

**FVS8**

# ADVENTURES IN FILBAR

BY FRANK SCHMIDT



## PENCHANT FOR ADVENTURE - 3

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 3<sup>RD</sup> LEVEL. PART OF THE FILBAR SOLO SERIES BUT IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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# Penchant for Adventure - 3

## Player's Background:

After a few successful adventures under your belt you find yourself in the city of Acre, stronghold of Count DeMoss. After taking care of your training needs and resupplying yourself of basic items you find yourself looking for things to do. Fortunately a notice was posted in the tavern just as you walked in. The city guard has received information that a humanoid force has been spotted in the northwest. The count feels the need to warn the guard outpost in Penchant about the threat and has asked for an able-bodied adventurer to take the information to Lt. Kateryn Hawtrey, commander of the garrison. An adventurer is being sought in the event that there is trouble along the way. With your associates busy handling their training (and gambling) needs you need something to do and the job pays 50gp. You apply first and are given the job!

## DM Background:

This adventure was designed to be used as a solo "filler" adventure for a DM and single player. The city of Acre will be 2-4 days away depending on if the PC has a mount to traverse the miles between communities. At this time the report of humanoids is greatly exaggerated and is currently being dealt with by Lt. Kateryn Hawtrey and several other members of Penchant that discovered the problem on their own. Because of this many members of the town will be unavailable to assist the PC.

The road to Penchant will be boring and filled with the passing of different farms and homesteads in the peaceful land. Upon arrival the adventurer will discover that the message cannot be delivered because of the lieutenant's absence and will have to wait. After receiving the news the PC may wander the town but will quickly discover yelling coming from one of the town's three wells. Upon investigation they will discover a child has fallen into the well and requires rescuing.

The child in the well will have unknowingly discovered a set of caves below Penchant that are all interconnected. A recent problem has opened these caves to a different set of tunnels causing a few of those occupants to take up residence under the town.

### **A. Arrival**

Your trip was uneventful and as you reach Penchant you quickly find the guard outpost sitting at the edge of a town. A middle aged man with an arm in a sling is sleeping just outside of the building enjoying the morning breeze. Upon your approach he raises his head and says "can I hep ya?"

**DM:** The man in question is one of the guards who has remained behind as he is nursing an injured shoulder. He will not accept any missive from the PC as it belongs to the lieutenant and will tell the party they have to wait. Barnard Merys will explain that the commander and a few members of the community went out on a mission and since his shoulder is still hurt he had to remain behind. He will not know that the group went after the humanoids the PC was sent to warn them about.

Barnard will tell the adventurer that they can wander the town for a few hours until the commander returns. He will tell them about a tavern at the west end of town and point them in the right direction. The PC will be dismissed to go into Penchant and look around.

### **B. 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 PC coming through Penchant to deliver a message to Katerny Hawtrey about a recent threat in the area. The PC will have accepted

the easy job while their cohorts remain behind training, relaxing, or picking up odd jobs. 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.

### **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. For purposes of this adventure Lt. Hawtrey will not initially be present but will arrive at the conclusion of the troubles in the caves. It is recommended that only one guard, Barnard Merys, be present during this adventure.

**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 light travelling horse available for sale but is asking 80gp 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 and this is his last one available.

## **6. Farm – Anne Cobham**

This farm is home to a variety of livestock and crops but will only have two young children present if the PC stops by. Their mother, Anne Cobham, will have gone to check on her 9 year old daughter Cecilia. "Cece" was sent to the well to get some water for the livestock and hadn't returned quickly enough. Anne went to check on her daughter and discovered she had fallen into the well. If the PC stops here after visiting the guard station she will hear yelling from the north after speaking with the children. If they do not stop they will hear the yelling as they pass the house.

## **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 35gp for each but would accept 20gp 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 35gp 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**

Unavailable for this adventure out hunting

**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 this 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. She will be out of town at the time of this adventure but return the following day.

**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 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. 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. The PC may visit this location if he/she is too wounded to return to their colleagues the day of the adventure.

