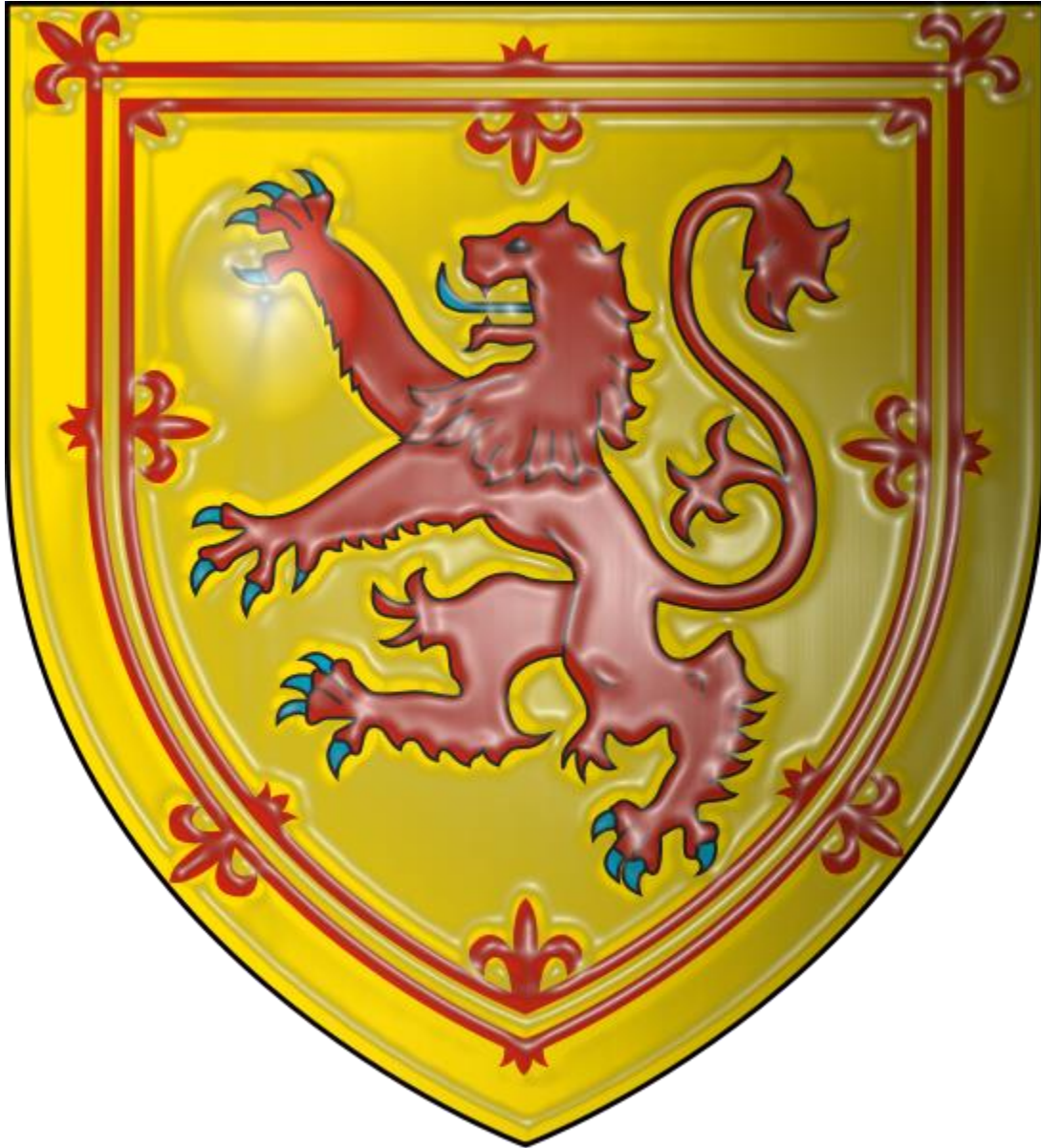


Adventures in Filbar



FT - Andju Village

Andju Village

East of the Plains of Negoth on the Timbo River is the growing Village of Andju. Initially a small farming trading post a retired fighter has begun to build a stronghold which is making the area grow rapidly. Sir Dimek of Rastinstein has had the title of Viscount bestowed upon due to a favorable financial donation. As a result of his new found title and acquisition of lands to govern Sir Dimek has begun construction on his stronghold. With the influx of artisans the town has suffered from growing pains but has also benefited from the money the project has brought in.

