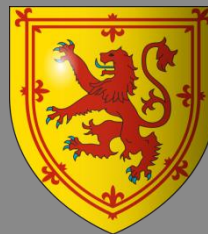


FVS6

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



PENCHANT FOR ADVENTURE - 2

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

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Penchant for Adventure - 2

Player's Background:

After a little excitement under your belt you are now an experienced adventurer. According to some local farmers, the town of Penchant is having the annual Reaping Festival as the crop harvest is completing. With some hard won coins in your pocket you head off down the trail to Penchant. With two days before the festival maybe those folks know of another adventure for you can experience!

DM Background:

This adventure consists of several "mini-adventures" for a solo PC of second level and a DM. The story begins with the adventurer arriving in the small town of Penchant to enjoy the local Reaping Festival that celebrates the crops being harvested. A small festival, it is quite popular with the locals and is an all-day event with a dance in the evening. The festival features music, merriment, and a large pitch-in dinner for all to enjoy. The local farmers share their bounty in preparation for colder weather.

As the PC enters town they will see the town is busy with decorating the streets. Hay bales have been brought in for people to sit on and a temporary stage is being built at the crossroads in town for the music. While the general mood is upbeat there is some concern from different people about a "monster" roaming the farms. The PC can speak with people about the issue to gain more insight on the matter.

The "monster" in question will be described as a large hairy creature with blood dripping from its fangs and eyes that burn like embers. The citizens will describe the beast as coming from the fires of hell and only at night to steal children and animals. The overall sense will be that the festival may be cancelled for safety concerns. The PC will need to contact the farmer in question, Sybilla Cheyne (#22), for further information on this matter.

The monster is actually a Worg riding Goblin that got separated from his tribe and has found the pumpkins in Sybilla's garden a wonderful treat. The creature

only comes out at night to avoid detection and the description of the thief has now grown way out of proportion.

Another adventure the PC will come into contact with is a pair of thefts that has two merchants quite upset. One of the town visitors is not here for the festival but has other, nefarious plans in mind. A secretive cultist has come to town with an item in the hopes of speaking with the dead at the local cemetery and is responsible for the thefts. The cultist was in need of two items to complete his spell and has taken liberties with the local jeweler and brewer to obtain these items. This theft will be discovered on day #2 in Penchant after the PC deals with Sybilla's "monster".

The small community of Penchant is used in several different solo adventures and evolves between each. Some businesses are unlikely to be contacted and have not been fleshed out in this setting but would be looked at in depth in other adventures. If a PC comes to one of the bland/empty encounters feel free to show that the occupant has little information in the PCs current conundrum.

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.

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 farm horse that is ill suited for the road for sale but is asking 50gp at this time. 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. They purchased his supply of mounts but he should get more any day.

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

This business is the jeweler from the placard. It is the business and home to the widower Leonard Sadler. He is a slight man with large spectacles that he uses for his ornate work. His shop has a large safe where he keeps his metals and stones for his work. He enjoys purchasing new stones for his work and his pleasure and often trades metal coins for gems for the portability factor that adventurers enjoy.

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 mad at her father's apprentice Boyd. She was in love with him but he recently insulted her cooking.

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

This long building smells of ale. A winch device propelled by a pair of donkeys. Philippa Pole is a brewer by trade but because of his equipment he also is the town miller. He is normally a jovial man who enjoys telling & hearing jokes. He has a wife and a boy named Eli.

21. Carpenter – Thomasine Halle

22. Farm – Sybilla Cheyne

This basic farm is known for its large pumpkin patch in the back and the owner's ability to make delicious pies. Sybilla Cheyne is a widow and has been struggling to handle the farm and her four children. While she has struggled since the loss of her husband she has always managed to put food on the table. She is an attractive but haggard woman making her look older than she really is. She is pleasant but has been known to have anger outbursts since the loss of her husband.

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. Regular patrons will be sparse in this adventure due to the upcoming festival but visitors will be present some friendly and others not so much. One man in a clerical robe will be noticed in the corner but if confronted will politely discard conversations stating that he has to go to his room in the inn to pray.

