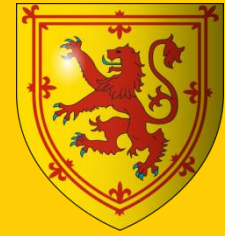


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ADVENTURES IN FILBAR

BY FRANK SCHMIDT



PENCHANT FOR ADVENTURE – 1

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 1ST LEVEL. PART OF THE FILBAR SOLO SERIES BASED NEAR THE TOWN OF PENCHANT IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Penchant for Adventure - 1

Player's Background:

With your training nearly complete your master comes to you and congratulates you on your efforts put forth during your training. Your mentor explains to you that there is nothing more they can teach you and you are now ready for life on the road to adventure. Before you are released from training the teacher makes one final request of you. The Bu-San Monks have lost the head of their order and are ready to elevate a new person to take over. Your master has been invited to attend but cannot make due to other obligations. You are asked to go in their stead as an envoy. While there is nothing special about the adoration of the new head of the order, your master feels that it would be an interesting experience. You are given a map, a burro, and several day's rations. Your beloved master wishes you well and asks that you report back to him when you have time.

DM Background:

This adventure was designed to be used as a solo "filler" adventure. Penchant for Adventure – Episode 1 can be used to introduce a new player or character to the game. It can be used for any character of first level to give them a feel for the game or get them up to level two for existing characters. This adventure sends the new PC out into the world to see a coronation of a new ruler of the monks in a nearby vale. Along the way the new adventurer will find themselves in the small town of Penchant where they can purchase basic supplies and weapons before heading out to the monastery.

As an initial solo adventure the road to the monks will be fraught with peril and some adventurers will simply not be able to complete the mission and that is okay as it takes a special "character" to become a successful adventurer. This adventure has been used on several occasions as a "throw away" when the entire group cannot meet but a few or one of them can. The scenario is also used to teach a character class that your players may not be familiar with. I suggest using an open Player's Handbook as a guide to make sure the PC is

getting all the advantages of the new class in play. That being said I hope you enjoy the adventure!

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A. Town of Penchant

This small town has a variety of shops that can be utilized by adventurers for supplies and for information. The buildings are constructed of wood and wooden shingles with placards denoting their course of business with the only exceptions being the church and guard outpost which are stone and half stone respectively. The people are friendly and are just trying to live their lives without issues. Flowers adorn most of the buildings and there is a tranquil feeling about the community...in this adventure.

This scenario involves the new PC passing through Penchant on their way north to the ceremony but can serve as a purchase point for initial supplies. The town will be fleshed out in further adventures but the PC should probably stop by #8 or #11 to obtain a healing balm in their trek through the land. Both of these places sell a viscous paste that heals 1d4 +1. It is recommended that this be in short supply and be within the economic baseline for the adventurer (20gp and two doses total available).

1. Guard Outpost – Lieutenant Kateryn Hawtrey

The town has a group of guards present although their workload is rather non-existent. These men and women are led by Lt. Kateryn Hawtrey a veteran of the recent wars. She is widely respected by the people of Penchant as well as those under her command. With the town at the crossroads the guards are used to travelers and only make their presence known if visitors appear to be unsavory or troublemakers. The building here will be a place of wanted postings for any outlaws believed to be in the area.

Guards - Reynard Warde, Frances Sparrow, Amphelice Bacon, Matilda Bennett, Piers Taylor, Barnard Merys

2. Tanner & Leather smith – Christopher Vaughan

3. General Store/Pawnshop – Humphrey Staunton

Proprietor of the local merchant shop Humphrey is a rather obtuse man in both stature and outlook. He doesn't mind dealing with humans but has a noted hatred for most demi-humans to the point where he inflates prices for those of different racial backgrounds. While Penchant is a human settlement his bias only shows up when travelers come to town. If you're a human you'll get the best price on equipment, if you aren't you should be prepared to receive poor service at this location.

4. Farm – Lettice Smyth

5. Livestock Dealer – Jonathon Elynbrigge

Jonathon Elynbrigge is very tall but very skinny. His building is surrounded by fences and has a variety of farm animals present. Ordinarily he would have horses or ponies to sell but he is currently out of these animals. He does have a pack mule available for sale but is asking 30gp at this time. Like others in town he will be familiar with Bu-San Monks and the celebration that is underway at their temple. If asked Jonathon will point out that a fair number of travelers have already passed through Penchant and some were tired of the long walk and purchased his mounts.