### **C. The Disturbance**

While walking down the street you hear yelling from the northern section of town. Upon arrival at the crossroads they will see a young woman come running out from behind a tailor shop. Upon seeing the adventurer the woman will yell for help from the PC and tell them to “come quick”. Behind the tailor shop the adventurer will discover a group of townspeople around a well yelling out “CeCe!”

**DM:** The PC will have heard the yelling shortly after leaving the guard station and come to the location to check on the trouble. Upon arrival the gathered citizens will explain that CeCe is the daughter of Anne Cobham who is also present yelling for her daughter. The PC will be swarmed by the townspeople to intercede.

The citizens present will quickly explain that CeCe was getting water from the well when she apparently fell in. The tailor, Baldwin Marshall, will point out that



he was in the back of his building when he heard CeCe scream and go into the well. When he ran over to her he noticed that the rope used to retrieve water had gone in and there was no way for him to pull her up.

Baldwin yelled for help which attracted several other citizens. While yelling to CeCe she became scared of something and took off running. No one has heard from her in several minutes and there is a growing concern that there is a larger problem down in the pit. A moment later the burly blacksmith Adam Kyngeston will arrive with a coil of rope. Everyone will look at the PC with hope in their eyes and CeCe will plead for help in rescuing her daughter.

The assembled group will point out that they can lower the PC in and will do so the 30' down the pit. On the way down it will become rather apparent that the water level has dropped drastically recently but with no explanation. A DC12 vs. Dexterity should be made to hang on to the rope as they are being lowered down. If this fails the PC will take 1d6 worth of damage. In addition if the PC is carrying a torch it will be extinguished. The entire way down Anne will be yelling for updates on if the PC sees her daughter.

#### **D. Caves of Penchant**

Unknown to the residents above, Penchant was built on a series of caves that extend many miles to the north and south. The water that created the caves still flows through most of the tunnels and is the main source of water for Penchant. Some of the caves are damp but have no standing water. What no one in the area knows is that there is a hidden crypt centuries old that resides undisturbed in a bit of higher, dry ground.

When CeCe fell in she was tall enough to stand without being underwater but has hurt herself. After falling in she made her way to the edge of the cave for better footing but tripped over a skeleton that has resided in the well for several decades. Scared, the young girl screamed and fled. In her haste her shoes have come off and floated south with the gentle current. One of the shoes has landed on a small outcropping near the southern bend and another around the corner. Each has a shiny buckle that will reflect light leading the adventurer to the south. The shoes may also give off a slight heat source as well since they have been worn all day.

The side walls of the caves are rough with sharp edges but the flooring is very smooth and slick in some spots. The ceilings have intermittent stalactites throughout the area.

### **1. Entry Point**

As you splash down into the bottom of the well you find yourself on an unsteady surface. The water comes up over your knee and is quite cold. The current is present but not overly strong. A quick look around reveals that the well sits like a chamber between two tunnels. A partially submerged skeleton sits near the western exit.

**DM:** The cold damp confines of the well are uncomfortable to be in but not detrimental to PC actions. Water sloshing noises will be heard throughout the complex including some dripping noises from ceiling.

The presence of the long dead skeleton may lead the PC to determine that CeCe probably did not go that way although this is not the case. If a torch or other illumination is utilized (dropped from above) the PC will see a glittering coming from the end of the tunnel where water lapping can be heard. This will quickly be discovered as a buckle from a girl's small shoe. The item was deposited on a small ledge at the bend from the current.

### **2. Web Cave**

As you reach a tunnel that slopes up you hear a strange flapping noise coming from beyond. The drier trail leads up into a small cave filled with thick cobwebs. The flapping seems to be coming from a section of webbing just inside the cave.

**DM:** This cave is home to a Giant Spider and the flapping comes from a Stirge that has strayed into the dry cave. As the PC attempts to discern what is going on in the cave the arachnid will leap out from the web filled cave and surprise for a first, free attack 50% of the time.

During the course of the melee a d4 can be rolled indicating how many rounds it will take the Stirge to free itself and enter the fray from

fear/shock. The first round versus the Giant Spider should be “Stirge-free”.