24. Sleepy Inn – Alys Jendryng

The Sleepy Inn is currently filling up with people wanting to stay in town for the Reaping Festival. Currently some 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. Sybilla's Monster

After hearing all the chatter about the monster at one of the farms and the threat of a cancelled celebration, you decide to look into the issue yourself. While the reports of what the creature is they all have the Cheyne farm as the location of the issue. You gather directions and come to a small squat farmhouse nestled in large oak trees that keep her home shaded. A vast pumpkin patch sits to the side of the home and spreads to beyond the back of the home.

Upon your arrival at the house you find a haggard looking woman directing four children to collect the crops and ripe pumpkins. Upon spotting you, she gathers her children around her which range in age from 5 to 12 from appearances. They rush to her side and encircle her. "Can I help you?" she says.

DM: Sybilla is a widower and has had to run the farm for the past year on her own. The recent theft of her crops has garnered the attention of nearly everyone in town. Many will give vivid descriptions of the creature responsible but only Sybilla has actually seen it although never in daylight.

Sybilla will ask the PC if they intend to remedy the situation for her and point out that she has little money to compensate the PC. If accepted Sybilla will point out that the creature comes by in the middle of the night and it would appear to be a two-headed Wolf. She will go on to explain that with the creature lurking about many have considered cancelling the festival.

Sybilla will offer to house the PC inside in the backroom that faces her crops. This room is normally used for the children so it is filled with obscure toys and there is no exit so the PC will have to run through the house to get to the back if something is spotted.

There will be two encounters at this location on this evening. The first will be an hour after nightfall. Clouds in the evening sky will make for poor visibility unless the PC has come up with an alternate plan. The first encounter is movement near the corn stalks by a poorly built scarecrow. As the PC watches they will see movement and it will appear to be man sized.

In reality it is a Swarm of Crows that are on the scarecrow making it move and seem like a creature. The birds will remain on the cloaked visage until attacked. If the PC has dark vision they will determine what the "threat" is and be able to attack normally. If the PC is using a torch or other means of illumination then there is a 50% chance of believing the scarecrow is the opponent and lose the first round of attack.

The Swarm of Crows will attack until brought to 50% or less hit points at which time they will flee "cawing" loudly. Upon returning into the home Sybilla will be present holding her youngest. She will address the PC in a snarky tone pointing out that they were supposed to locate a monster, not a flock of birds. She will be quite upset that the PC disturbed the children and it will require an apology.

Swarm of Crows: Armor Class 12 Hit Points 24 (7d8 -7)

D +4 1D8 +2

STR/DEX/CON/INT/WIS/CHA 6(-2) 14(+2) 8(-1) 3(-4) 12(+1) 6(-2)

Challenge ¼ (50 XP)

The second encounter will occur just after midnight. A DC10 vs. Constitution will be required with a failure indicating that they fell asleep on watch. If this occurs they will be awoken by the 5 year old little girl who will tell the PC the monster is outside. If the DC was a failure the PC will roll all initiatives at -1. If they did not fall asleep there is no penalty, the little girl will not have come in, and they will have spotted a creature lurking in the shadows. The PC will also notice that the moon is out and will be able to spot their opponent roaming through the pumpkin patch.

As the PC heads towards the "monster" they will quickly discover that the monster is actually a pair of monsters. A young Goblin riding a young Worg has become separated from its tribe and has taken up residence in the woods nearby. They discovered the open crops last week and have been coming in after nightfall to steal food from the farmers. It wasn't until the other day when Sybilla spotted them. This young creature only has 8gp in a belt pouch for treasure. If the Worg strikes to bowl over the PC all will fall down if the PC fails the roll.

Goblin: Armor Class 15 (leather armor, shield) Hit Points 7 (2d6)

D +4 Scimitar 1D6 +2 or +4 Bow 1D6 +2

STR DEX CON INT WIS CHA /8 (-1) 14 (+2) 10 (+0) 10 (+0) 8 (-1) 8 (-1)

Challenge ¼ (50 XP)

Worg: Armor Class 13 (natural armor) Hit Points 26 (4d10+4)

D +5 bite 2d6 +3 DC13 v. Strength or knocked over

STR DEX CON INT WIS CHA /16 (+3) 13 (+1) 13 (+1) 7 (-2) 11 (+0) 8 (-1)

Challenge ½ (100 XP)

If the PC is successful in slaying the two creatures Sybilla and her children will rush out and help tend to the PCs wounds. With no coin to spare Sybilla will insist on lodging the PC and feeding them as a reward. The next morning the PC will quickly discover that the town is abuzz with his/her exploits and honor them by pointing out that THEY saved the festival which will occur later in the evening. Sybilla's children will refer to the PC as their hero and tell them everyone wants to meet the hero.

