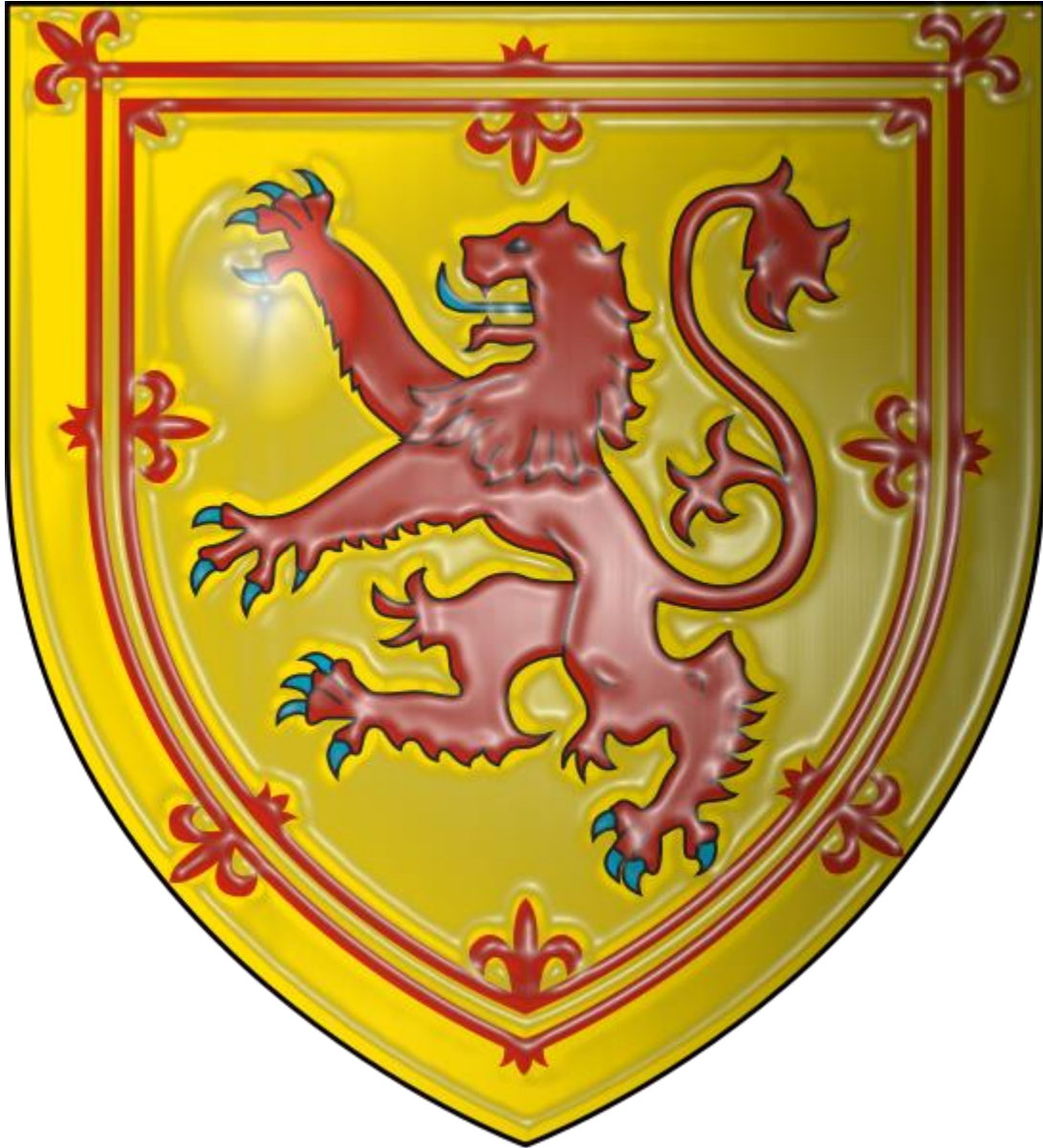


Adventures in Filbar



FT - Bixatel

Bixatel

The Plains village of Bixatel is the first major settlement outside of the Duchy of Filbar and is usually filled with anywhere from 1-4 different tribes of warriors which can usually make for a rather tense time in the area. While the Plainsmen are in a loose confederacy with each other, bad blood from old conflicts still exists and tends to rekindle especially after the warriors have been drinking. While Bixatel is a free city in the Confederacy it is also the city with the largest population of actual Plainsmen who have moved off the grasslands to enjoy the refinements of city life. While the shopkeepers are usually from one of the many tribes they see themselves as city dwellers now and are loyal not to their individual tribes but rather the community as a whole. At times this "outlook" is not well received by their former tribal brothers.

Bixatel is completely surrounded by a spiked wooden palisade which is coated in a non-flammable material which has protected the city for over a decade. Two gates allow entry into the city and at each spot is the stables for the city. No mounts are allowed to wander through the city due to an incident several years ago. Those entering the community must board their mounts at one the gates and receive a token to get them out of the stables. Losing this token can potentially mean losing your mount unless ownership can be proven otherwise. The city stables is also an excellent spot to purchase mounts in the event new ones are needed.

A variety of goods and services can be obtained inside and out of the city walls with everything a frontier town could offer. While Plainsmen who have shops inside are dedicated to the greater good of the community this does not mean that special discounts may be given to some and not others. In the interest of good business these issues are rare. The town guard is made up of members of different tribes to insure there is no favoritism. For the most part the citizens all realize that good business is treating everyone fairly regardless of their tribal roots.

As part of the Confederacy of Thegos, Bixatel survives on its merchants. While they are quite willing to barter and bargain with anyone it should be noted that festering hostilities with the Imperial Realm makes it difficult for any large band of "Westerners" to gain entry into the walled city. The wandering tribes are also equally on the lookout for large hostile parties and do not hesitate to engage in fighting. All in all the city of Bixatel is a good town to take a break at after wandering the high grasslands of the plains.

