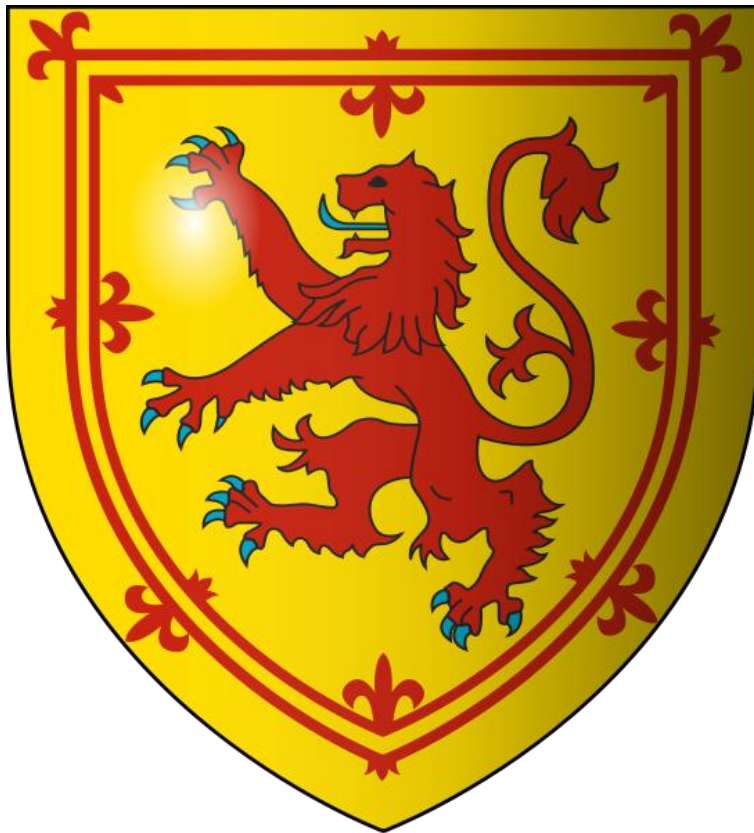


# *Filbar*



*F3 - Adventure in Skull Pass*

# ADVENTURE IN SKULL PASS

## PLAYERS BACKGROUND

Near the edge of the Border Hills in the Duchy of Fibar lies the farming town of Feastelburg. This village was born from the need of a trading outpost for the farmers in the area. Over the years the community has come to be known for its wine distilleries. The temperate weather made the area an optimum spot for the growing of vineyards.

Feastelburg is also the village responsible for bringing out a trade agreement with the Dwarves who reside in the Border Hills. The Dwarven population had previously preferred to be left alone until they discovered the beverages produced in Feastelburg. Although the Dwarves dislike wine, the mead produced in the area rivals the dwarven product. The Dwarves have also exchanged foodstuffs for gemstones and other dwarven crafts. Overall the trade agreement had benefitted both cultures.

The trader route between Feastelburg and Dwarven city of Havendale has been a prosperous one for all parties concerned. Recently however several trader groups have been attacked and robbed. Some of the groups have never been seen again. The survivors have returned with mind boggling stories that have frightened young and old alike. The tales have ranged from rock hurling giants to beast-like creatures whose fangs drip with blood. Some of the trading parties have returned with accurate depictions but these are from battle proven soldiers most of which have left the area for easier jobs.

The mayor of Feastelburg realizes that the raids are hurting the local economy and his reign of power. Schlitz Bohrstein knows that the force behind the raids must be stopped or he will lose his coveted position of mayor. Schlitz has offered a 500gp reward to anyone who can put an end to the raids for good. Further enticement has been offered by the merchant's guild. They have put an offer of an additional 200gp for the end of the thefts. Schlitz is willing to put up some assistance but has made it quite clear that the town's money will not be needlessly thrown away on foolhardy individuals.

