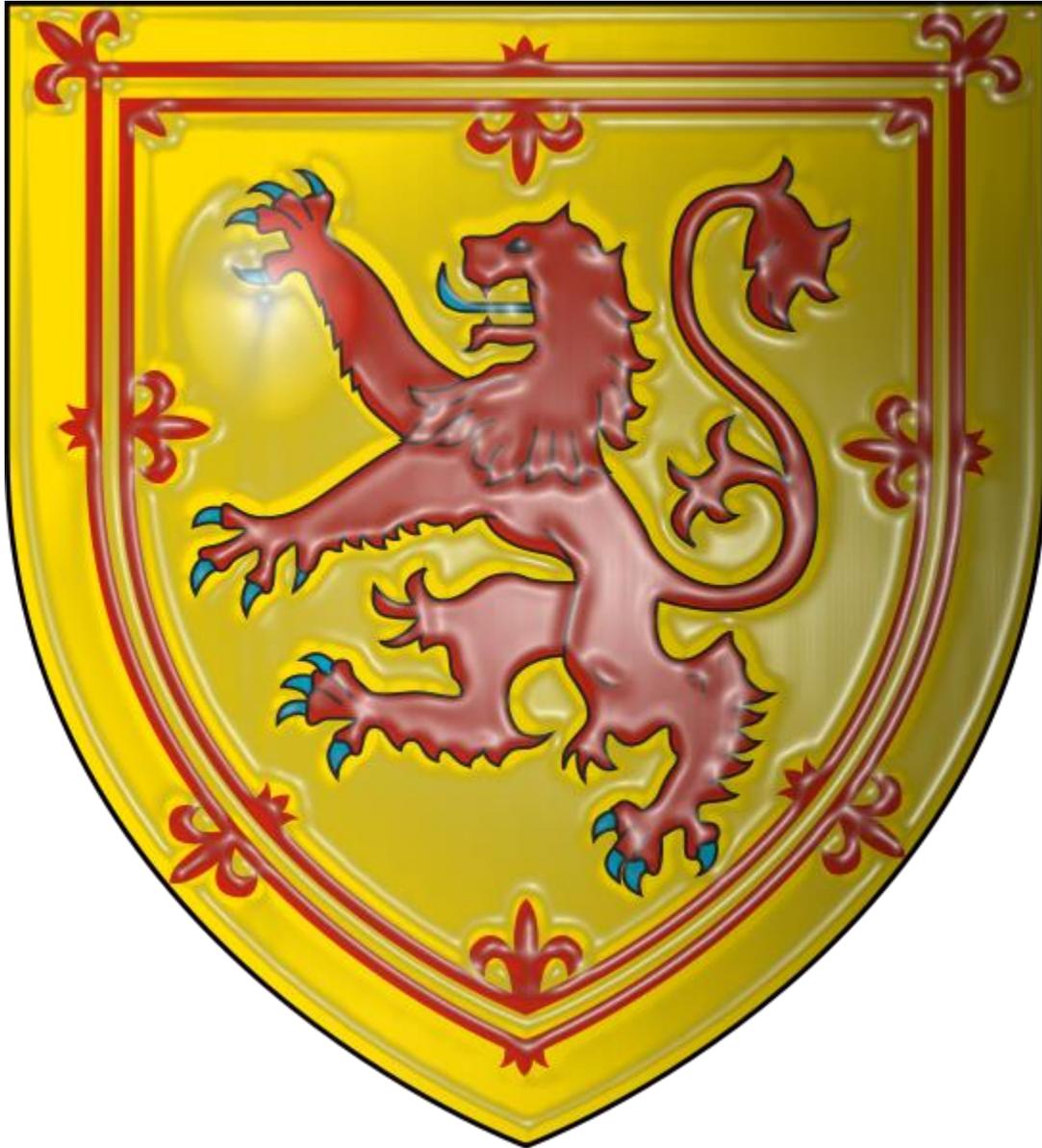


Adventures in Filbar



FQ0 - Codex of Gamber Dauch

Codex of Gamber Dauch (Daw-sch)

Very little is known about the relic called the Codex of Gamber Dauch (Daw-sch) as it is believed to have been destroyed in the Meteor of Bast in IR 176. Those who are aware of the book can only describe it from what they have heard. The relic a book made of metal pages that each contain a powerful ability or spell. The size of the book is dependent upon how many pages it had and there is no direct accounting of that number.