Sir Dimek has laid out the plans for his keep and has left the rest to the engineers. Not being a micromanager he is letting those who know building, build. For the most part Andju is a village on the move. Prices are inflated and construction is everywhere most notably is the construction of the stone keep in the Southeastern corner of the village.

The village itself is in excellent farm land and the two roadways into the town are even lined with gooseberry bushes. The flora and fauna of the area are a very pleasant sight to behold. Beside the river for fresh drinking water there are several cobblestone wells available throughout the village that is publicly used. The village sits on a ridge above the river making it on the high ground of the wilderness, a perfect spot for a growing village.

1. Caravan Master – Amerdan Vethelot

Amerdan Vethelot helped found the village many years ago as a stopover point to feed and water horses on the trail to the Free Cities region. Since then he has seen the growth of a “watering hole” to a full blown growing village complete with the construction of a keep. He is ready to retire and live out his days and is quite ready to turn over the stop to his son Meriken who has certainly put in the time on the roadway. While the Caravan Masters may disagree with this change in leadership they are certainly willing to hear out Amerdan’s wishes.

2. Mason – Elik Lidorn

One of the chief masons in the village has always been Elik Lidorn. He has been responsible for the growth of the village as much as any other man yet when Sir Dimek ordered construction of his keep he hired outside the village and unintentionally slighted Elik. Despite an apology and common sense Elik has been less than forgiving.

3. Gilded Boot Cobbler – Virdo Seth <Valyn>

Makers of the finest travelling boots in the Confederacy of Thegos reside here. The Seth family has been making boots for adventures for three decades. Childless the couple are unable to continue much longer with their pace. Between the long hours, their advancing age and the new cobbler moving in the stress is getting to the Seth Family.

4. Sew N Sew Tailor- Gryni Lerin <Mythik>

The village tailors are Gryni and Mythik Lerin. They are relatively new to the community as they have lived here for only ten years. The Lerin's work closely with the Riandur family <#11> and have been making quality cloth for a good price. With the large amount of shepherders in the area both families have an abundance of raw material to work with. They have two young daughters.

5. Sanctuary of Pholtus – Senic the Wise

The first and main temple of Andju belongs to the elder god Pholtus. Senic the Wise was an adventuring cleric in the service of Pholtus. During a raid on a rival temple he was captured and tortured until he renounced his faith. When he declined to adapt he was going to be put to the sword but was rescued right before he was to be killed. He retired and moved to the safer path of religion and started a branch in Andju.

6. Straight Arrow Fletcher – Ryodan Qupar

Originally from the Treetop Forest Ryodan is one of the few elves in the village. A hunter all his life he has been making arrows as long as he can remember. Ryodan utilizes crow feathers as he finds them to be particularly true to flight. He hunts frequently and is also an amateur taxidermist.

7. Candle maker & Beekeeper – Florian Hectar

Florian likes to call herself the town luminary as she is the resident candle maker. While she has been making candles for years she has recently discovered an ingredient to slow the burning of oil making it a more useful form of illumination. She discovered it accidentally while tending to her honeybee collection. She is middle aged and lost her husband to the plague a few years back.

8. Hammer and Anvil Smithy – Tomara Shieldcrest

Tomara and Teleila are Mountain dwarves from the South. They came to town to ply their craft of armor works but can forge pretty much anything needed for the farming community. They are dour as most dwarves are however they are friendly to the townspeople they deal with. Outsiders will be treated as potential customers but nothing more. Any dwarves from the South will be greeted as brethren. They have a small son who enjoys watching the caravan come in.

