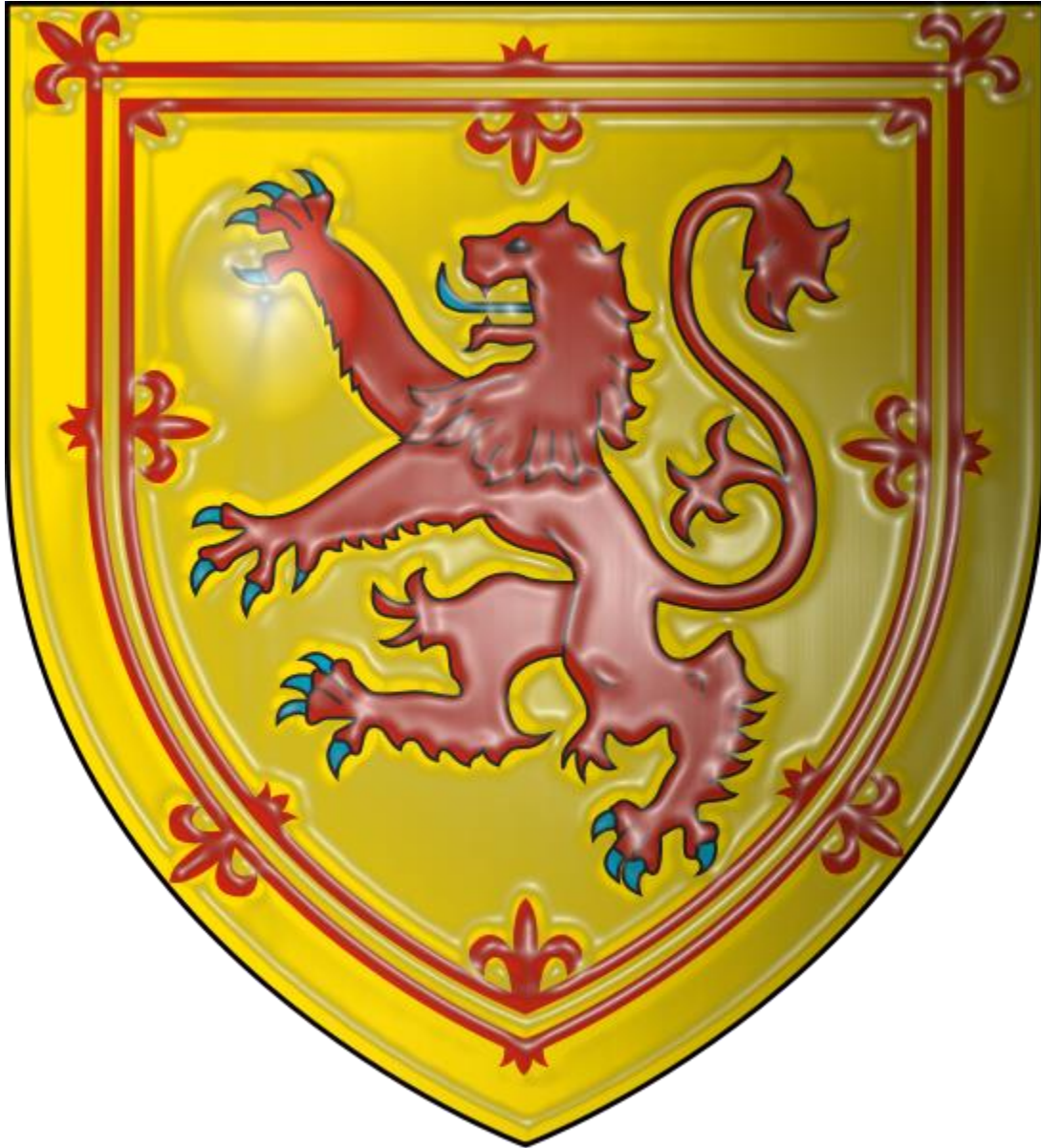


# Adventures in Filbar



**FT - Miles Away-Wynn Bay**

# Miles Away – Wynn Bay

This small harbor town grew out of a mining exploration camp and continues to grow every month. Currently the town survives on weekly shipments from supply boats which are paid handsomely in unrefined rubies from the mine. The city also has recently come into possession of a small herd of sheep which roam the dirt trails of the community.

