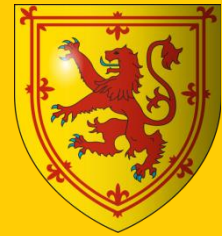


FT20

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



PHILLIPSBURG

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Phillipsburg

The town of Phillipsburg is a walled and fortified settlement. The ruling body consists of the rather old and pudgy Sir Elwin of Monoth the 4th Earl of Kawall. While his title and lands were granted to him through his father and the Baron of The Knolls the old knight is anything but a leader. His men are considered lazy and slothful and while the baron is not a supporter of gambling it is rampant in Phillipsburg.

As the town sits on the western edge of the ducal holdings there isn't much present to make sure the people or the earl "toeing the line". This place is more of a backwater area and as such the lax ruler only makes sure that the taxes are collected on a regular basis and anything else after that is left to the people of the community. The roads and pathways are dirt roads and most of the community is built with wooden buildings and thatched rooftops. The Earl's tower is constructed out of stone from the mountains and has streaks of dirt up the walls from the chimney ports in the walls of the structure. While it may have once been a fortress to repel invaders it is currently a dilapidated structure that has seen better days. The stone walls are constructed out of the same stone as the tower however it is a 10' stone wall followed by a rickety wooden wall that extends another 10' feet. The earl has refused to modernize the wall as he considers it "good enough".

The mining community is what keeps the town alive and once a month it ships out stonework from the hills which produces most of the income. When this occurs the town is flush with money and the economy picks up significantly. Some of the miners have found gems and ore deposits that also spur the wealth forward. While most of the miners come into town only when it is time to sell their wares they do have a monthly meeting of the stone cutters guild. During this time the taverns and gambling hall <#26> are filled to capacity.

The entire town is small and gives off a dingy feeling of basic poor hygiene. Goats, chicken and sheep tend to run through town when the farmers are not paying close enough attention to them. There is also an overpopulation of partially domesticated cats that roam through the city. While initially they were brought in to control a growing vermin population they have since solved that issue only to create a bigger problem with too many cats and their feces. Several public wells are present through the

community although the main water source is the Kelga River that flows through the now near the eastern entrance.

1. Entrance Gates

Shoddy looking guards are present at these locations and appear to be quite lazy and slothful. The uniforms bear the crest of the earl which is a lone green pine tree on a white background. The city watch routinely patrols the walls that aren't falling apart and will close the heavy wooden timber gates at a moment's notice. A large bell is present at each gate that is used to signify trouble and alert the town of raiders. The stone goes 20' up each of the four watch towers while the next 10' is constructed of wood. There are accommodations for the town watch as well as two separate armories present in the tower entrances.

2. Tax Collector - Phrynon Tettelback

A plague survivor, Phrynon's face is wracked by pock marks caused by the Goblin Pox he nearly died of. This agent for the duke enjoys running Phillipsburg as he is allowed to do what he wants with Sir Elwin at the helm of the city. Phrynon is an avid gambler but isn't very lucky. When he begins to go on a losing streak the duke's tax rate seems to go down as the evil little man evens out gambling losses with "tax breaks". He is understandably single and has poor hygiene habits.

3. Brewer - Gotteschalk Nélaton

"Gottes" is an older Elven male from the Treetop Forest region who relocated here nearly thirty years ago when he served with the 3rd Earl of Kawall in the humanoid wars and helped build the tower that houses the ruling family. After the battles with the humanoids were completed and peace returned to the land Gottes opened up a brewery as he felt his Dwarven companions lacked a certain style with their brew. He combined the naturally occurring high plains grass with some scrub berries found in the foothills to make a uniquely blended beverage that appeal to everyone in Phillipsburg. He is single and not looking.

4. Jake's Tavern - Burel de Corbeil

Originally from Bonair, Burel de Corbeil arrived in town two years ago and purchased the business known as Jake's Tavern because of its booming business. He kept the name he was concerned that changing it would cause long time customers to wander off to find it again. It is still a popular hangout especially with newcomers to the city. The building is old like everything else in Phillipsburg but has been kept up nicely inside. A long rosewood bar is the centerpiece in the building that Burel and his wife Antoinette run along with two young barmaids. The business serves small snacks along with several brews and has reasonable prices. They have three teenage children.

5. The Straight Arrow - Rolant Ronchi

While some of the guards have the ability to fashion their own weapons the brunt of the work is done by Rolant Ronchi the fletcher. Rolant grew up in the wilderness with his family and learned to hunt at a very young age. As their lives depended on being able to catch their dinner Rolant became quite proficient in his understanding of missile weapons as a means to this. Over the years the fletcher has worked tirelessly on his craft and is now at a point where he is able to make a living off of selling his wares. While he is now a solid businessman he still goes out into the wilderness to keep his skills honed. His prices are fair and his products are of good quality. Most missile weapons can be purchased here. He is married to Marjoram and has two young children.

