

**FVS5**

# **ADVENTURES IN FILBAR**

**BY FRANK SCHMIDT**



## **PENCHANT FOR ADVENTURE – 4**

**AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 4TH 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 – 4

## Player's Background:

The dreams have been more frequent of late and have been quite vivid. The item you seek appears to be guarded by Orcs near a vineyard. With your latest adventure in the books, you and your party head to a small town for some rest and relaxation. As you arrive in the town of Penchant you get déjà vu and quickly realize that you have seen this area before...in your dreams! With one mystery resolved you can now set out to find these Orcs and the item you have been lusting for!

## DM Background:

This adventure is takes a seasoned adventurer and puts them into a location close to an item that they desire. This item could be a special magical item, a Paladin's steed, or some rare spell components. The PC could have arrived in Penchant with their adventuring partners or come to the small town on their own to find the item in question. The information about the item in question will have been vague and the adventurer will have to make inquiries to the locals about the whereabouts of the item may be located. All roads to the item will end at the Orc encampment near the river at area "D".

Upon arrival in Penchant the PC(s) will have located the Sleepy Inn (#24) and acquired a room at reasonable rates. The PC will be directed to the Tavern of the Four Winds for food and drink as the inn does not have such amenities. Once they settle in for a steaming plate of food and fine beverage they can take in the sights and sounds of the small towns. If the tavern owner or barmaid are asked about a vineyard they will direct the PC that it is about an hour outside of town to the east.

The next table over a group of locals will be discussing a local problem. Guard Piers Taylor, Hunter Valentine Dunham, and the tanner Christopher Vaughan will be discussing something called "Grizzly Pete". As you continue your meal the group will be joined by the local magistrate Mary Waleys. She will add to the

conversation saying that if Valentine could kill the creature she'd be willing to cough up 200gp just to get the local farmers off her back. The group will discuss that the creature must be some kind of a ghost to elude Valentine for this long. If the PC listens long enough they will deduce that the creature is a large bear.

## **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.

### **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**

The local leather contractor is Christopher Vaughan and he handles most of the hide work in town. He and a few others have been actively seeking a creature called "Grizzly Pete", a bear with an appetite for the local farm animals. If the creature is caught he would gladly fashion a warm cape from its hide for a small price. He has a wife and two small daughters.

### **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 concoction that acts as a Potion of Persuasion that is for sale for 110gp.

**9. Jeweler – Leonard Sadler**

**10. Magistrate – Mary Waleys**

The local law in town is Mary Waleys. A retired adventurer she is an older woman with numerous scars from battles. She is a “no nonsense” kind of person but is well respected in Penchant. Of late a large bear has been killing livestock in the area and there has been pressure on her to do something about the situation. She currently has a bounty of 200gp to whomever kills the creature.

**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 Potion of Extra Healing that will heal 2d8 +4 or two gulps curing 1d8 +2 for 50gp, a Potion of Gaseous Form for 75gp, and three Potions of Healing for 35gp. He would also accept a trade in strange ingredients in lieu of coin.

**12. Cartographer – Nathaniel Curteys**

**13. Hunter – Valentine Dunham**

Valentine is a large man with an even larger beard. Always adorned in the furs from his kills he can smell a bit gamey. He has a small circle of friends and does not much care for outsiders. He is currently hunting a bear responsible for the loss of livestock in the area but has not had much luck in finding it. If the PC locates it and kills it there will be an air of animosity from the huntsman.

#### **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 back in love with her father's apprentice Boyd after he gave her flowers recently.

**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. 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 will be the starting point of the PC for this adventure.

**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. 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. Grapes of the Dragon

After finding out that the focal point of your dreams is within your grasp you set out to find the vineyard in the area. The road is well travelled and the farm is clearly marked. After an hour of travel you find a crude sign marking a lesser travelled trail denoting it to be Hogget's Vineyard. A small home and workshop are at the end of the trail and grape vines and fruit trees line the path. Outside is a man in a straw hat crushing grapes under his feet. He greets you with a warm "hullo!"

**DM:** The man is Farmer Hogget and he is currently working his produce into a thick juice in which he will make wine. He is a simple man with slow speech and a carefree attitude. He will be cordial but will continue to stomp his grapes. A small pig will be nearby chewing on a corn cob. If asked the pig will be introduced as "Wilbur" and will snort in derision.

If the PC explains the situation about the dream or about the presence of Orcs the farmer will act surprised and point out that he thought the PC was here to deal with the huge dragon problem he has. This will be the first the PC will have heard of the issue as Farmer Hogget hasn't been to town lately. Farmer Hogget will advise the PC that Orcs were farther east from here and have not been seen in this area for several years.

With such a calm demeanor the PC may question the account and the farmer would reply with a "go see for yourself". If asked why he seems so calm about the situation the reply will be that it scared him at first but since "the thing" hasn't caused him any problems and doesn't eat too much he's not overly concerned. If the adventurer could convince it to move along Hogget would be willing to part with a small cask of wine valued at 50gp.