From all accounts obtained from the victim's the attacks all originate from Skull Mountain. This area derives its name from its unusual cave formation. The mountain itself overshadows the pass. Skull Mountain is a day and half journey to the South from Feastelburg. Good luck if you accept the mission.

## **DM'S BACKGROUND**

Skull pass is the easiest way through the Border Hills. This reason alone makes the pass a point of strategic importance. Because the pass is of such value, keeping the pass open is born out of necessity. The pass gained its colorful name because of three small caves that form the eye sockets and mouth of a skull on the side of the mountain. The nose portion of the formation is a large conifer that sits on a small plateau just above the mouth opening. The townspeople fear the area because of its appearance and children's tales detailing unspeakable horrors that reside deep inside the bowels of the mountain.

The power behind the raids is a renegade ogre shaman named Roark. He has taken a small group of goblins and turned them into an organized band of raiders. The group has been very successful in the past few months. Roark is not satisfied with the profits as his undying greed beckons him towards further expansion. This desire led him to a special insight for his goal. Roark has recently sent off several members of his band to locate new recruits. Unless the band and Roark are eliminated soon the trouble will have just begun for Feastelburg and the surrounding area.

## **ROARK**

Roark has started with the area of Skull Pass but has goals of the immediate area on his mind. Roark had to leave his ogre tribe after an unfortunate accident to the chieftain. From his "mishap" a price has been put on his head by his own people. This bothers Roark from time to time but he believes that he is currently safe in the southern portion of the Imperial Realm. For the moment he is correct.

## **SCHLITZ BOHRSTEIN**

Schlitz has been mayor of Feastelburg for over five years. Since his appointment by the members of the Merchant's Guild he has pioneered further trade with the Dwarves making the economy one of the strongest in the Realm. His leadership skills and careful payoffs of a few necessary people have all but cemented him in the mayoral seat. This recent crisis has threatened his position. His primary goal is to promote the growth of his small town into the ranking of a shire. If Schlitz were to accomplish this feat he would certainly be a primary candidate for the permanent position of Sheriff to be made by the Emperor.

## **TOWNSPEOPLE**

Simple folk has been a term used to describe the residents of Feastelburg and it does fit. The people go about their business and leave the actions of trade to Schlitz whom they have a lot of faith in as a leader. The citizens are aware of the current crisis they face but do not understand the depth of the problem. They also do not know any particulars of it.

The town itself is approximately 400 people strong. Although growing the town has maintained the air of a small village. If asked about the situation as in the rumor mill the party will discover several. The majority of people will concur with the "monster" account but the minority believes that either the Dwarves or the merchant guild are responsible. A few will even consider that Schlitz is behind the raids as an effort to make him look like a savior.

Common adventuring equipment can be located in the town with a modest markup of 10% over the prices in the core rule books. At this time Schlitz can provide one 1st level fighter or other class for a fee. It is your discretion as to any other hired swords for the adventure.

## **THE ADVENTURE BEGINS....**

As stated previously the trek to the mountain will take approximately a half of a day. If the party is equipped with fast horses the ride will be considerably less. On the way feel free to introduce a random encounter or two if the situation dictates it. Some examples would be:

- 8 Goblins used as a lost scouting party
- 1 terrified guard from a prior caravan. This subject **will not** be able to fight
- 6 Orcs in a scouting party
- a wandering band of sheep with a shepherd boy who is stupid

At some point in time however the party will arrive in the valley that runs below Skull Mountain. Any casual examination will show the party some type of movement is occurring in the cave openings and any frontal assault will be suicide. Common sense (and careful) checking will show a back door into the cave complex. It should be noted that the DM should feel free to "hit them with everything" if the party chooses the frontal assault method. Remember that lawful good characters will be very hesitant to start a forest fire to get rid of the monsters!

