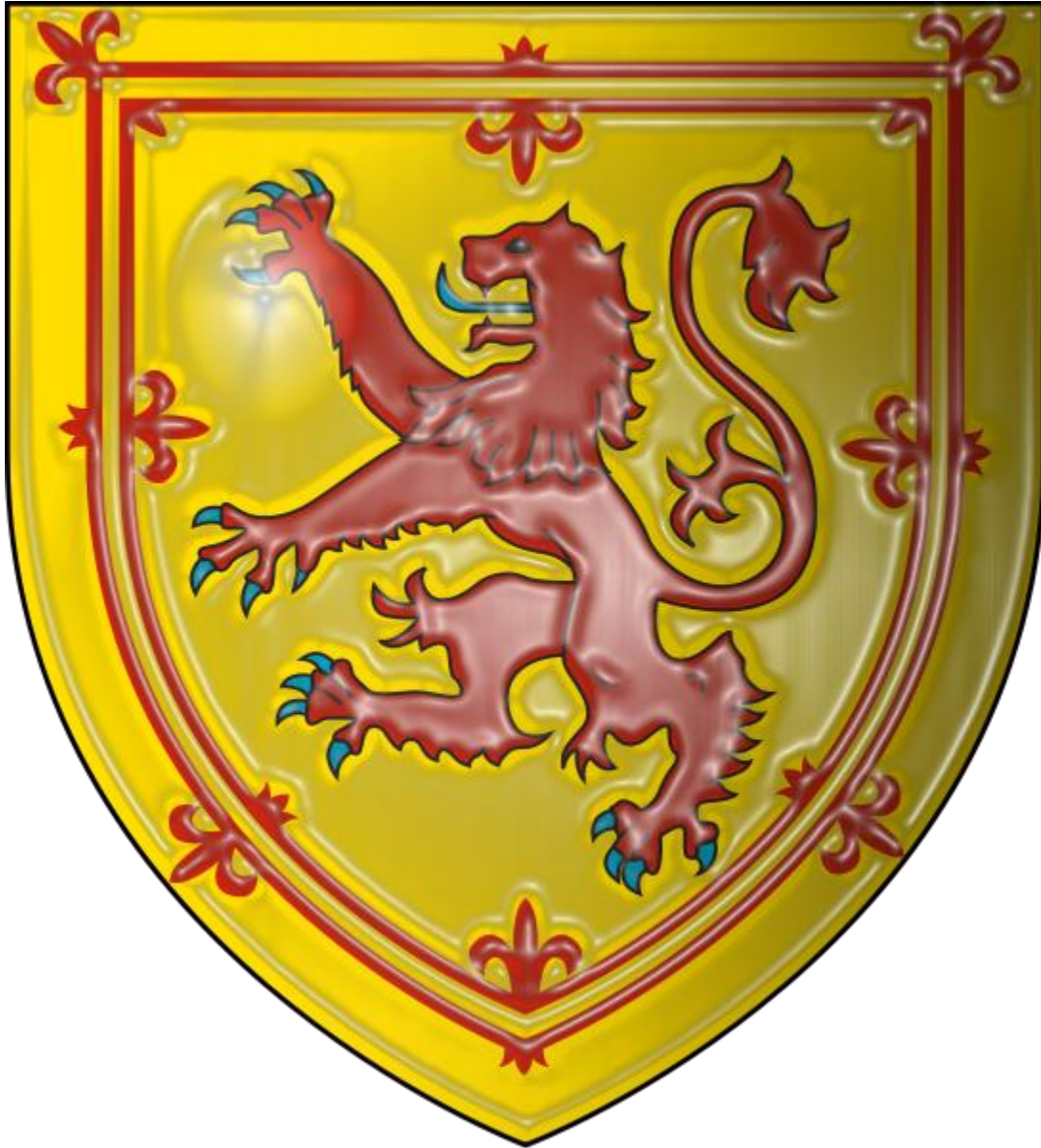


Adventure in Filbar



FS1 – Fortitude Dungeon

Fortitude Dungeon

Players Background:

A young village shepherd has been telling a tale of an opening in the ground near where his flock roams. Timby Poster thinks he has found something of great importance. He has been telling everyone that there are stone stairs leading into the depths. He was going to investigate but his flock was set upon by vile humanoids that have been raiding the area more frequently. As Timby is prone to tell "tales" of monsters and his flock came back intact this may be a hoax thought up by the young boy.

DM Background:

Over 90 years ago the small fortress known as "Castle Fortitude" was an outpost of humanity against the humanoids. As one of the first to fall during the Troll Wars the castle was demolished by the armies of darkness and reduced to rubble. Long since forgotten the world recovered and the ground reclaimed the area. Now a shepherd boy has located a hole in the ground which may hold the secrets of Castle Fortitude. Even the eldest of the village have any information aside from tales told to them by their parents. If asked the castle possessed great wealth.