1. Darting Pony Tavern - Enyeto – “Walks like a bear”

One of the original buildings in the community is the Darting Pony Tavern. Originally a watering hole in the wilderness Enyeto has taken over the business and is the 3rd generation libations master. While he is able to concoct a variety of beverages he now does far less than he used to with the coming about of the Vintner Matchitisiw #38 and Ale Maker Gilrin Bluefist #5 supplying a much larger portion. The Darting Pony is in serious need of renovation but Enyeto has been reluctant to do so. He has a wife and two young children.

2. Adventurer Supply – Tressessa

Tressessa is the only Elf in town and a supplier of a variety of different equipment normally used on adventure expeditions. A Wood Elf from the Border Hills region was part of a group that came to a nasty end. As sole survivor of the foray she came out with all of the party's gear. Having few options left she came to Bixatel and opened up a shop to sell her compatriots gear. While she had only planned on staying a short time she found the business lucrative and the Plainsmen to be friendly enough. While more of an oddity she enjoys seclusion but would not be opposed to drinking wine with other Elves.

3. City Stables - Muata – Yellow jackets inside a nest

Muata has been selected by the city council to oversee the two stables the community has. As the most skilled horseman on the plains he was an obvious choice. While his business management has been taken over by the council, he cannot count, his handling and care for the beasts of burden is extraordinary. He has a staff of six at each location and has been afforded two guardsmen at each location to ensure there are no problems. As a larger man any problems usually cease to exist when he arrives. Muata is a widower with no children of his own. The prices at the stable are fair and all beasts are cared for as if they were owned by the handlers.

In the early days of the city mounts were allowed to roam the city. Due to an uprising by some mounted bandits, all mounts are required to be berthed in the stables.

4. Tanner - Gosheven – Great leaper

One of the two tanners in town Gosheven has the specialty of making household goods. His second best service is horse apparel such as bridles and saddles. While he has the ability to create and repair armor and shields he does not prefer working on them. He and Gehardt Elthen #14, while competitors, work well with each other and will push business to the other if they are overly busy. The two often have lunch together to discuss business and other opportunities. Gosheven is an older man and lives with his wife. They have three grown children not living in Bixatel.