9. Prime Cuts Butcher – Useli Sithik

Useli was once an outlaw who turned his life around after spending a few years in a brutal dungeon belonging to a baron. Since then he worked on his hunting and butchering skills. Contrary to rumor his crime was not murder as is the talk of the town but more of wooing said Baron's wife. He is currently single and still enjoys the fairer sex.

10. Gilly's Gems – Laenava Florian

Laenava and his wife Zena are one of the few gnomes in the area. Both had family in the free city of Bixatel but after their respective parents died they

leaned on each other for support. After a few years they got married and now have four children and a successful gem trading business. They also craft a variety of jewelry items as well as decorated sword scabbards.

11. Weaver Shoppe – Eckard Riandur <Justalyne>

Weaver extraordinaire is Eckard's moniker. A Halfling by birth he is large in excellence. Eckard has put in long hours making sure that his craft is as good as it can be. While he charges a modest amount his quality is impeccable and he can weave any design. His wife Justalyne isn't thrilled with his long hours but it has allowed him to support his growing family quite well.

12. Mystic Diviner Sage – Mezo

Sage and master occultist Mezo the Mystic maintains his life by helping others. While not all of his predictions are 100% accurate they are vague enough to have a high degree of accuracy. It's said that a Duke from the West has travelled to Mezo to foretell his economic policy. At 104 years old Mezo is easily the oldest human in the land. Some believe him to possess Dwarven blood. No matter what his race Mezo is an exceptionally wise person who has knowledge of the ancient and arcane.

13. Cart Wright – Akara Irondak

Where there is a caravan there is a Cartwright and this village has Akara. A half elf Akara has been in the village since the beginning. He was part of a caravan to the West when one of wagons broke down from another caravan. He was able to fix the damage rather quickly and it was remarked he should make it his calling. As he was young and looking for a profession he has taken that advice and opened up the shop after he learned that Amerdan <#1> would be making this point a stopover for caravans.

14. Loki's Locks and Storage – Padan Silpal

It came as no surprise to anyone that Padan was unmasked as a thief in his prior life. A few years ago a royal assemblage came through the village and he was identified by some of the party. For some reason no action was taken and it is rumored that it cost the gnome a good amount of coin for the issue to be resolved. For that matter he has continued to make locks of different complexity in relative peace.

15. Tanner – Eckard Ixil

Tanner and taxidermist the former ranger Eckard has chosen Andju as his home as it provides him with a great deal of freedom and safety. Retired for several years he still keeps his skills honed but rarely has to use them. He now is the town tanner and taxidermist and is quite good at his trade.

16. Rolling Rock Brewery - Firdorn Uhmar

Another town dwarf, Firdorn runs the brewery in town and employs a few of the young people in town to help. He enjoys youth as his own was cut short when his village was raided by goblins. He was forced to grow up quickly and to some extent misses the opportunity of youth. He is close to Padan <#14> as he finds his previous plight interesting. He also employs the assistance of Akara <#13> and Jonus <#24> for barrel construction. He provides ale and mead for the inns and taverns here and in different parts of the world thanks to the caravan route.

17. Personal Residence – Meriken Vethelot

Not much is known about Meriken Vethelot in town. He came in and had his home constructed and left while it was being built. A few months later he took possession of the abode and has kept mostly to himself. Meriken also tends to leave his residence frequently and most surmise he is an adventurer of some sort. If approached, Meriken will be quiet and vague.

18. Personal Residence – Akia Phar Quid

Another personal residence in the village this one is owned by the very loud bard Akia Phar Quid of the East. "Teller of tales", "Minstrel of Monarchs", "Wizard of Waverly" this person is a reputed bard and performs at various inns and taverns when he is in town he spins colorful tales of de-ring do and is quite charismatic. He is quite talkative and has no problem telling anyone about his "famous" exploits. Like Meriken <#17> he is out of town frequently.

