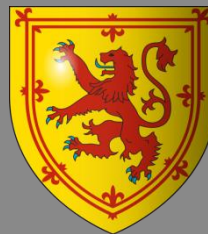


FVS9

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



PENCHANT FOR ADVENTURE – 5

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR A SINGLE CHARACTER OF 5TH 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 – 5

Player's Background:

With your last adventure causing quite a bit of problems, you and your cohorts have decided to take a brief respite from the adventuring trail. Word has reached your ears that a card tournament has just been announced in the small town of Penchant. This burg is already setting up for the Reaping Festival which is a staple of this farming region so there may be a shortage of rooms at the small inn. After making a few quick preparations you head down the road for Penchant!

DM Background:

This scenario pits a single 5th level PC into a community that is preparing for the annual Reaping Festival dedicated to crop collection. A new addition to this celebration is a card tournament featuring several well-known gamblers. Normally the small town is just a way station to someplace else but the game is being sponsored by an unknown benefactor thereby bringing in people from every corner of Brados.

What the PC will soon discover is that one pair of gamblers are not like the rest. Lord and Lady Delgado are from the southern reaches of the country near the swampland south of Martine Lake. This area is largely considered less "civilized" than the northern reaches with a wide variety of monsters wandering the area. The Delgado's are a brother (younger) and sister pair and are rumored to be quite rich. Maltor actually organized the event to draw out the Timmons sisters who are known to be gamblers of questionable morals. The three women have heard of the Delgado heirs but never met them, whereas Maltor had a close friend that was swindled by the Timmons ladies and is seeking revenge.

Maltor has secretly sponsored the event in the hopes that the sisters would attend. He plans on finding out as much as he can about them and then ruining their reputations once he returns to his homeland. Enid Delgado is unaware of her brother's plans and is under the impression it is just another gambling trip.

The main problem is that both Delgado siblings suffer from Lycanthropy but have obtained magical amulets to keep the disease in check. This is a necessity with the harvest moon being in full sight during the Reaping Festival.

A. Road to Penchant

The road to Penchant is well marked and has several roadside taverns to stop at. As you draw closer to your destination you are beginning to wonder if what was in the soup at the Newton Tavern you just left. Your stomach rolls but after several belches you feel better. As you enter the Pique Forest you surmise you will be in town for dinner this evening. As you round a corner the trail is blocked by a large tree that seems to have fallen. You notice the base is rotted and try to figure out a way around the blockage that your mount can handle.

DM: The way to Penchant there will be only one encounter. Once the PC dismounts to seek a trail for his/her mount they will hear snapping of twigs. Jumping atop the tree will be a trio of Worgs that are hungry and seeking a meal. The aroma of the mount has drawn these creatures to the area and this is where they will attack.

Worg attacks in the area are uncommon but not altogether out of the ordinary. These creatures are part of the landscape here and are present as a slight foreshadowing. They possess no treasure but their pelts would garner 20gp each if the time was taken to properly skin them.

Worgs (3): Armor Class 13 (natural) 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)

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 preparations are underway for the Harvest Festival. Nathaniel Curteys the local cartographer will observe the PC enter town and will immediately question them about their route of travel and if they have any maps he may wish to purchase.

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**

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 is playing with a small puppy that appears to be a wolf pup.

7. Teamster – Geoffrey Greenfeld – dies in this adventure

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

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

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. She will be out of town until the day after the festival.

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

Nathaniel is the local mapmaker and one of the happiest people in Penchant. The harvest festival always brings in a crowd for dancing and merriment but only local or nearby residents. With the gambling event going on, Nathaniel will be speaking with each and every newcomer about the route of travel, landmarks, and any potential maps they have on them. With people from

every corner of the nation he has been able to compile a great deal of information in a very short time.

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

Baldwin Marshall is the local tailor and also handles the fabric needs for Penchant. He resides on the second floor of his building and recently lost an apprentice. For purposes of this adventure the PC will find there is no rooms left at the Sleepy Inn (#24). As luck will have it Baldwin will notice the PCs plight and offer them the backroom of his shop. Located at the crossroads it is close to everything. He will ask 10gp for the entire week and will even make them some fine clothes for 25gp and point out that the PC will need nice clothes if they intend on gambling.

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

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. 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.

This location will be full due to the Reaping Festival and the card tournament. This is the location where the gambling will occur as well. A large tent has been setup just outside the establishment.

C. Poker Tourney

Despite the Worg headache on the way to Penchant you make good time after breaking through the forest. The edge of town heralds you with banners and a large amount of people. Hay bales have been brought into town and a stage has been erected near the crossroads of the small but bustling community. With the festival set to begin in three days the community has already set up the decorations.

DM: The PC should first attempt to find lodging but will have no luck at the inn. They will however meet the local tailor, Baldwin, who will offer them a room and finery. A good meal can be obtained at the tavern and the PC will be told that the tournament begins in about two hours under the tent. The first night is slated to have four tables of participants with the following day having two then one to finish the tournament.