5. Ale maker - Gilrin Bluefist

Like Tressessa at #2, Gilrin Bluefist is a retired adventurer who now calls Bixatel him home. Unlike Tressessa, Gilrin's career was cut short after losing his leg to a Worg while on the trail. Since then he has had a peg leg carved to specifications and moves quite well. During his recovery time he found that the libations served in Bixatel lacked the ruddy flavor he normally enjoyed. While he was rehabilitating he made a small still and began to brew his own beverages. As people began to his brews they enjoyed them and began to spread the word. Now Gilrin employs 5 interns who are slowly learning the trade of their master. Gilrin and his boys now supply ale and beer to most of the taverns and inns in Bixatel. Gilrin enjoys his work and has been experimenting with a variety of different flavors and textures.

6. Goat Herder - Chansomps – Locust

This area is a bustling hive of activity mostly of the four legged variety. Chansomps, his wife, and their eight children are the only ones permitted to own goats within the community. Their farm was brought into community several years ago and now provide meat, hide, cheese, and milk to most of the residents of Bixatel. One of his sons is about to move out of the town and take over his own ranch outside of the walls. While this concerns Chansomps and his wife they both realize that soon enough all of the children will be moving on.

7. Smith - Megedagik – Kills many

One of three metal smiths in town is Megedagik of the north. While he produces fine pieces he tends to specialize in basic metal working preferring to create useful items as opposed to armor and weapons. He tends to be a little standoffish personally as he disdains human contact and would rather deal with cold hard steel. Megedagik is a loner since he lost his wife and child but how he lost them is an enigma.

8. Cattle rancher - Makawee – Earth maiden

Makawee is one of the wealthiest women in the city. She currently has a herd of cattle within the city walls and produces most of the beef, milk, and raw leather for the tanners. She inherited the ranch from her second husband. Her first husband was a very successful adventurer and between the two men she is now in charge of a very large sum of wealth. While she has the money to turn the business over to others to run it she prefers to be a hand's on employer and personally oversees and assists in the branding of her cattle and day to day operations of the large herd. She is also an excellent rider and is the sole individual in town that is allowed to have a steed. While her favored mount is a grey pony she even has a large bird-like creature that is from the Newmack Sea area. She has a staff of ten very loyal men and women.

9. Government Building - Hiamovi – High chief

This large building is built in a western fashion and could easily be mistaken for a building in Filbar or Rockell. Most of the building is taken up by a large room with long benches in it. The citizens of Bixatel use this as the city commons where they hold meetings, trials, and general gatherings. The leader of the community is Hiamovi who has served the community for two consecutive 3 year terms. Under his leadership Bixatel has increased its position as a trading center. He has also been able to keep the roving tribes on a short leash when visiting Bixatel which has been no easy feat. Some would wonder how he had accomplished this but he has declined comment or explanation. Hiamovi works closely with Makawee and it is believed that she has used her financial clout to help keep the peace.

10. Lumbermill - Dustu – Spring Frog

One of the largest people in Bixatel is Dustu who handles the lumber needs for the community. He is usually shirtless showing off his honed physique. He has been swinging an axe since he was a child and has a staff that assists him in collecting lumber usually at the Devil's Spine which is the huge forest to the east. Dustu is married and seven boys each of which looks exactly like Dustu and each are growing larger as the years pass. Some believe that several of the boys will dwarf even Dustu which is strange since his wife is a very small woman in stature.

11. Carpenter - Jolon – Valley of dead oaks

Where Dustu at #10 is a gatherer of wood Jolon is a crafter of wood. Aside from being able to make furniture and housing frames Jolon prefers to use wood as his medium to create art work. Most of his living is made by creating the mundane but it is his flair for shaping the wood that commands the highest prices. Jolon has done work in all of the inns and shrines and rarely charges the latter. Lately his works have been commissioned to decorate the government building at area #9. Hiamovi has been allowed to renovate the building and he has decided to have Jolon create wooden sculptures of each of the original eleven tribes including the long gone centaur sect of the Calondrians. These statues are to grace the main chamber hall but not to be put in place until every statue is complete. Until they are all done they are to remain hidden from view. It is expected that Jolon will represent each tribe equally.