19. Charon's Wharf Inn – Ochala of Bixatel

Sitting on the rise above the river is the Charon's Wharf Inn. Owner/proprietor Ochala is a barbarian from Bixatel who decided to move out of the free city and into the Imperial realm to become a "real" citizen of the empire. She has run the inn for nearly a decade. Sitting above the river bank one of the unique features of the Inn is that you can fish off the "wharf" which is the back deck off the kitchen area. If you catch your own dinner you get a discount on your meal. She is quite friendly despite being a "savage".

20. Miller – Odeir Zuth <Helenia>

Village miller and successful wheat farmer, Odeir makes grain for most of the surrounding area using his river powered grist mill. He came from North of the Treetop Forest with this technology. He had Elik <#2> help him make the great stone tablets used to crush the wheat, barley, corn, and other items used to make his products. Odeir, wife Helenia, and his two sons have agreements with most of the farmers in the area to turn their raw products into useful goods that they can then sell and trade to others. Odeir doesn't charge much but is very wealthy anyway. His life is comfortable and he is a very friendly individual.

21. Lumbermill – Mehandle Alkirk

Any construction in the village usually starts with Mehandle Alkirk and his three sons. The village lumberjacks they men are very large but not as large as their saw. Much like Odeir <#20> they have discovered that technology is their friend. They have constructed a large lumber mill powered by horses below the mill. A large screw assembly allows the great saw to work with the use of only

two horses walking at a slow pace. The method is highly efficient and has made the Alkirk's sought after by all members of the construction community. They are always in high demand and enjoy working long hours.

22. Golden Shoe Stables – Gosform O'Connell

Horses, ponies, mules and striders are all available from the Golden Shoe Stables. Gosform came from Bixatel with Ochala <#19> although the two rarely speak anymore. Gosform is rumored to be a Horselord of some repute and the quality of his animals would seem to consolidate the rumors. Gosform is a cagey salesman and knows equines very well. He deals fairly but if he feels as though he is being taken advantage of, his barbarian temper will get the best of him. He is a large man with immense hands and dark complexion.

23. The Emerald Inn – Chamon Hectar

An Elf maiden from the West, Chamon runs the Emerald Inn since she won it in a game of bones from the previous owner. Always a gambler which is unusual for an Elf, she always enjoys a good game. Once a year she sponsors a card tournament which she has won four out of the last six years. She is a quiet business woman and has decorated the inn as her heritage would show. The inn is very airy and clean. She doesn't tolerate any destruction or rude behavior to her inn or her staff and has no qualms about throwing people out of her inn. A former adventurer she has got the skills to deal with even the most problematic people. Her friend Gosform <#22> is always glad to assist in "laying of the hands".

24. Jonus The Carpenter – Jonus Christ

A close friend of Mehandle <#21> Jonus Christ is a skilled carpenter and enjoys making furniture the most. He usually builds home and is working on several of the construction sites in town. He lost his wife to the plague but not before she gave him twelve sons who are also carpenters when not fishing. They live in a two story structure with a full basement to house them all. They tend to keep to themselves as they are a close knit family. They do not attend the church rather they worship their own "Sun God". Part of their practice is to treat all people

equally and do unto others. While some of the boys are more vocal than others about their religion but don't force their beliefs on others. While the Christ family seems very easy going only one of the boys seems to get into trouble.

25. General Supply Store – Sathe Xanar <Badek>

Rope, lanterns, 10' poles, and just about anything else you need can be found at the General Supply Store. Sathe and his wife Badek are the catch all of items people utilize on a daily basis. Between the two one is minding the store while the other is on the trade circuit. They go from smaller village to smaller village locating supplies such as jams, wines, and oils etc. for everyone's use. They like to call themselves the "little caravan" when it comes to items. They lost their son to the plague years ago and have never recovered.