## **THE CAVE COMPLEX**

The back entrance can be found with little difficulty as the creatures do not expect any fighting force coming to the area in the back. The cave exterior is not guarded but inside it is. The initial entry corridor slopes down 20' and travels about 1/8 of a mile before the first encounter. The caves are of standard rock formation with the floors being slickened by the force that created the caves which was most likely rain. The passageways are varying from 10' to 15' feet in some areas. The complex is lit intermittently by torch light and any unnecessary noise will be heard by the occupants.

## 1) GUARD CHAMBER

Climbing down the rock hewn passageway a dim light can be seen 50' ahead of you. The light appears to come from a small cave to the West. Humanoid grunting and laughter can be heard as you make your way forward.

**DM:** The noises are being made from the goblin guards. The guards are currently involved in a heated game of knucklebones with stakes of 10cp. The interior of the small cave is sparsely decorated with a small wooden table and four chairs. On the table are the stakes contained in a trader's helmet (7gp), and a pair of dice. Torches are set in the wall along the side of the chamber. An iron chain set in the far wall holds the leash for the guard wolf.

**Monsters:** Goblins (4) AC6 MV6" HD 1-1 HP 5 #AT1 D 1-6 short swords  
Wolf AC7 MV18" HD 2+2 HP 14 #AT1 D 2-5

The goblins do not expect intruders on the initial foray into the complex. Upon further attacks against the complex the goblins will be ready to deal with intruders. Upon first attack the goblins will attempt to free the wolf from its chain and also send a guard to alert other members of the encampment.

## 2) KENNEL TRAINING ROOM

This rather large cave has sounds of growling and barking. The reason being is that it is used for training the wolves for guard duty. Numerous torches adorn the wall for the illumination necessary for the training. The contents of the room are a table, a bench, and some arm protectors. Also among the contents is a bullwhip.

**DM:** The wolves are currently locked into a small alcove in the Southeastern portion of the cave. They are held in place by a small metal gate that is secured by a simple latch. Again, getting the wolves into melee will be the goblins primary concern. The wielder of the whip will be able to keep the wolves at bay.

**Monsters:** Goblins (6) AC 6 MV 6" HD 1-1 HP 5 ea #AT1 D 1-6

Wolves (2) AC 7 MV 18" HD 2+2 HP 14, 13 #AT1 D 2-5

Each goblin is armed with a short sword

### 3) TRAPPED CORRIDOR

This intersection is unlit as are all the passageways. There is a noticeable amount of debris and refuse in the middle of the area. A small humanoid skull sits in the middle of the passageway.

**DM:** This passageway is trapped. Should anyone go to the center of the passage to investigate the small skull the trap will be sprung. A large net is buried under the debris and will spring upwards and trap anyone within 10' into a hanging net. After two rounds from the springing trap goblins from available areas will arrive to investigate. The pulley stone will be noticed if the Southwest wall is examined closely. This stone will release the trap but it is hidden in some moss on the cave wall.

### 4) Kitchen

A slight gurgling noise can be heard upon entrance to this lit and unusually warm cave. Various items used in cooking can be found in the outer area. Small knives, chopping blocks, meat, and sacks of perishables are located her. A warm glow can be seen in the Northeastern portion of the cave where a large blackened pot sits

above a fire. Two small greenish humanoids tend to the contents of the cauldron. Dark smoke swirls into the air and dissipates in the cracks in the ceiling of the cavern. The humanoids spot you and immediately arm themselves with swords that were hung from their belts and charge toward the party.

**DM:** This area is obviously the kitchen area. A variety of food tasty and otherwise can be found here. Some of the food is obviously stolen as is evident from the packing.

**Monsters:** Goblins (7) AC 6 MV 6" HD 1-1 HP 5 #AT 1 D 1-6 short swords

## **5) COMMON ROOM/DORMITORY**

Numerous blankets and bedrolls cover the floor of this immense cavern. It is obvious on first glance that this room is the sleeping quarters of the main bulk of the goblin group. The Southern portion of the cave opens out for a breathtaking panorama of the pass. Eight small green humanoids are currently here. Half are currently awake.