12. Fletcher - Flo – Arrow

The town fletcher is Flo which means Arrow in his tribal language. Largely considered the best shot in the plains, Flo is an excellent archer but is also an excellent craftsman for both bows and arrows. Flo's biggest drawback is that he is very meticulous in his work and thereby must rely on high quality over high quantity. To offset this issue he has taken on two assistants who are learning the trade from a master. While they are new and inexperienced they are learning quickly and working hard. Neither of the assistants is a good a shot as their master but they do work faster which is helping the business.

13. Poultry - Kewanee – Prairie hen

A very low fence in this area cannot mask the sounds of chickens and geese in this fairly wooded area. Kewanee is a single mother of five girls who all work the field where the poultry live. While the chickens and geese offer a fine amount of meat the most precious commodity is that of their eggs which are always in high demand. The most impressive bird Kewanee's farm has are five ostriches whose eggs command a very high price because of their size. Her eldest daughter has been able to create fine designs in the eggs collected with the use of a very sharp dagger. These small pieces of art have started to gather a paying audience for the items.

14. Tanner - Gehardt Elthen

Gehardt Elthen is human renegade from the Imperial Realm and despite his origin he has been accepted by the citizens of Bixatel quickly. While Gosheven at area #4 specializes in day to day items, Gehardt is better with armor and shields. His work is quite equal to mount appliances such as saddles that Gosheven does. The two are actually quite congenial and Gehardt has enjoyed the opportunity to have the elder Plainsman teach him more of the craft than he had prior to moving to the community. Those watching them together at lunch would be under the impression that they are related as their friendship is that of a master and an apprentice as opposed to competitors.

15. Wandering Horse Tavern - Hania – Spirit warrior

Hania runs the Wandering Horse Tavern a favorite watering hole of the northern tribes although all are welcome at the establishment. The tavern is noted for its prominently displayed heads of strange beasts that the Plainsmen have killed. The most spectacular is the bony remains of a young adult Green Dragon head. Hania is an easy going man who runs the bar with his wife and two children. Once a year Hania will offer free liquor for a week to whomever can bring him the most interesting trophy of a kill. On more than one occasion his wife has removed the trophy in question for being "morally dubious" and offensive to her nature. These trophies usually win the tournament.

16. Locksmith - Bimisi – Slippery One

Bimisi was adopted by one of the Plainsmen tribes when he was very young and found wandering the edge of the southern border. As it turned out his father was a charlatan of sorts and had his son working the crowd as a pickpocket. His nimble fingers nearly got him in trouble repeatedly with his new family but he finally steered towards a more acceptable profession in the prevention of theft. Bimisi is the town locksmith and there is nothing he can't open safely. Currently his business model is secure trunks and boxes but does work on personal residences as well. He is married and they are expecting their first child soon.

17. Smith – Armor - Enoona Merklin

The only smith in the area that deals with metal armor is Enoona Merklin formerly from the community of Fargone. She is originally from across the Newmack Sea and is a former member of Akbole where she learned her trade. Since moving to the northern lands she has face ridicule and hatred until she displays her wares which are of very fine quality. Enoona doesn't speak much but when she does it is usually important. While she does not currently have any magical armor in stock she is always in the market for such pieces. She will buy and sell things that she makes or things that she barter for. She is a loner and is shunned by most of the citizens of Bixatel. Enoona does excellent work however her prices can be quite high but these are mostly for special pieces requiring a lot of special design work.

18. General Store - Mojag – Never Silent

In his travels Mojag the Wanderer has been privy to see many sights. On one of his journeys to the western lands he came across a business that was called a general store which offered the buyer a multitude of options. This shop fascinated him and when he returned to his land he brought the concept with him. Mojag opened his business with the aid of his wife and two children were have finally ended his wandering ways. Now Mojag doesn't wander more than a day's ride to find items to fill his store. Most of his items are new but he does have a vast array of pre-owned items that still has life left in them. He only sells and trades, he does not pawn item.