6. Farm – Anne Cobham

7. Teamster – Geoffrey Greenfeld

8. Witch – Nicholletta Gerard

This building appears to be distressed and is decorated with strange symbols and dead animals. An elderly woman can usually be found brewing a foul smelling concoction in front of the home. The brew is her laundry and smells

bad. If the PC was directed here or stops by they will find Nicholletta Gerard present. Close to 60 years old the woman is still quite spry. If she has the chance to speak with a PC she will ask them if they wish to purchase some special herbal salve that has healing properties. She will have two jars of the mixture which can cure $1d4 + 1$ (no "1" rolls) if rubbed on wounds. She will ask for 20gp for each but would accept 10gp if pushed.

9. Jeweler – Leonard Sadler

10. Magistrate – Mary Waleys

11. The Potion Pit – James Lytton

This building seems rather new and bellows to a man named James Lytton. He and his new bride have recently settled here after hearing rumors that it was a nice place to live. James is a tinker by trade but also dabbles in alchemy. His inventory is currently low and he is lacking ingredients needed to make magical potions. He currently has a watered down Potion of Extra Healing that will heal $1d8 + 2$ or two gulps curing $1d4 + 1$. He would sell this item 20gp but would also accept a trade in strange ingredients. James will have a larger role in a different scenario.

12. Cartographer – Nathaniel Curteys

13. Hunter – Valentine Dunham

14. Town Water Supply

These three areas are open wells where citizens and farmers come to collect water for the day's needs. Each is denoted by a ring of stones and several buckets along the edge. The water is free, fresh, and cold. Each of the wells go down nearly 20'. Each of these wells allow access to a small collection of caves that play out in a different adventure.

15. Tailor – Baldwin Marshall

16. Farm – Nicholas Shelly

17. Shrine of the Holy – Alyson Stokys

This building is the largest in town and built with carved stones. A religious icon sits on the steeple indicating that this is a church. It can be the location of the PC's religion or a different one. The pastor is Reverend Sister Alyson Stokys. A veteran of the campaign trail for a few years she has settled down to help her flock through the bad times. The church's construction was paid for entirely from her funds while adventuring. It is said that she is still the areas richest person. She walks with limp where she took an arrow to the knee.

18. Blacksmith – Adam Kyngeston

Weapons and limited armor can be purchased from Adam Kyngeston, the local blacksmith. Adam can create low-end weapons but spends most of his days working on farm implements. He is more than qualified to put a keen edge on weapons but to create items will take him twice as long and cost four times as much as listed in the reference books. He is married with one daughter who is in love with her father's apprentice Boyd.

19. Guided Stick – Bartholomew Beauson

Bartholomew Beauson is the local fletcher. If a PC wants/needs a missile weapon this is the man to see. He has long flowing hair that drips into his eyes when he speaks with people. Those paying enough attention to him will realize that he is half Elven in descent but it is very difficult to determine. Strangely he is friends with Humphrey at area #3 who does not realize that young "Bart" is neither young nor half Elven. He is a soft spoken young man with excellent manners. He will not initiate conversations.

20. Brewery – Philippa Pole

21. Carpenter – Thomasine Halle

22. Farm – Sybilla Cheyne

23. Tavern of the Four Winds – Esmour Downer

The Tavern of the Four Winds is the local watering hole and place where the people have social interaction. The previous days before the PC arrived it was a hive of activity with a multitude of people present on their last leg to get to the monastery for the event. Job opportunities are usually posted just inside the door of the establishment. For those who are illiterate the barmaid Jenna Stansberry can read options to them. The owner is Esmour Downer that took possession of the business after her husband was killed. This location will be featured in depth in different adventures and may not even come to play in this one.

24. Sleepy Inn – Alys Jendryng

The Sleepy Inn is attempting to recover after the recent influx of travelers headed to see the Bu-San Monks. Currently the rooms are open and available at a reasonable price. In a few days when the coronation is complete this will not be the case and the inn will be filled to capacity. If the PC is planning on returning this way they may wish to make a reservation and put down a deposit. Alys Jendryng has been the owner operator since her husband was mauled by a bear over a decade ago. That bear has been stuffed and mounted and will surprise first time visitors as it lunges out at visitors when they come into the business.

B. Bandit on the Road

A mile outside of town you come upon a man lying the road. His leg is covered in blood and he calls out to you in a weakened voice for help. Looking in all directions you don't see anyone else in the grassy plains. "Please, I think, I think, I think I'm dying..."

DM: While this certainly sounds like a trap the blood on the leg may give the PC pause to reflect that the downed man is a victim. This, of course, is not the case. The man has soaked his pant leg in blood from a rabbit he killed while waiting for a passerby to come along to be robbed.