The entrance to Wynn Bay is controlled by a heavy chain which protects the only safe landing to the island. The chain system is wrapped around two, large, natural stone pillars. The few residents of Miles Away enjoy their privacy and as such keep a close eye on the bay and they have been quite safe with their solution.

Miles Away does have a rather huge problem in that Lutoro; the Chrome Dragon in the peaks to the east allows the miners to gather their gemstones but requires a monthly tribute for the favor of being allowed to mine the dragon's stones. With the introduction of the sheep Lutoro is considering changing the tribute to include the animals. While he enjoys the mountain goats and other indigenous creatures on the island the dragon has never seen sheep but believes they would be quite tasty.

## 1. Pillars of the Chains

These two large stones currently serve as supports for the chain of protection that guard the bay against marauders. The chains are interlaced with irregular shaped shards of metal which were designed to cause significant damage to a ship or her crew. The chain can be lowered into the bay for safe passage and if needed it can be raised at a very fast rate raking the underside of the ship. Normal procedure is for the chain to be raised and the ship to be hailed from the high ground. Once a ship is considered to be friendly the chain is lowered and passage will be allowed.

## **2. Miles Away Dock**

Originally the settlement only had one dock but a second has now opened with a third one being planned already. The docks have made it possible for the supply ships to get into the bay and offload their goods without having to run aground. The docks were created out of moving stones into the bay area from the floor of the bay all the way up using interlocking stones. The miners came up with the idea and lost nearly a month of mining work in the process. Flat shale covers both docks making it level and flat. When a ship arrives the town is usually prepared to help take off supplies and load the raw materials used to pay for the goods. Originally the dock was usually for goods but anymore it is a growing mixture of goods AND settlers.

## **3. Harbormaster's Quarters - Shane Chidak**

There isn't any law in Miles Away to speak of as the settlement is ruled by as a pure democracy. Shane Chidak, the Harbormaster, does however speak with the ship captains and as such is generally looked upon as the leader of the town. Shane is also in charge of the most heavily fortified building in the community as it is the storehouse for the precious stones that the mine gives out. Shane is also the one responsible for coming to an agreement with Lustoro and saved the mining operation. Like most of the other citizens Shane works in the mines to search for gemstones.

## **4. Bay Guardians – Nymia & Niro Merdon**

The large slow witted twin Merdon brothers live in this building. They are responsible for keeping an eye on the bay and for handling the chain of protection. The two individuals are half-Ogres and as such quite strong. They are also called upon when the miners reach a particularly difficult patch of rock that needs more strength to deal with. Although they are slow witted they are able to handle task work and can be quite intimidating for overly aggressive captains that make it into the bay.

## **5. The Black Anvil – Zoucka Qupar**

The sole blacksmith in town is Zoucka Qupar and he is quite overworked in building and repairing mining equipment, boat equipment, and general items used by every building in town. While he is very good he was becoming overwhelmed by the work load. On the last boat a young stowaway was captured and saved from a beating by Zoucka who is now training the young man as an apprentice. Unlike most of the citizens Zoucka does not work in the mines anymore because of his specialty as a smith.

## **6. Cartwright – Palpur Zek**

Despite the small size of Miles Away carts are quite important in town especially with the miners. With the vast amount of rock that has to be quarried the miners use small carts to remove the rocks. The monthly tribute to the Chrome Dragon also requires a cart replete with rubies and a fresh kill. This cart is lost as Lustoro takes it with him as part of the tribute. Palpur Zek is a capable Cartwright and is a part-time engineer as well. It was his idea to take the stray rock debris and create the two long docks for the ships. Prior to his creative endeavor the dock was made of timbers lashed together. While Palpur still works in the mines it is infrequent.