26. Engineer – Penduhl Eldar

The master builder of Sir Dimek is Penduhl Eldar from Gortelburg. An associate of Sir Dimek utilized Penduhl's engineering skill in erecting his fortress and the knight appreciated the work so much he also hired Penduhl to build his keep. Penduhl is aware of the sore feelings of the mason Elik <#2> but has experienced this problem before. He attempted to bring Elik in to assist but was rebuffed. He has since gone on about his work bringing in a variety of craftsmen that he has worked with before. While the keep is small Penduhl expects it to be complete within three years.

27. The Spotted Dog Tavern – Zerma Dakamon

Zerma Dakamon originally came from Bast where he made his money as a small time hood and gambler. While his previous profession as a thief is now behind him he enjoys the toils of his work and gambling hobby as the proprietor of the Spotted Dog Tavern. It comes as no surprise to anyone that his best friend in town is his biggest rival Chamon <#23>. While she holds the lead in her tournament Zerma is a worthy adversary. He believes that she is using magical means to beat him as his cocksure attitude won't allow him to believe that anyone is better than he is. Zerma has a quick temper and it flashes from time to time.

28. Construction Headquarters – Dask Etar of Filbar

Penduhl's <#26> boss is Dask Etar of Filbar. Dask oversees every aspect of the construction site from men, material, and design. The latter is handled quite well by Penduhl but every other aspect falls upon the shoulders of the Filbarian overseer. Dask is a very private person and is all business. He doesn't have time to socialize and is constantly making sure that the worksite is on time and under budget. Penduhl and Dask have worked on several projects in the past and work well together.

29. Garrison Barracks – Militia

The twenty man militia resides in the temporary barracks located here. They had better quarters prior to the keep construction but were willing to lose their prior home to what has been promised to them. There has been grumbling but anyone who has seen the keep plans knows that the garrison will have excellent housing.

30. Captain of the Watch Residence – Captain Sedar Raydan

While his militia have been relegated to less than quality housing Captain Raydan resides in his personal home which is quite comfortable. As Sir Dimek's personal henchman it was quite easy for him to afford such quarters. The two were quite successful adventurers and each has more than enough wealth to accommodate their lifestyles. While Sir Dimek has chosen to retire Captain Raydan still wants to fight evil but accepted the position of Captain of the Watch for his longtime employer out of loyalty.

31. Bilbo's Bright Necklace <under construction> Bilbo Elmut

A Halving, Bilbo has recently come to Andju because of the growth the economy is seeing. Word of the keep construction has always sparked an economic boon and this situation is no different. Bilbo has always taken chances in his life and he sees this as his opportunity to make it big in his life. Time will tell as to his situation future. The Bright necklace construction just recently started and Bilbo is doing most of the work himself while operating the establishment while construction is ongoing.

32. Mandoon Footwear <under construction> Thol Mandoon <Midiga>

Thol and Midiga Mandoon pulled into town three weeks ago with a healthy supply of footwear for those working construction. At this time their inventory is nearly empty and they have decided to stay. They have recently plotted out land to open their own shop but they are finding constructions costs higher than expected since there is more demand than supply. Thol is an excellent hunter and usually finds the raw material while his wife does the footwear construction. This is becoming more difficult as she is expecting her first child in a few months.

33. Inn of the Grinning Goblin <under construction> Laracal Daxwood

Nearly complete the village's latest inn is run by the Elven Laracal. A travelling companion of Akia <#18> Laracal recently moved to Andju in order to start his own Inn. Upon his arrival he met with Chamon <#23> and was welcomed with open arms. Both Chamon and Laracal feel that with the growth of the community another inn or two would certainly help out with future growth. The Inn of the Grinning Goblin is very nearly complete and expected to open this month.