The man is a bandit known as Tori of Spelling. He will appear to be quite weak with blood loss and feign unconsciousness. If the PC falls for the ruse Tori will leap up and gain first attack 5 out of 6 times. The bandit is armed with a short sword and carries 14gp in coins of the realm. In a hidden pocket he has a silver ring with an agate mounted on it valued at 6gp.

Bandit: Armor Class 12 (leather) Hit Points 11 (2d8 +2)

D +3 1D6 +1 Short Sword

STR DEX CON INT WIS CHA /11(+0) 12(+1) 12(+1) 10(+0) 10(+0) 10(+0)

Challenge 1/8 (25 XP)

C. Antiqua Forest

Entering the deep, dark Antiqua Forest two things begin to become readily apparent to you. First, this place just feels scary and second, there seem to be a large amount of sinewy webs floating through the air. As you make your way down the trail you notice that the webs have been disturbed recently and are now tattered strands.

DM: This conifer forest is quite thick and is the shortest way to the coronation ceremony. The thick torn webs are a good indication at what the young PC will face a short distance into the woods. While other travelers have been through this way they moved in groups. A lone PC on a burro will bolster the creature's confidence and it will attack the party and surprise for first attack 50% of the time.

The Giant Spider will be well masked in the dim conditions and will attack from above initially. If the PC can defeat the creature the area can be searched. A careful examination of the upper limbs will find a seed pod looking item dangling

from a branch. If cut down the adventurer will discover the body of a dead merchant that fell behind his group and was felled by the arachnid. Once the pod is cut open the body can be examined. A belt pouch on the bloated body will contain 18gp and three small garnets worth 42gp.

Giant Spider: Armor Class 13 Hit Points 11 (2d8 + 2)

D +3 Bite 1D6 +1

STR DEX CON INT WIS CHA /12 (+1) 16 (+3) 13 (+1) 3 (-4) 12 (+1) 4 (-3)

Challenge 1/4 (50 XP)

D. Corpse on the Trail

Strange noises emit all around as the forest trees creak and groan. As you stay on the well-worn trail your eyes move about looking for dangers from the woods. As you move around a small bush you notice a body on the trail. Three large flying creatures appear to be sucking the blood from the body. Upon seeing you the creatures head towards you!

DM: The body on the road is a woodsman who fell to three Stirges that happened upon him. These creatures have long noses that suck the blood from their prey and the PC is now their main target.

If the creatures can be defeated the PC will be able to see the drained woodsman. Dressed in buckskin the body is missing a boot and it appears the man was running when he was killed. A silver bracelet adorns his right hand and is worth 11gp. A successful hit by the Stirges will require at least a short rest (4 hours) to regain strength to carry on as the blood loss will be a detriment. If this is not taken a -1 on attack rolls (hit/damage) can be assessed.

Stirges (3): Armor Class 14 (natural armor) Hit Points 2 (1d4)

D +5 1D4 +3 and blood loss

STR DEX CON INT WIS CHA /4 (-3) 16 (+3) 11 (+0) 2 (-4) 8 (-1) 6 (-2)

Challenge 1/8 (25 XP)

E. Cave of the Bear

As you reach the end of the trail you discover a small cave. Outside the cave is a rotting bear with flies hovering over the corpse. Several arrows are sticking out of its hindquarters and it appears it was the focus of a hunt. As you examine the scene two Kobolds exit the cave.

DM: The huntsman from area "D" had been pursuing this bear as his quarry when the Stirges found him and chased him to that area. The bear had been mortally wounded attempted to return to its lair and was mostly successful but succumbed to injuries at the mouth of the cave.

Three Kobolds had located the cave and were hiding when the bear returned. The creature is freshly dead and now two of the Kobolds have exited the small cave to check on the beast. These creatures will attack the PC and the following round the third member of the group will emerge and also attack the PC. These creatures have copper and silver coins that total 8gp each.

Kobolds (3): Armor Class 12 Hit Points 5 (2d6 - 2)

D +4 Dagger 1D4 +2 Sling 1D4 +2 (instead of bows)

STR DEX CON INT WIS CHA /7 (-2) 15 (+2) 9 (-1) 8 (-1) 7 (-2) 8 (-1)

Challenge 1/8 (25 XP)

F. Dogmen of the Forge Mountains

As the foothills of the Forge Mountains loom ahead of you a scream is heard and a Kobold jumps from the underbrush. The creature charges at you with a

menacing blade as a second Kobold emerges swirling a sling around his head. The fight is on!