While the book is said to have had many owners in its day the last to possess the item was a power hungry arch mage known as Franodor of Sitel. He was said to have the book and many of its pages at the time of the meteor but it was never heard from that point on. With the devastation wrought by the boulder from the sky it is believed that Franodor and the book, like so many other things, were destroyed at that time. He is said to have had a tower in the area of the blast and would have most likely suffered unbelievable damage from the environmental event despite his power. There have never been any traces of his stronghold, magic, or holdings located.

The oldest of Elves, including the advisor to the Duke of Bast were around prior to the meteor and are the repository of information about the ancient relic. Even the wisest of sages believe that the book could not have survived the rock that struck the duchy. Those with information on the book point out that it is larger than a normal tome had two heavy bound covers that were seated with possibly dragon skin. Each of the pages was made from hammered precious metal although some report that at least one page was made from etched gemstone although this is an unconfirmed report.

Sages, mages, and Elves all believe that as a whole the item would hold immense power and should not be wielded by any one person or government. Individually the pages are just as dangerous as some of the spells would be from arcane sources and "evil magic". While all rebuke the possession of the pages many would give vast fortunes to possess even a single sheet. The pundits also believe that the covers also possess magical powers and any collection of pages would give additional powers as well. The explanation behind that is that if someone were able to possess four pages, they would have the powers that came with each individual page and at least one additional power from the collective. This is all speculation of course as no one has seen the item in over 500 years.

Another legend of the device is that each page has some type of mystical ability to “call” to other pages or have some type of ability to locate other pieces of itself. Again this sounds more like childhood myth than actual fact but one never knows!

DM Information:

The Codex of Gamber Dauch did, and still does exist. While many surmise that the meteor of Bast was sent by the gods as punishment that is only partially true. Franodor had accumulated a large number of pages and both covers of the book and was in fact attempting to make himself a very powerful deity. The gods had watched in amusement initially but as the power of the mage grew and his collection of pages increased there was a concern growing among gods and it became time to resolve the issue. The gods at the time sent the massive rock from the heavens directly at Franodor’s stronghold as he stood on his turret preparing to make himself immortal by time travelling back to before the gods and taking all of their power. Right before the completion of the spell the mage saw his own future in the fiery rock and knew he had been beaten.

The Codex was a collective relic made by multiple sources and despite the power used by the gods the book itself was not destroyed but scattered to the four directions from the blast. All but three pages of the artifact still exist. The other three pages were created by some of the gods responsible for the meteor and were thereby destroyed in that manner. With Franodor destroyed the gods went back to ignoring mankind and were under the impression that the book was destroyed and/or rendered useless.

At the time of his death Franodor had a small core group of fanatic followers called the Exterminatus. While many of this group was with him in the end, some were out attempting to uncover even more pages from the Codex. After the meteor his followers were scattered but each continued to look for any missing pages in the hopes that it would bring back their master. With these survivors present some documentation still existed and the small cult has continued to grow in the years since their leader’s passing.