If both creatures can be dealt with and the webs removed (fire, force, etc.) an old backpack will be located in a niche at the back of the cave. Inside the pack will be old/spoiled rations, candles, moldy clothes, and a rotting leather pouch containing 40gp worth of gemstones. The bag belonged to a delver and washed up near this cave several years ago. It has since become a warm haven for the spider. Optionally, a brood of baby spiders may exit the bag when it is disturbed.

**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)

**Stirge:** 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)

### 3. Mold Room

The smell from this chamber is rather ghastly. Standing water is present throughout the area and the columns holding up the ceiling are covered in lichen and mold. Moss grows sporadically throughout the area and several stalactites drip down from the rough roof of the cavern area. Some thick vines also spread throughout the northern caves.

**DM:** These two rooms are home to several creatures that have resided in the caves for years. There are no columns in this area and the plant

growth witnessed by the PC are a pair of Myconid Adults that are standing under rock formations. These creatures will animate if the PC ventures too close to them and they will attack. They will also attack if the PC avoids the columns and is attacked by one of the other threats in the room.

An examination of this room will find no watery footprints indicating that CeCe has passed through here however there will be a considerable amount of moss on the floor making it difficult to determine this. There is no treasure in this chamber.

**Myconid Adults (2):** Armor Class 12 (natural) Hit Points 36 (4d8 +4)

D +2 2D4 & 2D4 (poison), Spore attack (3x) DC11 vs. Const. or stunned 1 rd.

STR/DEX/CON/INT/WIS/CHA 10(+0) 10(+0) 12(+1)10 (+0)13 (+1)7 (-2)

Challenge 2 (450 XP)

**Piercer:** Armor Class 15 Hit Points 22 (3d8 +9)

D +3 2d6

STR/DEX/CON/INT/WIS/CHA 10(+0) 13(+1) 16(+3) 1 (-5) 7(-2) 3(-4)

Challenge ½ (100 XP)

**Vine Blight:** Armor Class 12 Hit Points 26 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)

#### 4. Luminescent Cavern

This cave is mildly damp and the walls are covered in luminescent lichen that give off a soft green glow. Moss covers the base of the cave but is somewhat sparse. A persistent dripping can be heard but the source cannot be located. A pair of bipedal, frog-like creature are in the middle of the chamber and jumps at you!

**DM:** The creatures are Bullywugs and they has wandered off from the others in its group and located this cave. These creatures are hostile and can be quite aggressive. They managed to tear off some of the lichen and the PC will notice that even detached from the main growth the plant has retained its glowing properties. This will continue for 1d6 hours if the PC needs a light source. The lichen is also edible but has a bitter taste despite the pleasant smell.

If the Bullywugs can be dispatched the PC may then exit the cave. Hidden in the patches of the lichen is a Needle Blight plant. This adversary will be hidden near the exit the PC chooses unless they leave from the same place they entered at which case they will not locate the aggressive patch of plant life.

The Bullywugs have shards of agate in belt pouches made of shells and vine growth. The shards will fetch 15gp total for each Bullywug if sold to the jeweler or back in Acre. The Needle Blight has nothing of value in its possession.

**Bullywugs (2):** Armor Class 15 (hide armor, shield) Hit Points 15 (2d8 +2)

D +3 1d4 +1 Bite & +3 1d6 +1 spear

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge ¼ (50 XP) Treasure 15gp

**Needle Blight:** Armor Class 12 Hit Points 16 each (2d8 +2)

D +3 piercing 1D6 +1

STR DEX CON INT WIS CHA /12(+1) 12(+1) 13(+1) 4(-3) 8(-1) 3(-4)

Challenge ¼ (50 XP)

## 5. Ooze Chamber

This cave appears to have a somewhat circular, grayish pool of water centered in it. The rest of the cave appears to be quite dry and there are no signs of life present.

**DM:** The “pool” is actually a Gray Ooze laying in a depression in this cave. This monster has acidic properties that can cause the destruction of non-magical metallic weapons. If the PC wields a magical weapon the creature will attack immediately. If the adventurer carries a standard weapon then the Ooze will (DM discretion) lay dormant until contact is initiated by the PC.

If the Gray Ooze is attacked/defeated the PC will discover a good sized slab of agate below the creature. This stone slab is the size and depth of a book but worth 85gp if a buyer can be located.