DM: The entrance to the secluded Vale of Silence is unmarked but fairly evident. With all of the recent traffic for the coronation the Kobolds in the area have taken notice and are going to attempt to waylay any weak groups or individuals that may attempt entry into the area. The large groups have caused despair for most of the Kobold tribe and they have moved on leaving two of their group as a scouting party.

With a solo PC moving the scouts have determined that they can handle the adventurer and have not called for assistance. One will close for melee while the other slings stones at them for the first two rounds. After that the 2nd Kobold will close to attack with their dagger. If the PC can defeat these small dog faced creatures they will be able to loot the bodies for 10gp worth of silver and copper coins on each body.

Kobolds (2): Armor Class 12 Hit Points 5 (2d6 – 2)

D +4 Dagger 1D4 +2 Sling 1D4 +2 (instead of bows)

STR DEX CON INT WIS CHA /7 (-2) 15 (+2) 9 (-1) 8 (-1) 7 (-2) 8 (-1)

Challenge 1/8 (25 XP)

G. Vale of Silence

The trail shows signs of heavy recent wear and it is clear that you will be one of many in attendance to the celebration. Berry bushes line the path and are showcasing ripe, robust fruit. As you pick up the pace you see movement in one of the small groves. A feathery plume bobs up and down as you continue but then a strange squawk is heard and a sickly rooster springs out onto the trail and struts towards you.

DM: This creature is actually a Cockatrice and a dangerous foe. While it appears to be a large rooster this foe can turn its opponents to stone with a successful

strike of their magical beak. The creature will be combat with a large screeching noise and flapping of feathery wings.

If the PC can defeat this creature successfully they can then examine the area where the creature came from. A successful search will allow the PC to find a +1 dagger in a jeweled scabbard worth 35gp. Eighteen gold coins will be scattered around a dead body that had been turned to stone. This stray traveler was waylaid by the bird and killed prior to making it to the coronation.

Cockatrice: Armor Class 11 Hit Points 25 (6d6 +6)

D +4 1D4 +1 Bite & DC11 vs. Constitution or be restrained 2nd round failure indicates turned to stone for 24 hours

STR DEX CON INT WIS CHA 6(-2) 12(+1) 12(+1) 2(-4) 13(+1) 5(-3)

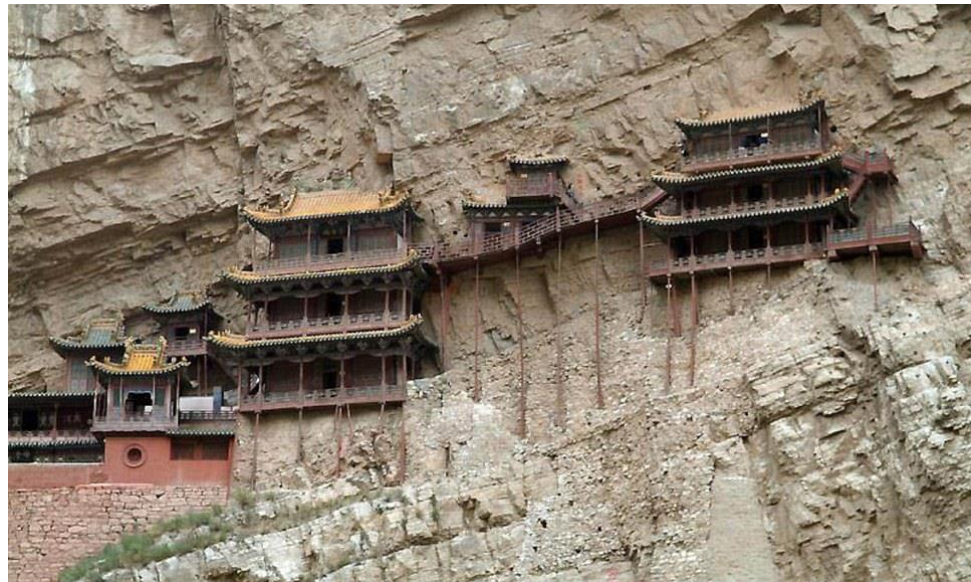
Challenge 1/2 (100 XP)



If the PC continues on they will discover that they are just in time to see the procession of the Bu-San Monks as they elevate one of their own to lead them. After the ceremony the adventurer is able to get into the receiving line and send your master's regards to the new leader. A small, simple meal is served to all those in attendance and the PC may discover new friends and adventuring companions....



Banquet Setting <above> Home of the Bu-San Monks <below>





DM Area Map <above> Penchant Map <below>