19. Cart Wright - Machakw – Horny Toad

One of the less busy businesses in town is the cart wright Machakw. While he doesn't get much walk in business he has been leased out by the Caravan Master to be on call for work and maintenance on the fleet of wagons the trade has and to keep it running. Most Plainsmen detest the use of "vehicles" and prefer the method used by their culture for years which is a drag moved by their mounts. Machakw has good carpentry skills and has always been intrigued by methods of movement. He is a widower but has a teenage daughter who is quite pretty.

20. City Watch - Doba – There was no war

The city watch of Bixatel is manned by the residents on a regular basis but has three standing officers to oversee the work that they do. The commander of the city watch is a short but stout Plainsmen known as Doba. While he doesn't look like much there is a long standing story that he once wrestled a bear to save the life of one his tribe's children. While he doesn't deny the incident he will point out in an unselfish manner that the bear wasn't that big. Stories suggest that the bear was quite large but he never talks about leading most outsiders to believe that the account is accurate. With his large hands he is more than able to 'wrestle down' a problem.

21. Bixatel Inn - Huata – To carry seeds

Located conveniently in the center of town the Bixatel Inn is the most expensive place to stay but also the nicest. Works of art adorn the walls of every room and the common area sharing the heritage of the Tribesmen. Murals, tapestries, and frescoes all show members of the different tribes gathering food, fighting monsters, and several show the great victory against the Imperial Realm troops years ago. A sundered helmet of realm-esque construction sits at the main desk. The item has a very prominent arrow hole in the side of the helm which likely caused the death of its wearer. Huata the proprietor will confirm that the helm was won at the battle by her relative at the battle. While her love lies with the Plainsmen her business is open to all those who are respectful and don't cause issues. Her back room has been used by the Tribal Chieftains as a neutral meeting place more than once.

22. Potions - Zinthony Boombooster

One of three Gnomes in the community, Zinthony Boombooster is the town alchemist. Originally the three "little ones" as they are called by the Plainsmen came to town as part of an adventuring group. The Gnomes each have different occupations but are usually nearby each other as the years of adventuring have made them more like family than anything else. Zinthony enjoys the chemical aspect of life and as an alchemist is adequate. He is able to make some magical potions assuming he has the unique ingredients but has been working on a different fluid that is flammable. Although he hasn't come up with a suitable use for the item he believes it could be a life changing item. Zinthony is single with no prospects.

23. Inn of the High Grass - Aidan Florian

Set on the main road through town, the Inn of the High Grass is a moderately priced place to call home for a short time. Aidan Florian came to Bixatel from Thegos a few years ago and opened the inn as he felt the town needed a medium priced inn. While his prices are reasonable the service is more so and the business gets good reviews because of its service. The Inn of the High Grass is a clean well run business as it is family owned by the Florian family. Aidan oversees the general day to day operations while his four children make sure the rooms are clean. Their incentive is that they are given compensation for their work which makes them work harder.

24. Tailor - Algoma – Valley of Flowers

While some would think there is no civilized fashion in the Plains they would be mistaken. Algoma is responsible for most of the clothing in town and also offers a vast array of "finery" style clothing some of which have been marketed in lands outside the Great Plains. With the increased trade from the Caravan group Algoma's authentic Plains attire has found its way across the Newmack Sea and as far west as Bonair to the west. Algoma personally oversees the entire operation from the wool selection, to design, to construction of the clothing. While she enjoys making exceptional clothing she understands that her bread and butter are the basic clothing needs of the citizens. She offers good quality clothing at reasonable prices.

25. Caravan Master - Bodaway – Fire Maker

The Caravan system began in the Great Plains and as a result Bixatel was one of early adopters of this anomaly. Once the truce was made between the tribes as to the rights of the merchant class the Caravan trade took off. While Landos is the birthplace of the Caravan Masters, Bixatel was not too far behind. Bodaway was hand chosen by the masters to run the Caravan station in Bixatel. A potent leader he was originally slated to be a tribal chief until the Caravan Masters requested he control the trade at the edge of the Plains.