If the party goes to investigate Farmer Hogget will continue to stomp his grapes but Wilbur will follow along as it has finished its cob. Following the directions given by the farmer the PC can go through a winding path in the vines to the edge of the hillside. While looking down past the vine covered hillside, the PC will witness a house sized Blue Dragon sitting at the base of the hill. Wilbur will snort and take off at a very fast pace returning to Farmer Hogget's side in fear. The Blue Dragon will appear to size up the PC carefully. At this point the adventurer should make a perception/DC8 vs. Wisdom. A successful roll shows that there is not enough disruption in the vineyard for a full sized Dragon to have just 'appeared' in the middle of the field and something is amiss.



The creature is actually a Blue Faerie Dragon that has been casting Major Image on itself once a day to feast in the vineyard. If it is attacked the major image will fade in a puff of Euphoria Gas from the creature's mouth. The PC can slay or subdue the creature using non-lethal attacks and dropping it to <5 hit points. If subdued and given to Farmer Hogget the reward will be doubled. If subdued and taken it will have a 50% chance per day to attempt an escape from the PC. If slain it only has enough hide for a belt or boot tops. The creature has a hidden lair that will not be located by the PC no matter how much time is taken to search.

**Faerie Dragon - Blue:** Armor Class 15 (natural) Hit Points 20 (4d4 + 4)

D +7 1D4 Bite & Euphoria Breath DC11 vs. Wisdom fail = d6

1-4 victim gets no action/bonus action and wanders off in wrong direction

5-6 victim does nothing and has to reroll DC11 save = end of effect

Blue Faerie Dragon can also cast major image 1 per day DC13 vs. Charisma

Bonus action – superior invisibility

STR DEX CON INT WIS CHA 3(-4) 20(+5) 13(+1) 14(+2) 12(+1) 16(+3)

Challenge 2 (450 XP) Advantage vs. spells/magical effects

### C. Bear Attack

The trail shows signs of recent passage by several booted figures heading both east and west on the path. A closer inspection shows that some of the footprints have been damaged from the passing of something large. As you look deeper into the print path you discover that they belong to a bear. A crashing through the hedgerow is heard and as you whirl around a Brown Bear standing on its hind legs attacks!

**DM:** While the PC working on finding the Orcs they will discover booted tracks here. Smudging the tracks are additional tracks from a large Brown Bear given

the nickname of "Grizzly Pete" by the locals. The creature will surprise 7 out of 8 times for an initiative win.

The creature does not possess any treasure but the magistrate has offered a reward for the destruction of this creature. Also if the adversary can be taken down fairly quickly, keeping the hide in good condition, a nice cape can be made from it using the services of tanner Christopher Vaughan. The creature is not light and would be difficult to return to Penchant. A close examination of the beast's paws would reveal that it has a crooked toe on the rear left foot. This distinguishing mark would be enough for the hunter to identify as the correct beast i.e. Grizzly Pete.

**Brown Bear:** Armor Class 11 (natural armor) Hit Points 34 (4d10 + 12)

D +5 to hit Bite D8 +4, Claw 2D6 +4

STR DEX CON INT WIS CHA /19 (+4) 10 (+0) 16 (+3) 2 (-4) 13 (+1) 7 (-2)

Challenge 1 (200 XP)

#### **D. Highway Trouble**

As you crest a slight rise in the road you hear a disturbance. Scanning the area you realize that the noise is coming from a single Orc that is in the high grasses chopping with a large axe. As you move you snap a twig in the road and the Orc spins around. Seeing you he charges out from the high grass with his weapon held over his head.

**DM:** This encounter is a single Orc that is foraging for food for the rest of his associates. If he is defeated the party will find several fresh rabbits in a bag around his waist all killed with a slashing attack.

The Orc is supposed to be scouting the area but has instead chosen to attempt to catch some dinner. Aside from the foraged meals he also has 20gp in coins of the realm in his belt pouch. He will be alone and is far enough away that his compatriots will not hear the combat noises.

**Orc:** Armor Class 13 (hide armor) Hit Points 15 (2d8 +6)

D +5 to hit Great axe 1D12 +3 +5 to hit Javelin 1D6 +3

STR DEX CON INT WIS CHA/ 16(+3) 12(+1) 16(+3) 7(-2) 11(+0) 10(+0)

Challenge ½ (100 XP) Treasure 20gp

## E. Gypsy Wagons

Just off the road you notice three damaged and overturned wagons in various locations in this large open field. Tracks from the road to where each wagon is present are quite clear and it would appear that the wagons were taken off the trail intentionally. This group of three wagons and six oxen were found by a group of Orcs in the area. The trails leading to the wagons have several deceased and violated bodies present where the previous owners were chased down and killed by the Orc pack. Moving off the trail requires going into a lower level land where the wagons are at. The first wagon (E1) is turned over on its side while the other two wagons (E2 & E3) each have broken wheels and are stuck in the high grasses. The oxen are gone and the eight bodies (2/2/3) have already been looted by the Orcs.