34. Inn of the Laughing Cup <under construction> Wellisa Waytel <Mitar>

The Waytel clan came to Andju shortly after Laracal <#33> and also felt the need of more lodging for the growth of the village. While the Inn of the Laughing Cup is still a few months away from opening it will be geared more towards the common man whereas the Grinning Goblin is a more upscale clientele. Wellisa and Mitar have four children who are going to be staff at the Inn as well as helping with construction. Currently they are working with the other businesses in town to help with money which is in short supply.

35. Foodstuffs Storage <under construction> Seryth Halmar

One need overlooked by the village has been a central location to keep foodstuffs. This need is about to be met by Seryth Halmar. While on the caravan trail he came through the village and noticed the very specific need of a storage center. With the coin in his pocket he decided to open a storage facility and he has been working on its construction night and day for the past four months. He

is about to open in a few days and half of his space is already spoken for. It would appear that "The Hammer" Halmar has made a wise choice in his profession.

36. Angry Sword Tavern <under construction> **Synestra Hildarwood**

Synestra Hildarwood is a cousin of Laracal <#33> and has just recently arrived last week. At the behest of his cousin Synestra came to Andju to open up a tavern to complement the Inn. Sadly when he arrived he was unable to obtain a plot near his cousin but feels his location won't be a problem. When he came to town he brought barrels of Elven mead and wine. With his location close to the construction community his stores are beginning to run low with his pockets lining with gold at an extraordinary pace. Despite the construction only starting he is selling out of his wagon and making a name for himself.

37. Brew Master <under construction> **Sarnot Underhill**

A former resident of Havendale, Sarnot has come to Andju with his Dwarven brew skills in hand. He was on the caravan trail when he heard about the building of the keep. Being an older dwarf he understood that where there is a keep there are thirsty construction workers. Not willing to pass on the opportunity he found his way to Andju and has begun to brew Dwarven spirits and is making a profit.

38. Personal Residence <under construction> **To Be announced**

A strange two story building with a tower is being constructed at this location but no one in the village knows who is responsible for it. The workers claim to have no idea who is paying for it and the materials show up on horse cart but the drivers have no idea who paid for the material. It is currently the town's biggest mystery.

39. Temple of Alussaceth <under construction> Tibers Ibhist

Tibers Ibhist entered the village while traveling through the countryside and noticed that although the community had one temple it was in sore need of redemption especially with the influx of artisans. Tibers petitioned his order to allow him to start a temple in "the wilderness". While it took time for his plea to fall upon ears that understood the need the result was positive. The shrine is 50% complete and should be done in the next few months. Tibers holds vespers during the construction and is bringing in more faithful every day.