If the PC suffered extensive wounds they will discover that James Lytton (#11) will have sent over a Potion of Extra Healing to insure the new 'hero' can be recognized by the citizens at the festival. If the PC fell during the combat they will be buried in an unmarked grave and forgotten about quickly. Sybilla will point out that she is very grateful for the heroism in slaying the monsters. She can/will give directions to the PC so they may thank James for the potion as well.

C. Jeweler's Loss

After leaving the Potion Pit and thanking James for the potion you make it to the crossroads where the bandstand is being erected. Several citizens and visitors to town come out to thank you for your service. Apparently news of last night has spread quickly. While accepting your deserved accolades a clamor breaks out from behind you. The jeweler, Leonard Sadler, will exit his shop exclaiming that he has been "robbed". He will charge into the assembled group with the PC and starting yelling about how a thief robbed him of his largest stone.

DM: The PC will have to get Leonard into a calmer state to understand what has occurred. The meek jeweler will point out that he was showing some stones to a man dressed in a clerical robe. After bring out several stones the man thanked him but declined to purchase anything today. While putting away the items he had been showing he noticed that a large tiger eye gemstone was missing.

Leonard will explain that the item is quite rare and valuable and he would be willing to offer a reward of nearly 50gp to the person able to get it back. He will then recognize the PC and ask if they are up to another challenge. Leonard will give a description of cleric-type and describe him as a young man in a black robe with gold embroidery on it.

If the PC visited the Tavern of the Four Winds (#23) while in town they may have noticed the subject sitting quietly in the corner. If the PC has not been to the establishment yet one of the visitors in the crowd will point out that they were seen in that business not too long ago. Several of the people eager to get the reward will run to the tavern.

The PC can opt to go to the tavern as well but may be flagged down by the brewer Philippa Pole #20. The PC may ignore the flag down or come back but the encounter with Philippa offers another opportunity for a reward. If Philippa is skipped over and contact is made at the tavern the serving wench will point out that quiet cleric was there but wanted to speak with the brewer and directions were given to him to #20

D. The Silver Spoon

The business man will want to inquire if the PC has seen his silver stirring spoon. He will point out that it has been lost and it is quite sentimental to him. If the PC mentions the cleric-type Philippa will point out that the young man had been in his business asking him about brewing techniques. Philippa will point out that he believes the young man was headed back to his room at the inn or back to the tavern.

Philippa will not accuse the cleric of theft but will point out that the item went missing about the same time he was discussing brewing techniques with the cloaked man. Philippa will describe the missing item as a long handled silver spoon that he uses for brewing. The item is nearly 3' long and engraved with his name. The item was a gift from his wife on their anniversary.

He will offer the PC a small keg of his ale if they can locate the missing item. That item is worth 50gp and is a quality brew. If gained the item can be sold off, or if the PC wants to up their reputation, given to everyone at the festival making for a truly heroic gesture.

E. Room at Inn

At some point in time the PC should find their way to the Sleepy Inn (#24) to further the investigation of the missing items. Innkeeper Alys Jendryng is the proprietor. If asked about the man in clerical garb she will confirm that he does possess a private room at her establishment and is paid up through tomorrow. She can also confirm that he is not present at the moment.

Alys is a just woman and will need to be moved through a solid argument and a DC14 vs. Charisma or a "gift" of coins. If an offering is made to appeal to her economic side the party will have to name the price and successfully beat a DC10 vs. Charisma to determine if she agrees with the amount. This amount should begin for her at 10gp to sell out her ideals. If a PC offered her 11gp but failed the DC10 they could add money until the DC is successfully made.

Once the PC has persuaded Alys to allow them into the room (or break in) they will be able to examine the contents. The cleric subject has several personal items in the room including a small diary showing him to be Rufus Bartleby. An empty scroll case sits on a small desk and a piece of parchment lays under it. The page appears to be a checklist of some kind and all but two items have been crossed out.