### 1. Wagon of Broken Glass

The overturned wagon with a canvas top sits here toppled over by unknown means. As you make your stealthy approach you hear sounds of broken glass or pottery coming from within the large wagon. Rustling noises can be heard with the opinion that more than one creature is within the wagon. A strange aroma is emitting from the interior.

**DM:** This wagon belonged to a purveyor of potions and his mangled body can be found near the front of the wagon in some high grass. This alchemist had a wagon filled with a variety bottles and jars containing exotic ingredients used in his potion making business.

When the Orcs overturned the wagon most of the bottles and jars tipped over and were smashed and the contents scattered. The two Orcs that are currently perusing have not located a small iron box that is overturned in the

debris at this time. The box contains 57gp in the coin of the realm and a slender glass tube with a milky white liquid in it. This item is a Potion of Extra Healing that can restore 2d8 +4 hit points or be divided into two individual doses at half strength. The wagon and the contents are wrecked and nothing else of value will be found. The Orcs each have 20gp which were taken from the owner of the wagon.

**Orcs (2):** Armor Class 13 (hide armor) Hit Points 15 (2d8 +6)

D +5 to hit Great axe 1D12 +3 +5 to hit Javelin 1D6 +3

STR DEX CON INT WIS CHA/ 16(+3) 12(+1) 16(+3) 7(-2) 11(+0) 10(+0)

Challenge ½ (100 XP)

## 2. Wagon of Fabric

This wagon is tilting forward and appears to be mired in mud. A lone Orc stands outside the wagon examining a piece of jewelry. Several bolts of cloth have been tossed out of the wagon. The Orc looks up and notices you and drops the jewelry unsheathing his weapon. With a loud battle cry the humanoid charges you and additional Orcs can be seen rummaging around the interior of the wagon.

**DM:** This wagon carries eight bolts of cloth with an additional three bolts outside the wagon. Each of the bolts is worth 25gp. The owners of wagon and cloth were chased down and killed a few yards away. Their mutilated bodies have been stripped of anything of value.

There are three Orcs at this location and they have remained behind to continue to loot. There is a space issue inside the wagon as the bolts of cloth being carried have shifted. This will delay the two Orcs within from entering combat by one and two rounds respectively. The PC will have to deal with the initial Orc for one round until the second arrives followed by the third Orc the next round. Each of the Orcs has 20gp in coins on them as well. The dropped necklace is silver with agate stones and it is worth 35gp on its own.

**Orcs (3):** Armor Class 13 (hide armor) Hit Points 15 (2d8 +6)

D +5 to hit Great axe 1D12 +3 +5 to hit Javelin 1D6 +3

STR DEX CON INT WIS CHA/ 16(+3) 12(+1) 16(+3) 7(-2) 11(+0) 10(+0)

Challenge ½ (100 XP) Treasure 20gp

### 3. Chuck Wagon

The final wagon in the small valley has multiple arrows stuck in the canvas and side panels. A Dead oxen lays nearby and obvious tracks lead off to the south. From the base appearance it would seem that several other wagons continued south but cannot be seen in the immediate area. A trail that appears to have been made by a large number of booted individuals can be seen running parallel to the wagon tracks. A clanging is heard from within the wagon and the largest Orc you've seen jumps out of the wagon and spots you.

**DM:** This Orc is the leader that has been left behind to make sure the main group isn't being followed. This wagon has a number of general supplies inside. If the leader can be defeated the wagon can be searched. The weapon used by the Orc is a +2 pole arm called a Glaive.

Most of the contents of the wagon are mundane items such as food, hand tools, and clothing. A small wooden trunk under a secret panel contains 200gp and a Potion of Extra Healing. Also contained in the trunk is the item that the PC has been searching for that came to them in their dreams. This item could be an enchanted weapon, piece of armor, or other small miscellaneous magic item such as a Ring of Flying or Medallion of ESP. If the PC is a Paladin searching for their warhorse the creature will emerge after the battle is complete. Tangled in its bridle will be the remains of a mutilated Orc. The horse will have neither markings of ownership nor riding equipment (saddle, bridle, etc.) which will have to be obtained by the PC.

The tracks leading south will clearly be of a much larger force than a single PC can handle. This "cliffhanger" can be reported to the guard unit in Penchant or the PC could enlist a group of other PCs to go resolve the issue and rescue any hostages held by the Orcs.

**Orc Weapons Master:** Armor Class 15 (chain) Hit Points 52 (9d8 +9)  
STR/DEX/CON/INT/WIS/CHA 16 (+3)14 (+2)13 (+1)8 (-1)11 (+0)9 (-1)  
D +5 1D10 +7 <+2 Glaive>  
Challenge 2 (450 XP)





Penchant <above> DM Area Map <below>