40. Silver Unicorn Tavern <under construction> Adiannon Camon

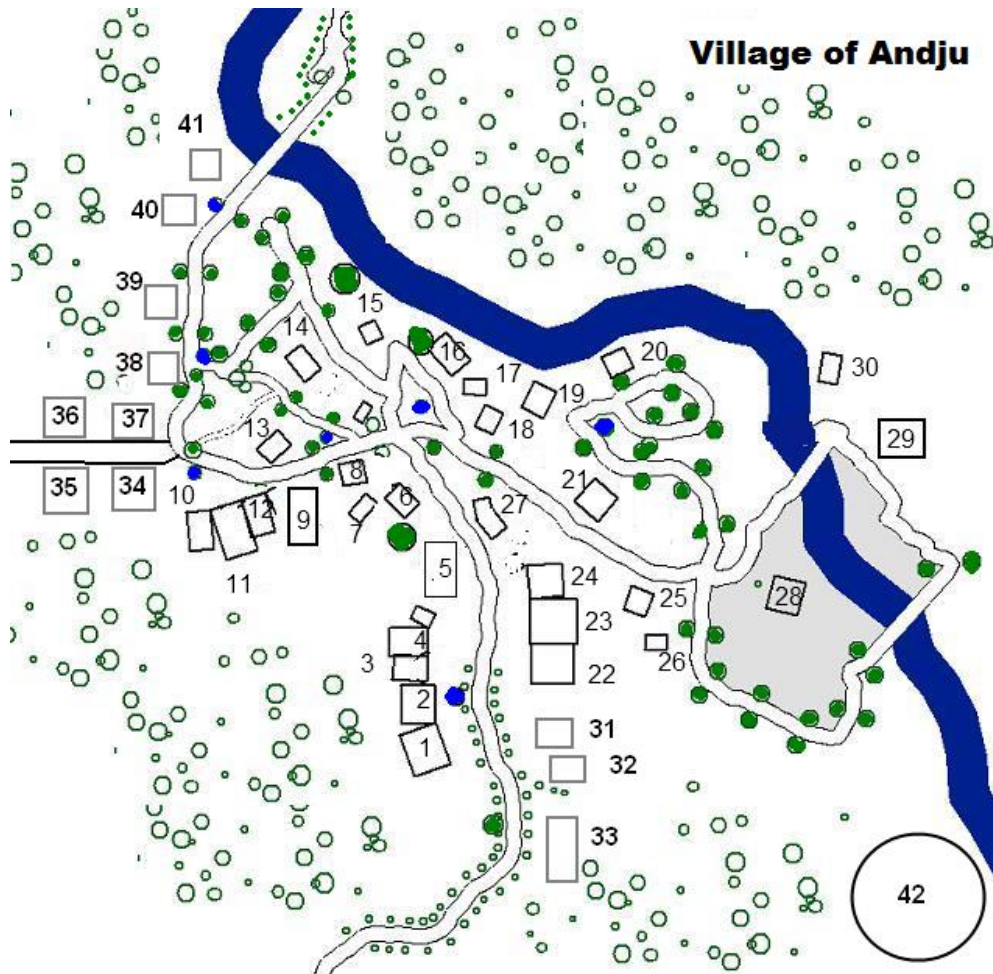
Freshly plotted out the Silver Unicorn sits on the Northern edge of town up from the river. Adiannon Camon comes from Filbar and already owns a tavern in Filbar but is looking to expand his "empire". Adiannon has quite a bit of coin saved up and anticipates another successful business venture. He and his son Morius are building the tavern themselves while his youngest son tends to the bar in Filbar.

41. Filo's Flanks Butcher <under construction> Filo Breen

Filo Breen is an excellent butcher who makes the most of his skills. While his business is under construction he still manages to sell meat to the current inns and taverns and is now making agreements with the new inns and taverns going up to be their meat supplier. Thus far his agreements seem to point to a prosperous future.

42. Construction Community <Tent City> Various personages

This 'tent city' is the area where the artisans and workers employed to create the knights keep live and stay when not at work. The area is lively in the evenings as the workers enjoy their time off. Drinking and gambling is a constant affair and the availability of female entertainment is also available.



Welcome to the Emerald Inn
Today's Menu

Breakfast
 Beef steak
 Gnomes' yogurt
 Goose eggs
 Currants
 Millet
 1sp

Lunch
 Sausage
 Duck eggs
 Peas
 Currants
 2sp

Supper
 Triceratops steak
 Corn
 Green beans
 Nut bread
 Pecan pie
 2sp

Snack
 Sharp cheese
 Pear
 Marzipan
 1sp

Welcome to the Angry Sword
Today's Menu

Breakfast
Fried perch
Sharp cheese
Goose eggs
Strawberries
Flatbread
1gp

Lunch
Chicken half
Chicken eggs
Peas
Apple
2gp

Supper
Pork liver
Spinach
Black beans
Corn pone
Rice pudding
2gp

Snack
Curds
Currants
Millet
8sp

Welcome to the Laughing Cup
Today's Menu

Breakfast
Fried perch
Sharp cheese
Quail eggs
Blueberries
Rice
1sp

Lunch
Veal sweetbreads
Chicken eggs
Potato
Blueberries
2sp

Supper
Pork liver
Green beans
Lentils
Oatmeal
Custard
2sp

Snack
Soft cheese
Underdark glowfruit
Corn pone
1sp