**DM:** This area was designed to cause the most damage to the party on the first level of the complex. Creative thinking will produce favorable results. Any subject thrown from the mouth of the cave should be given a saving throw vs. dexterity for catching a hold of the side of the mountain. Goblins will fail unless the party is having too easy a time of the complex.

**Monsters:** Goblins (8) AC 6 MV 6" HD 1-1 HP 5 #AT 1 D 1-6 short swords



## 6) GOBLIN TREASURE CAVE

The entrance to this cavern is guarded by a Goblin armed with both spear and sword. There is no illumination here and you can barely see the guard.

**DM:** In truth there is a goblin guard at each entrance to this cavern. These guards are aware that they will not be able to deal with intruders on their own and each will call for help if attacked. This cavern is the treasure trove for the goblins themselves. It contains those items that Roark did not feel he wanted or needed. He keeps morale up by giving the goblins some items of treasure as their own.

**Monsters:** Goblins (8) AC 6 MV 6" HD 1-1 HP 5 #AT 1 D 1-6 short swords

**Treasure:** 200sp in a loose pile, man sized suit of Chain mail, 1 case of wine valued at 50gp, a large tapestry valued at 40gp, a +1 dagger a small oak box containing a necklace of three moonstones for a value of 35gp

## 7) ENTRANCE TO THE UPPER LEVEL

This cave is dimly lit and a large net spans the middle section of the floor going up into the ceiling spiraling up through a strange rock formation. The top cannot be seen due to the netting following the rock formation up. The floor of the cave is littered with leaves and other small debris.

**DM:** This net is used as an access way to the upper levels. It is not guarded on the lower level as the upper level is not interested in this cave as there are guards posted upstairs. The net will support the weight of up to three people at a time as it is strong enough to support Roark.

## **8) GUARD OUTPOST**

This large cavern branches off to the right and straight ahead. A large boulder is set against the wall to the right. There are currently three of the same greenish humanoids guarding this chamber. The one to the left begins to yell something as two others come towards you waving their swords.

**DM:** These are the goblin guards of the upper level. The one yelling is doing so for the benefit of the personal guards in area #10. Help will arrive in two rounds from the personal guards and in three rounds from area #11 the Chamber of Roark.

**Monsters:** Goblins (6) AC 6 MV 6" HD 1-1 HP 6 #AT 1 D 1-6 short swords

**Monsters:** Orcs (4) AC 6 MV 6" HD 1 HP 8 #AT 1 D 1-6 short swords

## **9) SPY CHAMBER**

The floor of this cave has large clumps of moss and other solid debris on the floor and the cave is unlit and apparently empty.

**DM:** This area is used by Roark for purposes of spying on his goblin raiders. The moss and other debris can be removed so that Roark can listen in on the goings on of the goblins. There is nothing else of interest in this room.

## **10) CHAMBER OF ROARK**

Compared with the other caves this one is lavishly decorated. What appears to be a makeshift altar stands against the Western wall. Small pots of reddish liquid sit

on the altar. Numerous candles adorn the walls and a large humanoid statue hangs from the ceiling. The idol itself has two shiny gemstones for eyes that give off an eerie blue glow in the candle light. Also in this cave is a small cask appearing to contain ale. The entrance way to the South opens up to provide a fantastic view of the surrounding countryside including a view of Feastelburg in the distance.

**DM:** The eyes of the idol are sapphires (250gp ea.) and this is the chamber of Roark the Ogre leader of the goblin raiders. Roark used to be a shaman for his tribe before leaving the band to suit his needs. The cask is filled with a fine wine taken from one of the raids and is worth 200gp. If the altar is destroyed an optional 25 xp can be given for thoughtfulness and honor to better deities. The room is otherwise Spartan in appearance as Roark prefers to keep valuable items behind the boulder as the goblins are not strong enough to remove it.