**Gray Ooze:** Armor Class 8 (natural) Hit Points 22 (3d8 +9)

D +3 1d6 +1 bludgeoning damage and 2d6 acid damage

Non-magical metal weapons suffer -1 (cumulative damage) per successful strike on the creature and at -5 is completely destroyed

STR DEX CON INT WIS CHA /12(+1) 6(-2) 16(+3) 1(-5) 6(-2) 2(-4)

Challenge ½ (100 XP)

## 6. Cave in Site

This room is a mess. Dust coats the floor along with scattered boulders. The back of the cave is a jumble of large stones and is clearly the site of a cave in. Several arms and legs can be seen in the pile of rocks and four Stirges float around the area attempting to draw blood from the dead.

**DM:** This was the initial site of the Bullywugs entrance to the cave system. The group was out on a scouting mission when most of their group perished when the tunnel caved in. The group had been running from some Stirges encountered earlier and some of those creatures can be found under the stones as well.

The four flying pests will attack the PC when convenient. A d4 roll can be used to see how many of the Stirges attack per round but the maximum number will be four. The giant mosquito-like creatures possess no wealth

but if the rocks are checked a total of 57gp worth of agate chips can be removed from the dead Bullywugs without incurring further cave in potential.

**Stirges (4):** 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)

## 7. Main Bullywug Force

This large area is filled with water up to your knees and the current here is relatively strong. Five Bullywugs are present here evaluating the source of the water. Three of the creatures are attempting to get under the overhang where the water is entering the cave while two others hang back.

**DM:** This is the “main force” of Bullywugs that have been trapped in the cave complex. At this time they are attempting to return to their world and believe that the source of the water here provides the best chance for their return. None of the openings are large enough to escape though.

Upon entering the area the PC will have to contend with two of the Bullywugs that were acting as lookouts. They will yell to their associates but each of the remaining three will have to get to the PC to attack. A d4 +1 should be rolled for each of the three which will determine which round they will arrive for melee purposes.

These creatures each have shell belt pouches which contain 15gp worth of agate shale. Any natural roll of “1” will result in the offending party falling into current and being dragged 5’ – 30’ feed back into the main complex. If it is the PC they will effectively escape the attack for one round causing the Bullywugs to give chase. If the humanoids encounter this problem they will need 1-2 rounds to return to melee distance.



**Bullywugs (5):** Armor Class 15 (hide armor, shield) Hit Points 15 (2d8 +2)

D +3 1d4 +1 Bite & +3 1d6 +1 spear

STR DEX CON INT WIS CHA /15 (+2) 14 (+2) 13 (+1) 8 (-1) 11 (-0) 9 (-1)

Challenge ¼ (50 XP) Treasure 15gp

## 8. Lost Crypt

A rusty gate blocks the entrance to a corridor leading to a small room. Once the gate is crossed you find yourself in a small tilted room with a stone sarcophagus in it. Old runes are carved into the coffin and blanched vines cover the walls.

**DM:** This area has several obstacles to overcome. Initially a DC10 vs. Strength will need to be made to bend/break/move the rusty gate out of the way to continue into the chamber. Once inside a DC12 vs. Strength will be needed to move the lid to the coffin and check the contents.

Footing will be problematic in this area as the old tomb has been disrupted over the years and the uneven floor makes a 1 or a 2 critical failures with an automatic loss of initiative the next round. Once the coffin is disturbed the problems will begin for the PC.

The initial opening of the old coffin will allow the Specter to escape the stone confines and it will attack the party. If this creature can be defeated the lid of the sarcophagus can then be moved further revealing the dusty remains of the interred subject, a king from a previous age. A silver crown with lapis accents worth 120gp can be found inside. Another item will also be located inside the coffin and that is the king's former weapon.

This item is enchanted and will defend the body of its previous owner. The weapon itself will be something that the PC can use themselves (long sword, dagger, staff, flail, etc.) and will do the same amount of damage but with a +1 to hit & damage rolls. The item has two stones embedded in it. The first stone will be why the item is enchanted and the second being why it defends its king. If it can be 'defeated' the second stone will

crack and the item will then just become a standard +1 weapon that can be used by the PC.