From examination of the contents of the chamber it will be evident that something is going on but some items are clearly missing. The items on the list are gone and a small corner piece of parchment is in the scroll tube but the page present is not missing its corners. There will be no other indicators as to what the cleric is up to or where he may have been. The PC can continue to speak with people but no one will recall seeing the individual or seeing where he went. An hour later the festival will begin and everyone will be gathered in the streets celebrating.

F. Trouble at the Reaping

The small community of Penchant has really put on a big show. A wandering troupe of musicians arrived late but has been playing most of the evening with lively tunes and dancing. Tables have been brought out and form three lines on the three sections of road in town. Games have been arranged for the youth while the adults enjoy drinking, dancing and games of chance.

Shortly after nightfall while you take a drink of ale, you notice a young boy being scolded by his mother. As the argument escalates you notice that the boy is quite animated as he points to the woods behind the church. As you look on the mother sees you, grabs her son by the ear and drags him over to where you are standing.

DM: It is assumed that the PC will enjoy the festival as there have been no leads on the thief. The food and beverages are free and the PC may want to try their hand at gambling or dancing while they enjoy the festival atmosphere. As the festival is the largest draw in the area the PC may feel that they stand a chance of spotting the alleged thief. Despite being very attentive the cleric is not present at the festival.

After being approached by the mother she will ask the PC to tell her son there is no such thing as ghosts. If asked the PC will be given the explanation that the young man and his friend ventured away from the festival to the graveyard in back in the woods. The boy became scared and ran back to the event whereupon he explained to his mother that ghosts had taken over the graveyard. If asked he will not know the whereabouts of his friend.

The mother will explain that her son is prone to wild tales and she doesn't believe this story. He will protest and exclaim that the ghost probably got Eli, who is a boy her son was with. Banter will go back and forth between the two until the mother finally asks if the PC would mind going to check. The mother will explain that the old cemetery is behind the church through the woods. The boy has an unlit lantern with him that he will give to the PC for illumination if needed.

G. The Cemetery

The festival was winding down anyway and the chance to visit a cemetery at night will only strengthen your position as a brave adventurer anyway. The mother was quite certain that her son was fooled and you move behind the church and find a small trail in a small grove of pine trees. Curving through the trees you come upon a gray sheet hanging from the branches. As the breeze whips it around you discover the "ghost" and yank it from tree. Laughing to yourself you relish your vanquishing of the corporeal visage but then hear a young boy yell for help from the cemetery!

Breaking through the woods you notice that the small cemetery has a low stone fence with a small wooden fence atop the stones. A small building sits inside the fenced area and a wooden gate is open to the interior.

DM: The old graveyard has three points of interest for the PC and each is more formidable than the last. Upon coming out of the woods the adventurer will clearly see a gate to allow entrance to the complex. The yells for help will be coming from inside but as the PC gets to the gate they will be confronted by an animated Skeleton.

1. Gate

This creature has been raised accidentally by the cleric who can be found in the mausoleum. The creature was freed from the mausoleum when the cleric read a magic scroll that had unexpected results. The creature does not possess any treasure.

Skeleton: Armor Class 13 (armor scraps) Hit Points 15 (2d8 + 4)

D +5 1D6 + 2 Spear

STR/DEX/CON/INT/WIS/CHA 10 (+0) 14 (+2) 15 (+2) 6 (-2) 8 (-1) 5 (-3)

Challenge 1/4 (50 XP)

2. Eli

The yelling is coming from the corner opposite of the small building. The ground is littered with headstones and you are unable to see anyone. The cries are becoming more harried.

DM: The PC will find the young man known as Eli hiding against a headstone. The lower half of his body is covered by thick vines that are creeping further up his body.

Eli is being attacked by aggressive vegetation known as Vine Blight. As this plant already has Eli entangled the normal attack of entangling vines will not

be in play for the PC. One option could be for the PC to have a time limit of perhaps 4-6 rounds to defeat the growth before Eli is choked to death but this is up to the discretion of the DM.

If successfully rescued, Eli will point out that he was playing a prank on his friend when he noticed a man in dark robes go into the mausoleum. He attempted to look in but the windows aren't clear enough to see anything. As he was going around the corner the door opened and a Skeleton came out. He ran over to hide and that is when the vines got him. He will ask to go back to the festival and is quite fearful. If released, Eli will run back to the village at full speed to warn the village of the "rampaging undead".