**Monster:** Roark AC 4 MV 9" HD 4+1 HP 30 #AT 1 D 1-10

**Escape** - Roark is strong and agile enough to scale down the mountainside on his own with a minimal amount of treasure. He will not throw his life away foolishly

## **11) ARMORY**

This large cave is the weapons room. This chamber is always guarded by two green humanoids that stand ready as you approach unless you meet them at the top of the net. A large pile of weapons sits in the middle of the cavern and behind them is an opening in the Southern wall exposing a view of the valley.

**DM:** The goblin guards will vacate their station should the guards from area #8 call for assistance. Although no one has ever reached the upper level alive these guards and Roark know that they will be capable adversaries if they have made it this far.

**Monsters:** Goblins (10) AC 6 MV 6" HD 1-1 HP 6 ea #AT 1 D 2-8 morning stars

**Monsters:** Orcs (8) AC 6 MV 6" HD 1 HP 8 #AT 1 D 1-6 short swords

**Treasure:** The contents of this room have been placed here as they are the no valuable spoils of war. Included in this room are 3 quivers of 10 arrows each, 3 short bows, 1 light crossbow with 15 bolts, 2 footman maces, 4 spears, a broadsword and one staff. These items are in good condition and were taken from caravan guards who were killed or fled.

## **12) TREASURE ROOM OF THE RAIDERS**

There is a large boulder sitting against the wall at an odd angle and there is nothing in this room.

**DM:** Upon closer inspection the party will notice that the boulder does not sit flush against the wall and is apparently a door of some type. The boulder will need a combined strength of 24 to move without injuring anyone. Once the boulder is removed and light is added to the cave the party will realize that the treasure of the raids sits before them. This treasure can now be removed from the caves. It will be up to the DM to decide if the owners of the property will attempt to reclaim it.

**Treasure:** 500sp in a pile and in small bags, a highly polished suit of chain mail for a human a gold necklace with pearls worth 120gp, 2 wooden chests containing

100gp and 50sp respectively, a coffer of spice worth 25gp, 2 tapestries valued at 50gp each, 4 casks of ale worth 50gp each, a small steel box trapped with a sleep gas save vs. breath weapons or sleep for 10 rounds. Inside the box is a sack with 50ep, 40cp, and an aquamarine gemstone worth 45gp. Also in the pile is a red fox cape which will fetch approximately 300gp.