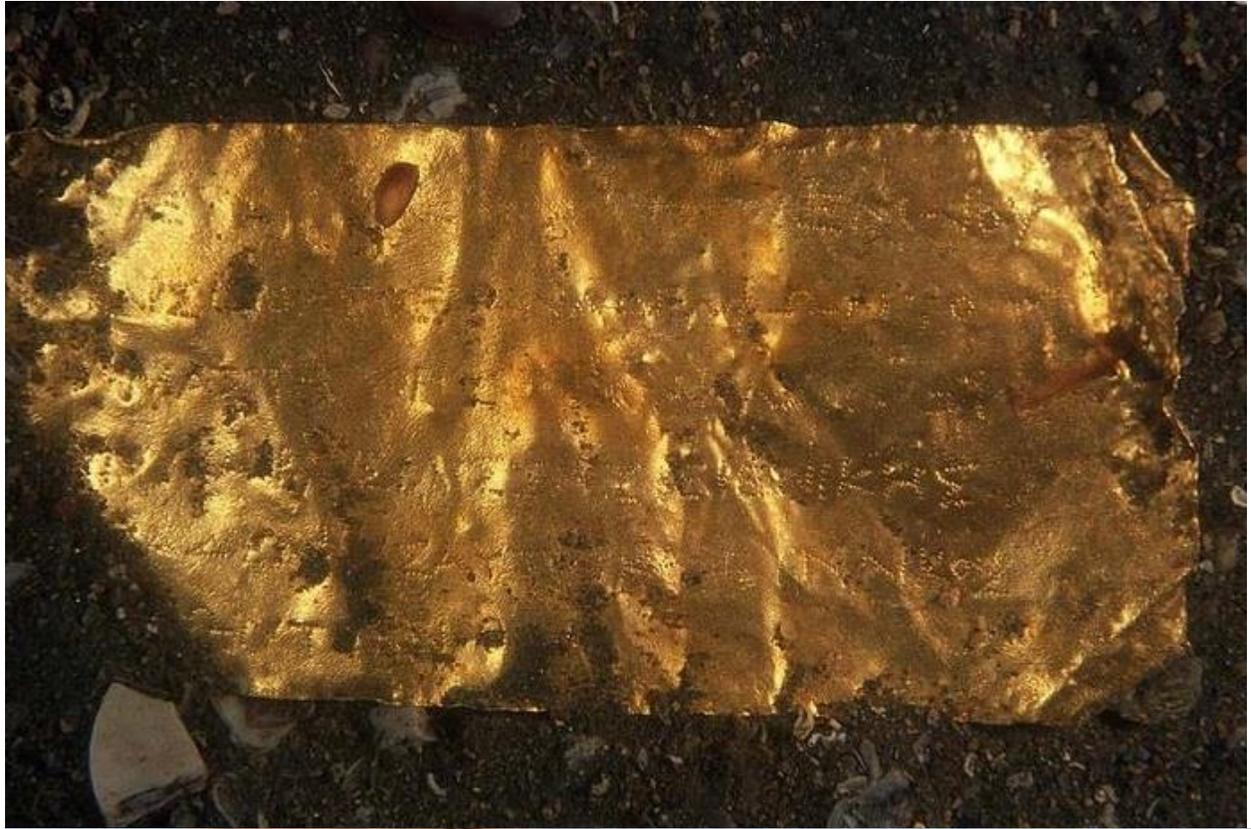
Lately a renewed surge of allegiance to the long dead arch mage has begun and many new Exterminatus followers have decided that the pages possess the ability to make them powerful and so the cult has grown and is a growing problem within the duchy. Many believe that these fanatics are nothing to be concerned of but if they go unchecked, the problems that they can cause will be exceptionally problematic.

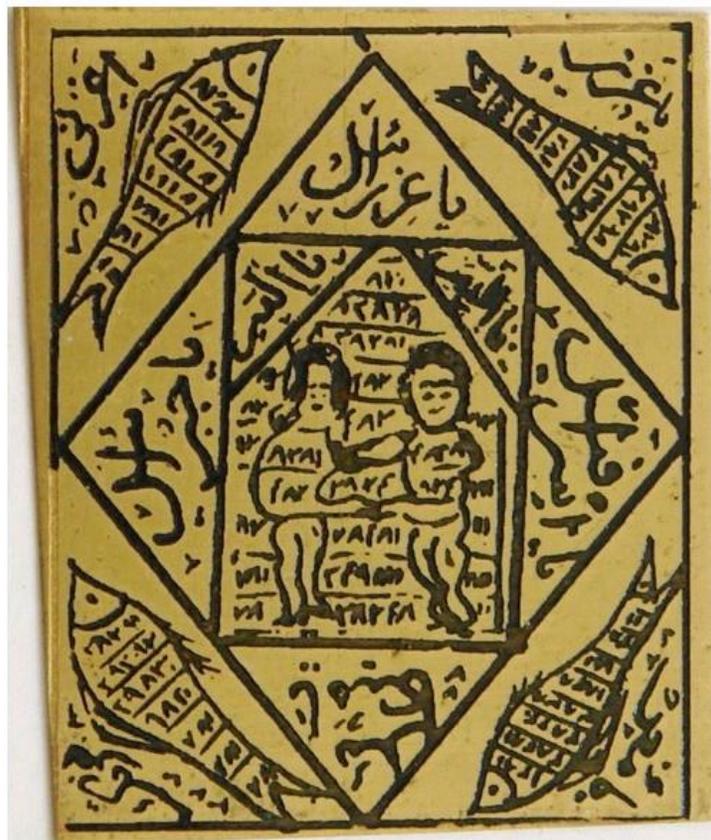
In this FQ series the Exterminatus will be actively searching for the pages of the ancient artifact and any time the party hears tale of, or finds a piece of it then the Exterminatus will hear of it as their "ears" are growing in number. Side adventures with small groups of this sect are encouraged as part of the lengthy campaign. They are identifiable by their emblem which they will wear or have tattooed to their bodies. Most of the time the sign is covered but as the cultists grow in power the symbol will be seen more frequently and with impunity.