## **7. Blue Fin Tavern – Soderman Atgur**

The single most popular place in town is the Blue Fin Tavern run by Soderman Atgur. A small time brewer, Soderman came to the island with the hopes of making a fortune. Thus far he has been able to reach his goal and then some. While Soderman is having difficulty brewing his alcohol he does not have any trouble in importing it from associates back on the mainland. With the weekly shipments being more and more consistent he is doubling his money each time. While initially he was running out of his supply he has since doubled his order at no small expense and is now back on track to make as much as the miners.

## **8. Northwinds Inn – Camon Vildar**

The Northwinds Inn is the abode for many of the miners and initial visitors to Numb Island. As it has been recently renovated it is now able to handle twice as many occupants as it first could. Innkeeper Camon Vildar has very specific rules about being able to stay at his inn as it is family run and he wants his family to be treated respectfully. As he has just finished the first stage of renovation he is now planning on doubling the current size or perhaps opening a second building to further increase his profits. Because of the number of miners coming into the settlement there will only be two private rooms available for young adventurers.

## **9. Butcher – Undertaker – Calina of the Southlands**

Calina of the Southlands is one of the few females in town. While she is not civilized like the Vildar women or as loose as the women of the Loving Arms Brothel <#11> she does have a certain charm about her. Currently she is the village Butcher/Undertaker and has been busier with the former more than the latter recently. In the initial stages of the mining business accidents were frequent and with the presence of the Chrome Dragon life on Numb Island was exceptionally dangerous. Calina was a stowaway who migrated to island for a better life. As she was somewhat handy and experienced with a blade she took over the tanning, butchering, and undertaking duties of the island. While it is certainly one of the least glamorous jobs at the settlement she has been making a great deal of cash in goods and services.

## **10. Furrier – Randar Sildo**

Randar Sildo is one of the original explorers of the island and one of its oldest residents. A furrier by trade Randar doesn't work in the mines and is quite claustrophobic. Randar will wander off into the wilderness for weeks at a time and only return to town when he has enough pelts to make his visit worthwhile. When he does come back he is usually covered in blood and guts and requires a great deal of alcohol. He is understandably single and doesn't appear to be looking to change that.

The second edition of Miles Away will find that Sildo's home has burnt to the ground and is only a pile of ashes. Shortly before the adventurers return to

the community the furrier became intoxicated and passed out with alcohol in his hand. In his unconscious state the remainder of the alcohol spilled into the fireplace setting the home and furrier ablaze. There were no survivors.

### **11. Loving Arms Brothel – Wanera**

Lady Wanera is a recent addition to the island and has come to this location with four ladies of a specific moral code. As a Madam, Wanera rarely associates with the clientele except under unusual circumstances. When she discovered that rubies had been located on Numb Island from a client she immediately packed up her belongings and her best ladies to strike it rich before others could beat her to it. Upon arrival on the island Wanera purchased a house belonging to a recently deceased miner and turned it into a brothel. The quarters are cramped and Wanera is attempting to negotiate a larger property in which to expand her business. Wanera is quite open about her business and her ladies leave little the imagination which only builds her business.

### **12. Trapper – Badek Bolrock**

Known for his superior camouflage, Badek Bolrock is one of the original inhabitants of the island. While part of an expedition to the northern isle, Badek felt that this areas rich supply of furs was just right for him. Over the course of the past several years Badek has spent most of his time hunting the giant versions of the normal wildlife as their pelts bring a much higher trade value. During one of his more recent hunting expeditions he fell victim to a large bear and lost two fingers in the transaction. He did however come back to town with a rather full bearskin which is being made into a rug for his abode.