If the PC wants to buy in the cost will be 100gp. Penchant Poker is scored as such. The first dice thrown will be 5d6. The higher the number the better with a pair of likewise numbered dice being the lowest score followed by three of a kind, four of a kind, a straight (1-5/2-6), a full house (3 of a kind & 2 of a kind), followed by four and finally five of a kind which is the toughest. In case of a tie on 'style', then the numbers indicated on the dice would be totaled with the highest number being the winner.

If the PC opts in to play they will be seated at a table with three men and one woman. Three other tables will have an assortment of people including one that has a set of sisters dressed provocatively. As light dims braziers will be brought in for illumination. After several hands a scream will be heard coming from down the street and a child will run towards the tent yelling for help.

Down the street a Giant Boar will be tearing into a man. Geoffrey Greenfeld, the town teamster, will have been caught by the beast and was unable to defend himself succumbing to the vicious attack. People will scatter and the creature will head towards the tent if the PC hasn't moved that way already. It will be up to the player to defeat the creature.

Giant Boar: Armor Class 12 Hit Points 43 (5d10 +15)

D +3 2d6 DC13 vs. Strength or knocked prone

STR/DEX/CON/INT/WIS/CHA 17(+3) 10(+0) 16(+3) 2(-4) 7(-2) 5(-3)

Challenge 2 (450 XP)

Once the tusked menace has been dealt with the PC can return to the tent to find the game in disarray. Several braziers will be overturned and an argument has broken out amongst some of the players at the table next to the PC's. A man playing will report the loss of his necklace and will be quite upset at the loss. As tempers flare the inn's proprietor, Alys Jendryng, will suspend the game until the next day. The man's female associate will pull him away from the table and attempt to get him calmed down unsuccessfully.

With the game postponed until the next day the braziers will be extinguished and the people will move to their respective rooms and homes. The PC can return to the tailors, if he took Nathaniel up on the offer. A few hours later a ruckus will be heard in the street. Upon going outside the PC will notice several guards are present around a mangled body. Eli Pole, the brewer's son, will be explaining what he saw. As the PC listens in they will discover that Eli had to go to the bathroom and in doing so observed the stranger get mauled by a wolf. Tracks in the mud will confirm the boy's account and show that the beast went south and east. The guards will form a search party and attempt to track the beast. Because of the extensive body damage the victim cannot be identified as one of the gamblers from Lord Delgado at this time.

D. Dealing with Thieves

The next morning you awake and are told by Baldwin that the dead man was discovered to be one of the gamblers from the game. As he continues to discuss the issue you vaguely remember the man he is describing. As your thoughts drift in the morning haze you also hear him mention that one of the other gamblers is reporting the theft of a necklace. As you inquire about that incident it will be clear that the dead man and the victim of the theft were both at the same table next to yours.

Baldwin will report that he doesn't have much food and you should head to the tavern or the inn for nourishment. You get dressed and wander down the road following the aroma of bacon. Halfway down the road a young boy runs across the path and alerts you of a fight behind the carpenter's home!

DM: Once the PC goes to investigate the child will move quickly down the road in search of guards. Behind the carpenter's (#21) building the PC will find an unconscious Thomasine Halle who had attempted to intervene but was knocked out. Three scantily clad women will be pummeling Lord Delgado at the rear of the building and it will be apparent that the male is not faring well. Yelling will be heard from the road and it will be obvious the guard has been alerted.

Thieves (3): Armor Class 12 (leather & Shield) Hit Points 32 (5D8 +10)

+4 1d6 +2 Mace (x2)

STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Challenge ½ (100 XP)

The PC will have to defeat two of the three women in order to have the last surrender. Once the battle has ended the town guards will appear and both Lord Delgado and Thomasine will wake up from their beating. Lt. Hawtrey will demand answers as the townspeople begin to gather. Thomasine will report that she came upon the quartet behind her business and attempted to intervene and was struck by one of the dead/unconscious thieves and knows little else.

An angry Lord Delgado will accuse the women of theft and report that they have his necklace that was stolen last night. A search of the bodies will uncover the missing item and he will demand its return. The surrendering thief (and any unconscious ones) will be taken into custody by the guards. Lt. Hawtrey will explain to Lord Delgado that the necklace will be taken as evidence until a magistrate can arrive and deal with the issue. The gambler will protest vehemently and demand the return of the item but will be stifled by the head of the guards. The PC will be thanked by both the lieutenant and Lord Delgado for their heroism and be dismissed.

The PC will quickly discover that due to all of the troubles the gambling event has been cancelled with a partial refund given to those involved. Each of the gamblers will be invited to remain in town for the Reaping Festival tomorrow. The rest of the day the PC can relax, seek healing, or entertain themselves as they see fit.

E. Werewolf Attacks

With the gambling event cancelled you searched the area for something to do and located a wandering bard at the tavern. After a relaxing night of stories and drinks you head back down the road dejected that the inn wouldn't release the room the thieves were staying in. A short distance from the tailor's you stop by one of the town wells to quench your thirst and hear a ruckus. A quick look around and you observe shadows near the guard outpost. As you peer into the darkness you notice a human fighting what appears to be a wolf.