## **CONCLUDING THE ADVENTURE**

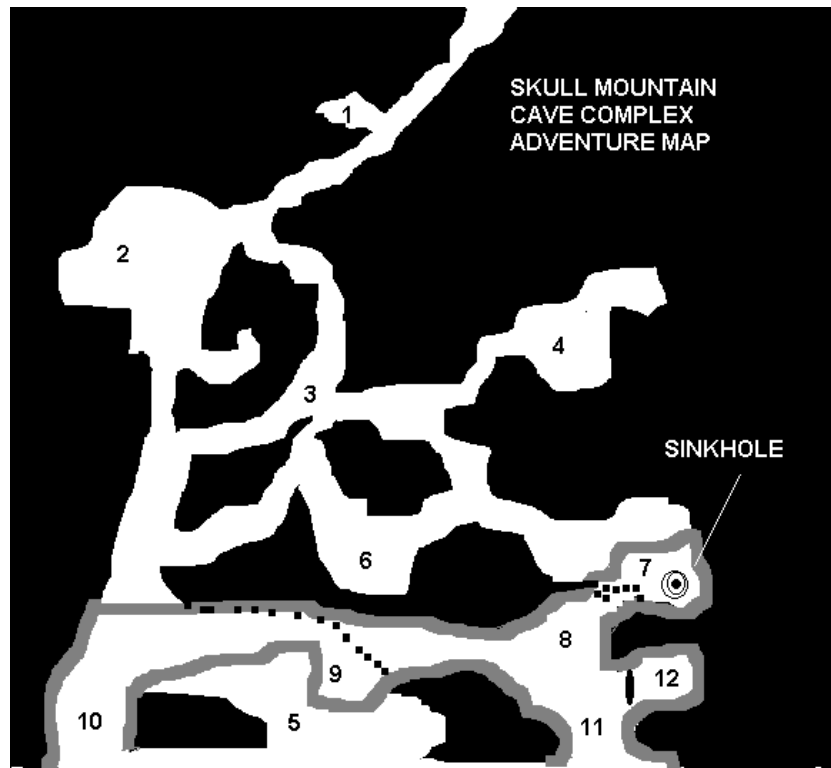
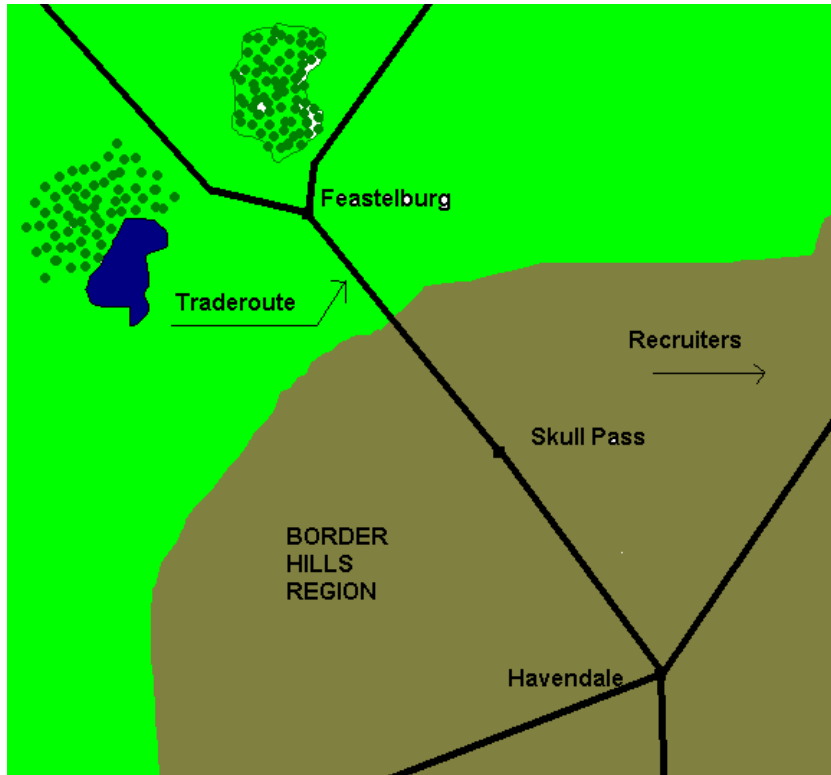
The party will return to Feastelburg to a hero's welcome assuming they can provide evidence that the threat has been eliminated. If this is done a feast will be held in their honor. If it is not done then the party will need to take the town's leaders to the stronghold and show them the proof. If this is done the Schlitz will offer the party the opportunity to construct a guard station at the Skull Mountain and man it for a monthly salary. If the party refuses the plan will be carried out anyway with the townspeople and the Dwarves.

Once proof has been given the rewards promised will be given out. The party will always be welcomed at the town and construction of personal homes will be offered at a discounted rate.

## **SPIN-OFF ADVENTURES THAT CAN BE USED**

- 1) Roark could be captured and returned to the ogre tribe to deal with his crimes. A neutral based party may be interested in the "bounty" received from the ogre tribe...if they get one.
- 2) Roark escapes and obtains additional support for a direct attack against the town
- 3) Roark may/may not have had assistance planning the raids i.e. merchants guild, Dwarves, or Schlitz. This information is certainly more valuable than treasure.





Gray area above indicates the upper level of the complex. The black squares indicate the overlap areas.