While initially reluctant, Bodaway took the task and made the best out of the position. Although he is not a fan of the Imperial Realm he was smart enough to understand that the growth of the Caravan system would rely on advancing new markets. The Imperial Realm was a strong presence but its marketing system was rather archaic and dysfunctional. Bodaway sent emissaries to the Realm under a flag of truce to negotiate the opportunity to extend the caravan trade throughout the realm. While the task was great the risk paid off with a trade agreement that has caused a growth of ten-fold for the organization.

Bodaway is an old man now and many years have passed since he organized the penning of the agreement and he is ready to step down. While he has a person in mind it will be up to the Caravan Masters to decide his successor. He and his wife live at the office as he has since his naming of Caravan Master. They have children who have moved on but treat their employees as their children. Bodaway's right hand man is Chatan who runs the business at this point. Bodaway feels that Chatan is the logical choice to be his replacement but there is a small personality issue possibly preventing this ascension.

26. Caravan Warehouse - Chatan – Hawk

This building is the warehouse for the Caravan Masters and is the location of the goods and services are located. This area is controlled by a man called Chatan who is second only to Bodaway in the hierarchy of the organization and many see him as the logical successor to Bodaway when he steps down. While many see this as a good idea few realize that Chatan has had issues in the past with some of the other Caravan Masters and some of them are on the council who will choose the successor.

This building is a large two story building which houses carts, wagons, oxen, and horses that are directly used in the transportation of goods. It further houses the employees and their families as well as foodstuffs for the livestock. It also is the warehouse for the goods transported or to be transported by the Caravan Masters. While Bodaway is the Caravan Master for the past few years it has been Chatan that has run the day to day operations and he has been quite successful in his duties. Chatan's only failing is his ability to tactfully dealing with trade agreements in a political fashion. In his tutelage under the master he has been able to learn the handling of day to day issues easily but his people skills are not nearly as far reaching as that of his boss.

27. Gambling Hall - Elki – Hanging over the top

Across from the city park is one of the more popular buildings in Bixatel. Gambling has long been a vice of the Plainsmen who have gambled with their lives for years find the games of this hall to be more harrowing and difficult to win at. Elki runs the gambling hall and has enjoyed the very lucrative market the business has become. In the hierarchy of wealth he ranks third in overall assets but unlike Bodaway and Makawee he prefers to keep his wealth to himself while the others use their monetary clout to further the ease of the citizens. While rumors abound that the games are fixed Elki blames poor losers for that appearance. In reality the games are fair but as always the odds are in favor of the house. The gambling hall has fourteen employees that run the games, serve beverages, and keep the hall clean.

28. Warlord's Inn - Venessa Zytan

The most affordable inn at Bixatel is the Warlord's Inn. An older establishment in need of renovation, this inn could be better but is under new ownership. Venessa Zytan from the south has recently purchased the inn with full intentions on making it the showpiece of Bixatel. Her background is a complete mystery but it is believed that the Caravan Masters solicited her assistance in transforming the old inn into a more profitable business. Whatever her background the citizens know two things for certain about their newest residence. First they know that Venessa has a lot of money as she has doubled the staff and begun to hire people to renovate the inn. The

second thing they know about her is that she is very friendly and appears to be putting a lot of effort into renovating one of the biggest dumps of Bixatel.

29. Shrine of Gluskab - Dohosan – Little Bluff

One of the chief deities of the Plainsmen is Gluskab known as kind protector of humanity. Worshipped in some form by each of the tribes this deity believes in the sanctity of life and preservation of nature. The high shaman of this shrine is Dohosan who is a cleric of vast experience. Dohosan is a well-respected member of the community and is a prolific healer and has been able to perform resurrection in rare cases. The shrine is a testament to nature and the décor makes one feel as though they are in the high grasslands outside of town. Dohosan has several acolytes who also live at the shrine.