If the truth be told the castle was a small outpost on the frontier. When the Troll Wars started 94 years ago Castle Fortitude was undermanned and poorly staffed. The castle fell quickly to the humanoid invaders and was broken down. In their haste to destroy the symbol of the humans the raider's destruction covered the entrance to the dungeon so it is mostly intact as it was the day the fortress fell.

Timby is prone to stretching the truth and if pressed for more information the humanoids will vary between goblins to Giants in size and ferocity. Timby is quite familiar with area and will be able to show the adventurer where the dungeon entrance is. It had been previously covered by an old log battering ram that has finally disintegrated from time. Stone stairs lead down to the dungeon itself.

The dungeon complex itself is made of quarried limestone and is intact. The ceilings are 10' high and arched throughout the structure. There is a water leak in the Southwestern tip of the dungeon that has flooded part of the cellblock. The wooden doors to the complex are somewhat difficult to open. Rotting tapestries decorate the walls and the entire area smells musty. Area #2 does have running water but area #7 and "e" the water is fetid. The wood structures throughout the dungeon are quite brittle and unsafe. Oil spouts line the walls but are currently unlit however there is enough oil left for a few hours of illumination.

1. Dungeon entrance

Flanking the bottom of the stairs are two statues of knights guarding the staircase. They are carved from stone and appear to be dressed in armor of the time. The landing is a 30' x 30' foot chamber with arched ceilings. Dust covers the floor and the statues. Unlit oil sconces are on the wall and cobwebs are scattered along the walls. The corridor goes North and South and is 20' wide. Water can be heard trickling to the North.

DM: The main entrance to the dungeon has just recently seen activity and if inspected prints will be found in the dust on the floor and some of the cobwebs will be noticeably displaced. The "vile humanoids" that chased Timby's flock have also discovered the entrance and have already gone in and are considering the possibility of a new home. Aside from the dust and darkness this area is empty.

2. Bath area

Carved archways invite entrance to this area. A large 10' square pool with a high pillar in the center is the main attraction to this room. The pillar spits out water from various heights and dusty inlaid frescoes line the two closed walls. A small grimy humanoid sits in the pool apparently searching for something.

DM: This chamber was used as a bathing area for the troops stationed here. The frescoes show daily life at the keep <if the dirt is cleaned off>. It is tiled in multiple colors and was quite the work. If checked thoroughly the eyes of people depicted are made with semi-precious stones. If pried out 14 pieces of agate valued at 20gp can be recovered. The humanoid is a goblin one of Timby's foes and it will attack.

Monster: Goblin AC 6 MV 6" HD 1-1 HP 7 #AT 1 D 1-6

3. Commanders Chambers

This chamber appears to have at one time been quite a room. Damaged pictures hang on the wall above a stone desk and a bed. Clothing debris is on the floor from an open foot locker and a tattered curtain hangs on the South wall.

DM: The curtain separates two chambers from the two commanders of the garrison. In the Northern portion under the bed is a small wooden locked box. If disturbed, a large spider will come out from behind it and attack. The key is long since gone but if opened the box will have 30 sp and 5 gp in it. This was the former garrison commander's personal quarters. The poison will not be fatal however attacks will be made at a -2 penalty until healed.

Monster: Large Spider AC8 HD1+1 HP7 #AT1 D 1+ poison @+2

The Southern portion of the chamber is the Captain of the watch's personal chambers. It is mostly identical to the Northern room except there is a secret compartment in the stone desk. Within that compartment is a vial which is a healing potion and 20 sp. The current occupant of this room is a goblin looking to find anything of value.

Monster: Goblin AC 6 MV 6" HD 1-1 HP 7 #AT 1 D 1-6

4. Barracks Room

From the bunk beds, footlockers and chairs this room was obviously a barracks. The room itself is separated into two sections both being equal in furniture and accessories. The separation walls are carved in the form of a battle scene with some chipping but otherwise of fine quality.

DM: There are 12 bunks, 12 trunks and 4 chairs in this room. The footlockers contain clothes and tabards of the keep. In two of the trunks false bottoms can be located if searched well enough. In the bottom of one is 18 sp and the other has a woman's ring valued at 25gp. Once the footlockers are started to be looked at the two giant rats in the room will focus on the PC and attack.

Monster: Giant Rat (2) AC7 HD 1/2 HP3 #AT1 D 1-3+ 5% disease/illness

5. Kitchen

This 30' x 30' room has all the appearance of a kitchen. Pots and pans are strewn about as are various forms of cutlery. A large fire pit long since unused is on the East wall. Two goblins are searching through the rubble looking for anything.

DM: This area is the kitchen and aside from the two goblins there is nothing else remarkable in the area. There is a lot of debris and if searched there will still be nothing of value found.