The second trip to the Miles Away will find the partially damaged home of Badek, a victim of a lightning strike from a storm. While the trapper can still live in the building it is undergoing repairs. The roof suffered a direct hit but did not continue to burn because of the mossy covering on it. Because of the damage the party may find Badek less than "jovial".

### **13. Furrier – Talberon Kelar**

While Randar Sildo <#10> is one of the oldest residents, Talberon Kelar is one of the younger ones. Like Randar he is a furrier just starting out in the world. He lived near a port city and caught wind of a trapping haven and set out to make a name for himself. Talberon is an adequate furrier despite his youth although he seems to be getting better with each job. Talberon left behind a woman whom he constantly thinks about and is still in contact with her through written letters. The two have been considering moving her to Numb Island for a more permanent arrangement.

### **14. Trapper – Sido Penduhl**

One of the trappers on Numb Island is Sido Penduhl and like the others in his profession he is one of the original inhabitants of the island. His face and arms are heavily scarred because of his profession and he is perceived as a rude and crass man which makes him happy. He has no desire to 'fit in' or be anything other than himself. While he enjoys the ale from the tavern and certain other amenities he is less than thrilled that the once sparsely populated land is becoming very crowded to suit his tastes.

### **15. Lumbermill – Sithik Dawood**

The recent addition of the Lumbermill in town has expedited the building boom in Miles Away and with a magical cutting tool Sithik Dawood has been able to increase the speed of usable lumber in town at a rate previously unknown. Sithik came to town with a family heirloom cutting device that is magically enchanted. This saw increases cutting time and accuracy by a factor of four and has been in his family for three generations. He moved here because of a disagreement with some other members of his profession that were not happy with his magical device. As a result of the issue he chose to move to Miles Away and begin his life anew. He has a young wife who tends to spend time with the Vildar ladies rather than with the women of the brothel.

## **16. Merchant Mathazar – Mathazar Corlitus**

The General Store in town is run by Mathazar who is an enterprising entrepreneur that came to town last year. He was actually a retired shopkeeper travelling the northern sea when the ship he was on made port here. Seeing a gold opportunity to be had Mathazar came out of retirement, re-established his Caravan Master contacts and opened up this shop marking up prices by nearly 300% and making quite a name for him in the process. While many do not appreciate his heavy handed prices they do understand that he is only out to make money just like they are. Mathazar's shipments take up almost 50% of the ship's goods when they arrive.

## **Miles Away 2<sup>nd</sup> Generation**

The second trip (or later trips at higher levels) will find additional buildings as the town grows. The additional buildings are all recent additions to the community and offer useful goods and services to visitors and townspeople alike. The roads are now made of crushed stone from the mines as opposed to the original dirt trails. The original inhabitants are all wealthier than before and have upgraded their homes and businesses accordingly. While the sheep are still allowed to roam the confines of the town, the farmers on the outskirts have begun to keep their animals in pens as ownership is better defined in a fence.

The community has also begun to dig out an area for the placement of a 3<sup>rd</sup> dock to help ease the congestion in Wynn Bay. The harbormaster building has also increased in size to support the addition of permanent dock workers that are building the new dock and maintaining the two original ones. It is also now home to a ballista to defend the port.

## **17. Logging Camp - Ahanna Mythik**

These three long log cabins are the home to a group of loggers that are new arrivals to Numb Island. With five men to a building this group of loggers has been harvesting trees near the community for nearly a year. The leader of this group of roughnecks is a very large female named Ahanna who controls

her men quite well. She has a contact that comes to the island to buy the wood that the loggers harvest and Sithik Dawood (#15) cuts into transportable timber. Thus far Ahanna and her men have recouped their initial investment and are looking to continue to increase their holdings. They are quite fearful of the Chrome Dragon and will not harvest trees near its abode. They are also having a problem with a pack of Winter Wolves in the area that they may commission a group of PCs to deal with.