30. Witch - Abukcheech – Mouse

For as civilized as the Bixatel citizens have become they are still tethered to their old ways at times. One of the lasting icons of the area is the witch Abukcheech. Long held as a soothsayer and sage this old woman is still held with great respect by every member of the community including the leader of the city Hiamovi. Many tribal leaders come to Abukcheech for guidance and they value her opinion and words. Many others come to see her for knowledge as she is one of the wisest people on the Great Plains. While her advice can be quite useful it is usually very cryptic.

31. Gemstones - Karko Farcutter

One of the triad of Gnomes in town is the resident gemologist Karko Farcutter. Originally a member of an adventuring group he and the other two members of the trio decided to end their career in Bixatel. Karko opened his gem store with what he had obtained on his quests. After a few months he found his business thrive as the Plainsmen discovered the usefulness of small portable wealth. Like his associate Zinthony <area #22> he is a single Gnome with no plans to settle down. His shop is small but his two guards are the largest Plainsmen in the area and also the meanest.

32. Private Guards - Draghone Dak

While the town guard does a very competent job for the city Zedkin <#33> and Karko <#31> deal with large quantities of valuable material and felt the need to hire additional security for their businesses. As a result they purchased the building between them and have turned it into a private security firm which they supervise. The head of security is a tall dark skinned man from the east named Draghone Dak. Covered in battle scars this man is visually fearsome and it is easy to see that he is not someone to be dismissed. On two occasions individuals felt the need to test his mettle and came out on the short end of the stick. While Draghone carries a trident in each incident he buried it in the ground and fought hand to hand killing each of his attackers. He leads a group of six men who watch over the gemstone and jeweler merchants shop all of the time.

33. Jeweler - Zedkin Gyrocannon

The only married Gnome in town is the third member of the triad that calls Bixatel home. Zedkin Gyrocannon retired with his associates and is the town jeweler. While he does have a few random pieces for sale most of his work is commissioned. While he does a fine job some of the requests he receives makes his stomach churn. The Plainsmen usually like their jewelry adorned with trophies from their victories and some of those are a bit on the gaudy side. Zedkin does do excellent work and at times sends his creations through the Caravan Masters who have done a good job keeping the items safe. Zedkin brought his longtime love to Bixatel after settling in and they are very happy together. They are however still considered unusual and tend to spend their time with Karko <#31) and Zinthyony <area #22>.

34. Tinker - Ampbert Lordis

The town tinker is an elderly man who wandered into town from the north about five years ago. Ampbert Lordis appears quite old but moves rather swiftly when he has to and has very nimble fingers. While his background is a mystery his projects are even more so. Strange noises come from his residence at the edge of town and on more than one occasion strange colored smoke has filled the air above his home causing him to be giddy.

35. Smith – Weapons - He Lush Ka - Fighter

The busiest spot in town is that of the weapons smith He Lush Ka. Originally from the area around the Blackridge Forest this quiet man works from daylight to nightfall on a multitude of projects including overseeing three young apprentices. Because of the nature of his business He Lush Ka is always busy making and repairing weapons. He currently has three students and will not take on more. He is married to a muted Plainswoman who handles the business end of the shop. As he is quite busy at times he will appear abrupt to the point of being rude. He is actually quite congenial.