Monster: Goblins (2) AC 6 MV 6" HD 1-1 HP 6, 5 #AT 1 D 1-6

6. Armory

This room has tables of workshop material in it. Shelves and weapon stands are scattered throughout the room. There are still some weapons present and appear old but in working condition.

DM: This is the armory and there are still a few usable weapons in this area although most are too brittle to be used in battle anymore. Those weapons available to use are:

2 short swords, 1 long sword, 1 two-handed sword, a light crossbow and a heavy crossbow, 14 spears, one suit of chainmail, and 3 kite shields with the design of the keep on them. There is also a two handed axe which is in excellent condition. There are no monsters in this area.

7. Storage area

This large room has several doors on the South and East wall. Two chambers have no door and one of those appears to be partially submerged in water. Several piles of blankets and clothing are heaped in the floor. The room smells quite putrid.

DM: This room was used for storage for the keep. The two open chambers have nothing in them. The rooms with doors have what would have been rotted food 90 years ago now just different piles of dust. Inside the biggest storage chamber is a giant centipede. There is nothing of value in this room.

Monster: Giant Centipede AC9 HD1 HP 2 #AT1 D poison @+4 (incapacitation)

8. Cellblock

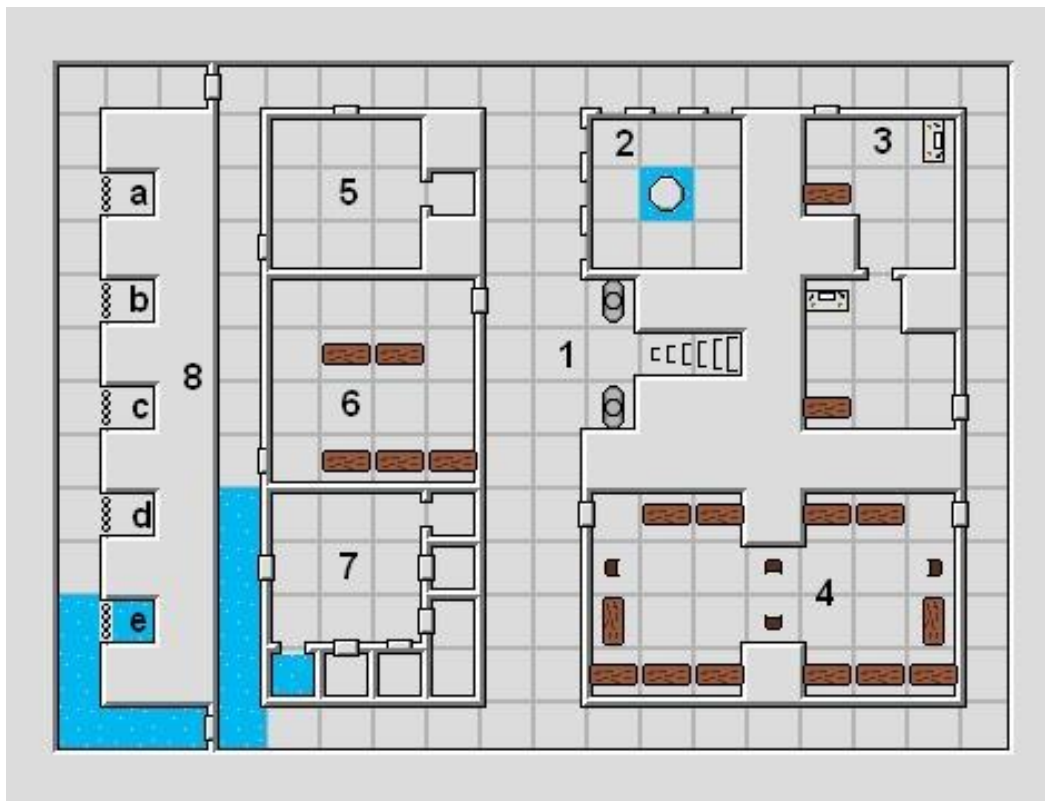
This long hallway has 5 doors with metal bars on it. It resembles a cellblock. The furthest South cell is underwater. The doors have simple drop arm locks on the outside.

DM: This area is a cellblock with only one remaining original prisoner in it. Cells "b" and "d" are currently empty. Cell "a" holds a goblin that ventured into it and had the door lock behind him. He is currently waiting for his friends to find him. Cell "c" holds a skeleton. How it got here is a mystery. On the floor in this cell is a small belt pouch with 3gp in it. Cell "e" is the home of a giant leech with a nasty temperament and no treasure.

Monster: Goblin AC 6 MV 6" HD 1-1 HP 7 #AT 1 D 1-6

Monster: Skeleton AC 7 HD 1 HP 8 #AT1 D 1-6 SD edged weapons do ½ damage

Monster: Giant Leech AC 9 HD1 HP 6 #AT1 D 1-4





The entrance to the dungeon above and the stairwell below





Fountain from area #2 above and a tabard example below