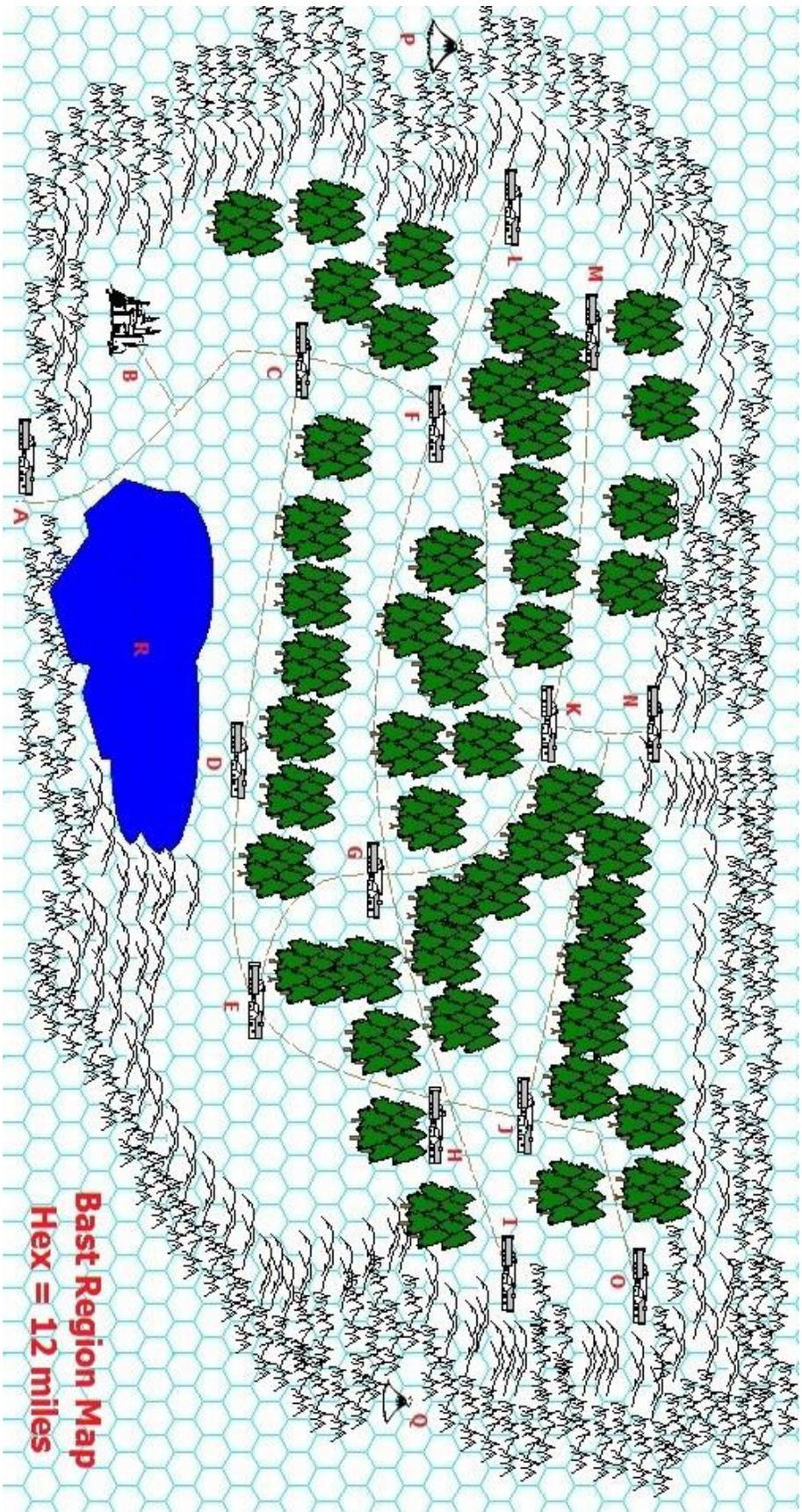
The Symbols of the Exterminatus <above> and Sample Pages <below>











Bast Region Map
Hex = 12 miles

The Filbar-Bast Quest Series

FQ1 Ruins of Heliopolis
FQ2 Poisoning of the Elba River
FQ3 Outpost of the Humanoids
FQ4 In the Caravan Service
FQ5 Journey to Oblivion
FQ6 Vortex at the Temple
FQ7 Anhkheg Dilemma
FQ8 Uprising of the Undead
FQ9 Quito Del Marco
FQ10 Enclave of the Exterminatus
FQ11 Dungeon of Telgus Miner
FQ12 Nest of Nikkal

The final programmed journey (FQ13) is finishing development and will be named in the future. This will be the culmination of the quest series for the party.