DM: Lord Delgado has reverted into Werewolf form again due to the loss of his necklace. He had gone to the guard station to plead for the return one last time but met only one guard, Piers Taylor who was not in the possession of the item. As the moon made an appearance the Lycanthrope changed into the Werewolf form and took vengeance on the thief (thieves) behind detained in the small holding cell.

Piers has fought bravely and wounded Lord Delgado but is no match for the creature. As the PC rushes forward they will see the Werewolf strike down the lone guard with blood spurting everywhere. The creature will sense the PC's approach and turn on them as well.

Lord Delgado/Werewolf: Armor Class 12 Hit Points 65 (9d8 +18)

D +4 1D8 +2 Bite DC12 vs. Constitution +4 1d8 +2 Spear

STR/DEX/CON/INT/WIS/CHA 15(+2) 11(+0) 14(+2) 10(+0) 10(+0) 11(+0)

Challenge 3 (700 XP)

As the Werewolf falls it will revert back to the form of Lord Delgado just as Lt. Hawtrey and the other guards arrive. They will state they had reports of a large Wolf running through town and went to investigate. The guards will have witnessed the change and will ask what transpired. The PC will be detained until the full account has been given twice as the guards are quite upset at the loss of one of their own.

The next morning Lt. Hawtrey will send two guards to go find Lady Delgado to answer some questions. The PC can attend if they wish but she will appear as a

normal woman and be quite upset that her brother is missing and inquire if the guards know his whereabouts.

Once back at the guard station Lady Delgado will be quite upset and demand answers. The guard commander will perform an intensive interrogation on the woman and suspect that the necklace had something to do with the matter. Lady Delgado will be told, and will comply, in taking off any and all jewelry she has on. Once completed the guards will be ready to attack in case she changes but no such change will occur.

The "grilling" of Lady Delgado will go on for several hours and will end with the refusal to turn over the body or the necklace until the magistrate arrives sometime tomorrow. It will be readily apparent that Lady Delgado is very upset but as the guards have lost one of their own they will be less inclined to care about her feelings. She will be told that she needs to remain in her room until the magistrate arrives to hear the case. She will be asked NOT to attend the Reaping Festival unless she can control herself.

F. Reaping Festival

After a few hours of fitful sleep you awake to the sound of music being played outside. A quick peek outside reveals that the Reaping Festival has begun and people from the region have descended upon Penchant for the entertainment. A three piece band is playing and the bard from the previous night is ready to perform after that. Baldwin can be seen in the street dancing and laughing as most are. A new set of clothing hangs outside the door with a note of thanks explaining the town is grateful for handling the werewolf problem.

DM: The clothes are a gift of gratitude from the citizens but the PC will find that they don't fit exactly right and will be uncomfortable in wearing them. They can clean up their armor and opt to wear it in town but will find dancing to be uncomfortable. The people in the streets do not seem to be aware of the events from last night as the town guard has opted to not dampen the festive mood.

The PC can wander the streets for an hour as enjoy pastry, ale, music, and entertainment as the festival goes in full swing. As the party shifts down towards the Sleepy Inn the celebration is interrupted by a smashing window overlooking the street. As everyone looks up Lady Delgado appears, spies the PC, and begins to yell at them and blaming them for her brother's death. As everyone takes the spectacle in the lovely woman begins to change.

The view will be partially obscured but then Lady Delgado in the form of a Wereboar will leap from the window and land on the street. A nearby guard will swing their blade at her/creature and it will shatter on impact. The Wereboar will smack the guard sending them into the bushes and then charge at the PC causing the assembled throng to scatter.

Lady Delgado/Wereboar: Armor Class 11 Hit Points 78 (12d8 +24)

D +5 2D6 +3 Maul +5 2D6 +3 Tusks

STR/DEX/CON/INT/WIS/CHA 17 (+3) 10 (+0) 15 (+2) 10 (+0) 11 (+0) 8 (-1)

Challenge 4 (1100 XP) hit by silvered/magical weapons

Once the battle is complete the people will meekly come out of hiding and, once they perceive the danger to have passed, wildly celebrate the PCs victory. Free healing will be given by Pastor Stokys if the PC survived. The next day a bruised and tired PC will be interviewed by the magistrate about the events of the past few days and will be exonerated of any culpability.

The magistrate will declare that the Delgado's belongings and the sisters will be forfeit and now belong to the PCs. Innkeeper Alys Jendryng will gather the items which amount to three sacks of 500gp, a platinum necklace (Delgado) worth 700gp, and a book entitled "Controlling Lycanthropy" by Hobart Wolfsbane. The guard commander will also turn over Lord Delgado's necklace which is magical. It will allow anyone afflicted with Lycanthropy to DC12 vs. Constitution to avoid succumbing to the urges during the full moon. While the PC may not have a need for it, the item would fetch a considerable sum depending on the economic state of the campaign. The book would also command a slightly lessor price but does include instructions on how to make the amulet.



Community of Penchant <above> street vendor <below>





Lord and Lady Delgado, the contest & the trio of thieves