36. Wheelwright - Eyota – Great

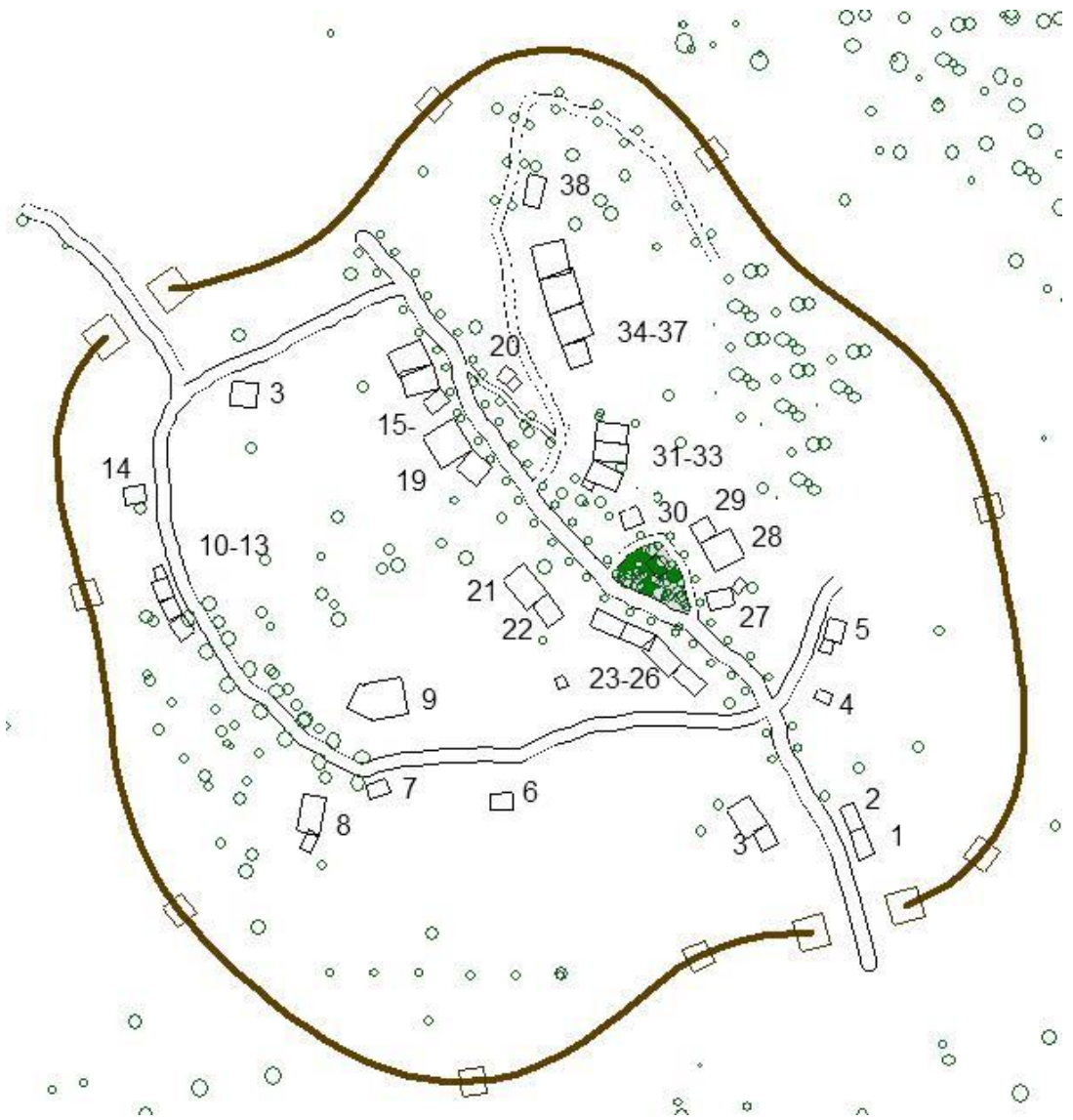
Eyota was brought to Bixatel by Bodaway to handle the task of making and repairing wheels for the Caravan trade. Bodaway found him near the southern tip of the plains coming out of Timel when his cart broke down. The young Eyota made quick work of the problem and his craftsmanship impressed the Caravan Master. Bodaway offered him a job and as Eyota had nothing better to do accepted the job and has been employed by the Caravan Master ever since. He is married now with two daughters.

37. Brothel - Genesee – Beautiful valley

This business is only open after dark and the reason is quite clear. While brothels are accepted in the Plains they are now done so with open arms. Lady Genesee understands that and also understands that she operates in Bixatel for only as long as her business doesn't become a distraction.

38. Vintner - Matchitsiw – He has bad character

The local winemaker is Matchitsiw from the northeast region where he was banished from his tribe for unknown reasons. Aside from making great wine there is nothing tangible about him as his personality is coarse and rude. The only reason he sells wine is to make a living, but it is good wine and a good living. He is understandably single with no prospects.



Map of Bixatel <above> and the appearance of their gates <below>