The entombed king was buried at this location nearly five hundred years ago. The site of Penchant used to be a fortress but any remnants of that stronghold have faded from the ground and from the memories of the people who reside here. A sage may be interested in the runes on the coffin but they will tell the PC nothing.

**Specter:** Armor Class 12 (natural armor) Hit Points 22 (5d8)

D +3 1D8 +1 Long Sword - Saving Throws vs. Dexterity +4

STR/DEX/CON/INT/WIS/CHA 1 (-5) 14(+2) 11(+0) 10(+0) 10(+0) 11(+0)

Challenge 1 (200 XP) Immunities necrotic, poison, charm, prone, restrained

**Flying Weapon:** Armor Class 17 (natural armor) Hit Points 17 (5d6)

D +3 1D8 +1 Long Sword - Saving Throws vs. Dexterity +4

STR/DEX/CON/INT/WIS/CHA 12 (+1)15 (+2)11 (+0)1 (-5)5 (-3)1 (-5)

Challenge 1/4 (50 XP)

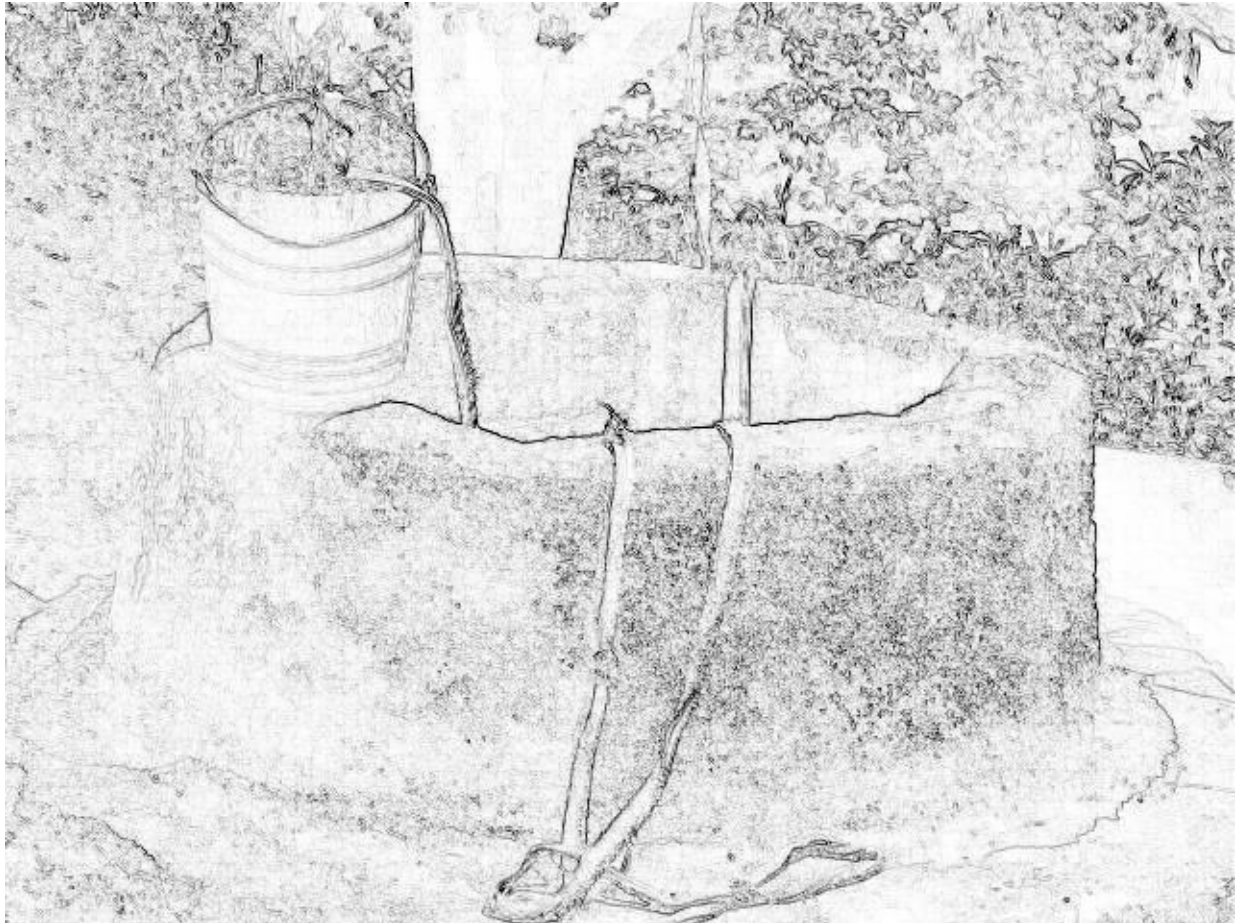
## 9. CeCe Found!