### **18. Farmers – 5 Families**

Each of these farm huts is occupied by farming families that have taken residence in Miles Away for the free land offer which has now expired. These hearty families keep to themselves and make a hard living by selling their goods to the townspeople. These families were unaware of the presence of a dragon prior to selling all their belongings and moving to the island. The presence of a strong adventuring party will both concern and excite the heads of the families. Each of the families has several children that do bring an air of naivety to Miles Away.

### **19. Furniture Maker - Urda Tholan**

Urda Tholan is a former sailor who travelled to Numb Island several times prior to selecting retirement. As a skilled carpenter Urda has been able to make a living as a furniture maker. While still somewhat crude, his creations are far and above the humble pieces that make up most of the residences and businesses in town. Urda is a widower and like many sailors can be rather crude and has a fondness for tasteless jokes.

### **20. Inn of the Timbers - Midiga Telpur**

The Inn of the Timbers was built on a space originally taken by Camon Vildar to make a second inn as his family already owned the Northwinds. Because of a financial issue Camon was forced to sell his stake in the property to Midiga. In place of the Northwinds 2 the Inn of the Timbers has risen on the property and is now doing splendid business. Despite Camon's original fears that a second inn would cause him financial ruin the exact opposite has occurred.

The increase in people has increased revenue for both innkeepers and the Vildar family is beginning to recover from their financial woes. While it is newer, the Inn of the Timbers is more expensive and more "modern" in its amenities. Midiga even serves food to his patrons.

### **21. Two Brothers Brewery - Camon Sythril**

When Camon Sythril and his brother Raistor visited the island they both thought that this would be an excellent place to retire and start their own brewery which was something they always wanted to do. The Sythril brothers were able to scout out the area and located some naturally occurring ingredients on the island and started the Two Brothers Brewery. Sadly just as the business began to take off Raistor was killed by a bear while picking up some of the brewing materials.

### **22. Mapatorium - Toghalm Wicketwidget**

The Mapatorium is a relatively new business in town that had quite the scare after opening. The day Toghalm Wicketwidget opened his business was the same day that Randar Sildo the furrier <#10> passed out and burned his house to the ground with him inside. Toghalm was duly concerned as his shop contains parchments, inks, and other highly flammable items. To his good fortune the shop was spared with only slight damage to the roof. Toghalm is attempting to use his cartography skills to completely map out the large island and will pay adventurers who bring him quality maps that he can copy and/or keep. Toghalm is a confirmed bachelor but does enjoy the company of the ladies Loving Arms Brothel <#11>.

### **23. Flour Power - Sermak Zigmak**

The new baker in town is Sermak Zigmak. A foreigner from the east, he was greeted with suspicion upon his arrival but won the people over after the first day. When the town awoke the next day they were greeted with a wonderful aroma of Sermak's confectionary treats. The baker went door to door and gave every member of the community their own treat. The citizens had never tasted anything so wonderful and were immediately enchanted by the tasty

biscuits. Since that time Sermak has been a welcomed member of Miles Away. Sermak is married to Telmud and they are expecting their first child soon.

#### **24. Cheese Monger - Mehande Virdo**

While most of the villagers in Miles Away know how to make chees only Mehande Virdo does it for a living. While this middle aged man appears rather plain his goods are anything but. Mehande has learned how to use spices and different aging to create fine tasting cheese as well as flavored milks. While everyone enjoys the cheese that he makes, his milks are usually more enjoyed by the youth of the community. Mehande is a widower and works with his young son that he brought to the island with him.

#### **25. Weapons and Armor Smith - Thirob Onyxheart**

The most recent finished building in town belongs to Thirob Onyxheart the sole Dwarf on the island that is not an adventurer. Thirob is a Weapon smith and a very good one. Upon hearing that the island was home to a large dragon that was the primary reason he moved here. Thirob knows that as word of the Wyrms reaches the known lands there will be an influx of would be "dragon slayers" coming to town. These people will require fine weapons and armor and Thirob can charge what he wants because he is the only one on the island capable of such work.