Vine Blight: Armor Class 12 Hit Points 24 each (4d8 +8)

D +4 2d6 +2 & Grappled DC12 vs. Strength to break free

STR DEX CON INT WIS CHA / 15(+2) 8(-1) 14(+2) 5(-3) 10(+0) 3(-4)

Challenge 1/2 (100 XP)

3. Mausoleum

The small stone building has a small set of double doors that are unlocked. Peering inside you see a small grey stone altar with an open, wooden coffin to one side and the slumped body of a man in black clothing with gold embroidery laying on the floor in a pool of blood on the opposite side. The flagstone floor has bits of weeds strewn about.

DM: This small mausoleum is the final resting place of Sir Elmor of Barnes. A knight of some repute who died in a cave system not too far away. The mausoleum has been locked for years but the cleric had found the key and learned of the origin. Sir Elmor was said to have been buried with a secret of a hidden shrine.

The cleric, Baldwin Marshall, told his superior about the information and asked for a Speak with the Dead scroll to garner information from the dead knight. Instead he was accidently given a Raise Undead Scroll. Upon reading

it, the skeletal remains of Sir Elmor animated and stabbed Baldwin to death. After killing the cleric the Skeleton moved out into the courtyard.

The coffin is empty but hanging on the wall is a set of ½ plate armor encrusted with two large gems in the shoulder areas. The armor is actually animated and can only be handled by Sir Elmor. It will attack anyone who disturbs it for as long as they remain within the building. If “killed” the two gems can be removed and are large pearls worth 60gp each. The missing items from town will also be recovered under the body of Baldwin. If the PC is successful he will be greeted outside the cemetery by the worried citizens.

If severely wounded the citizens will carry their hero back to Penchant where the witch, Nicholletta #8, will administer a healing concoction. Alternately if the PC falls to the Animated Armor the citizens could come to rescue the adventurer before death. No experience would be given if this occurs and the citizens would expect to keep the gemstones for themselves but it does beat the other alternative.

Animated Armor: Armor Class 18 Hit Points 33 (6d8 + 6)

D +4 1D6 +2 Slam

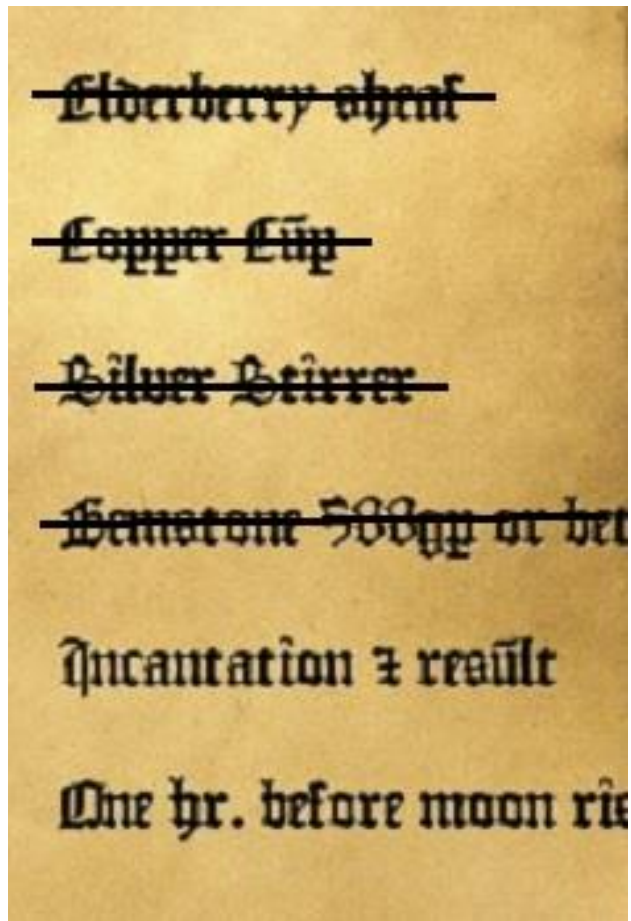
STR/DEX/CON/INT/WIS/CHA 14 - (+2)11 (+0)13 (+1)1 (-5) 3 (-4)1 (-5)

Challenge 1 (200 XP)



Penchant <above> the Graveyard <below>





Images for the players – Clerical robe, checklist from the room, festival goers