A low whimpering can be heard in this cave but the source is hidden from your view.

**DM:** Hiding in the crevices is the lost CeCe. The young girl will be quite scared until the PC can assure her that they are here to rescue her. She will explain that she has been stumbling through the darkness for over an hour and hid when she heard noises of fighting. She will point out that she found daylight in the areas of the two western wells but no one came when she yelled.

If the PC has had enough delving for one day they can find any well entrance and yell up. At this time someone will be near enough to hear the yells and come to their aid. If the well entrance is different from area #1 it will take a few rounds for help, and the rope, to arrive to lift CeCe and the PC out of the well.

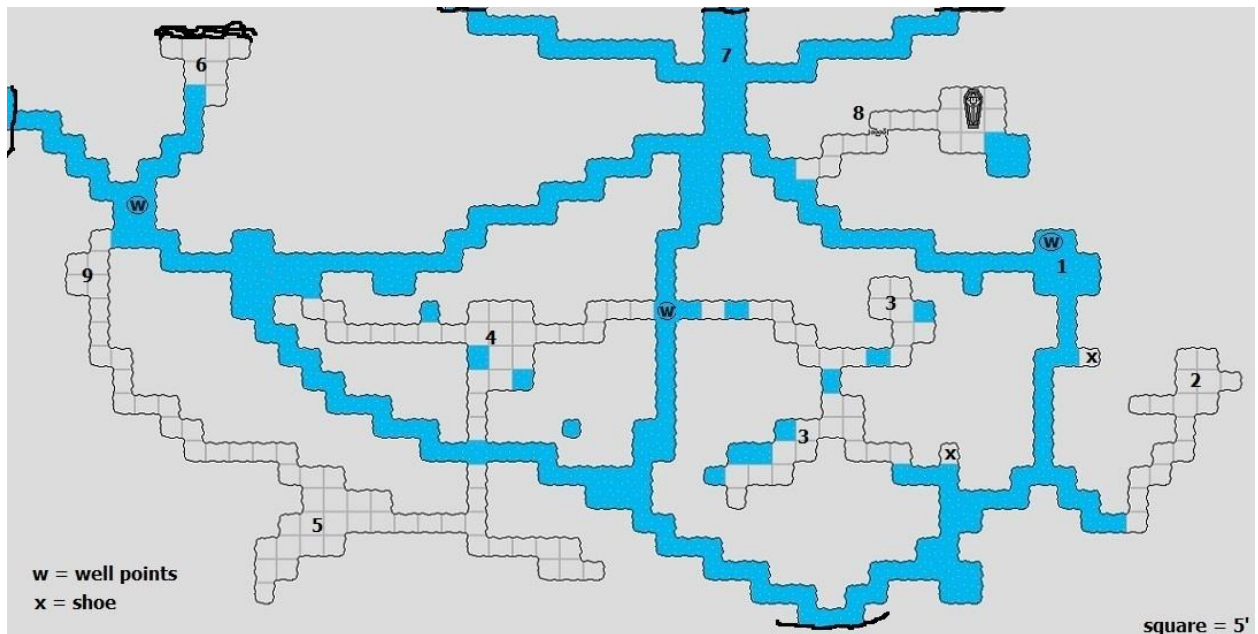
The PC will be heralded as a true hero and will receive a banquet in their honor. The lieutenant will be one of the citizens to lift the PC out and the original mission can be resolved at that time with payment!







Penchant <above> & Cave system <below>





Skeleton <area #1> and various spots in the caves