6. Hides and Stuff - Acun Elsesser

As with most in his profession Acun Elsesser has a 'unique aroma' about him. While some would say he personally stinks his work does not have that reputation. Most of the guards utilize his wares such as his scabbards, belts, and leather jerkins which he calls "Under armor". While it makes the wearer bulky and cuts movement in half, by wearing the product under the standard issue chain mail the wearer gets a bonus of +1 to their AC. Acun makes an assortment of leather goods and is quite good at it. Most everyone in town possesses at least one of his belt pouches which, if damaged, are fixed for free by the tanner. He is married to Drusilla and has four children.

7. The Smith - Dain Tunnelsmash

While everyone in town has some kind of metal working skill Dain Tunnelsmash the Dwarven smith is who most rely on to get the job done right. A rather dirty Dwarf with an aggressive attitude his charm leaves a lot to be desired but his work is solid and very good quality. While he leaves the weapons manufacture to Balir <#8> Dain usually makes items needed for everyday life be it home or construction needs. He tends to eat a lot of garlic which emanates from his body routinely. He is short tempered and can be quite aggressive. Most tend to avoid him except when they need his goods. He is single but rumor has it he was once married and is why he is so angry.

8. The Hammered Blade - Balir Granitehammer

While Dain <#7> handles routine metal works, Balir Granitehammer works solely with weapons manufacture. Balir is commissioned by the earl to keep all weapons sharp and ready for defense and for new ones when the need arises. While Balir handles most needs adventurers would require his main source of income is from the miners who need their tools as functional as possible. Balir is the exact opposite of his friend Dain but the two get along quite well. Balir is married to his equally bearded wife Smoya and the two have one lovely little daughter.

9. Cart Maker - Getica Rezessy

Some complete carts and some in various stages of construction are present outside this business. A simple sign decorates a large broken wheel and shows that this business is that of the cart maker. In speaking with Getica Rezessy, the proprietor, you discover that her main client is the Caravan Master that has her fix and repair the wagons. While the local farmers also come to her for repairs and new equipment the caravan trade is her bread and butter. She took over the business after her husband Mellis was mauled by wolves a year ago. She is struggling with the loss of her husband but has learned enough to continue the business and excel at it.

10. The Cauldron - Tirlotdeth Haemiel

A very tall Elven female runs The Cauldron and has done so for the past eight years. Initially thought of as a witch "Tirlo" as she is called has rooted herself quite firmly within the community in recent years. An unusual plague struck the town and it was Tirlo who was able to formulate a cure ridding the citizens of the illness before too many died from the strange fever. Because of her fast acting brew she was able to save the community from certain death. Sadly she was unable to make the antidote before the Earl of Kawall lost both his mother and his wife to the plague. While he does not blame Tirlo for the death he still has resentment that so many people he didn't care about were saved while his loved ones perished. She is also a widower and has no plans to marry again and enjoys her shop.

11. Men of Metal - Moriset Platina

The main source of chain link armor for the guards comes from Men of Metal and has protected many from certain death. Strangely unlike most armor smiths the owner-operator is a woman named Moriset Platina. Growing up with her father taught her how to handle metal and work the fine links into a fine weave. As Gordel did not have any sons he spent most of his days answering the questions of his young daughter who picked up the craft easily and was able to assist him in outfitting the earl's guard units making a substantial amount of coin in the process. After he died Moriset continued the tradition and to this day handles the earl's contract. Recently she has been moving some of her products out to the smaller communities and has been able to continue to make a profit on her endeavors. She is single, attractive, but very driven towards her craft.

12. Adventurers Supply - Limoassiel Runnarthor

Young to Elven standards, Limoassiel "Limo" Runnarthor has built a nice shop suited to adventurers. Being this close to the wilderness he saw a need for a general store for adventurers that weren't being met all in one place. After purchasing the old farm house he turned it into his business eleven years ago and has been successful from the start. He buys, sells, and trades goods used specifically for those who enjoy the adventuring lifestyle. For those items that are second hand he always includes the wish "hope they treat you better than the previous owner". A wide selection of ropes, hooks, torches, lanterns, and just

about everything in between can be located here including second hand weapons. Limo is married to Kallalydraa and they have a young (70 years old) son who is learning the business. Limo hopes to turn the business over to his son when he retires.

13. Wooden Shoe - Thymoetes Haussmann

Thymoetes Haussmann is a man of several qualities. While his love is making footwear for the people of the community his passion is furniture making. While this part time cobbler and carpenter stay busy doing both of the things he loves he is sometimes called in to assist in engineering a new building. He has recently discovered that by adding spikes to the bottom of some of his boots he has made it easier for miners to maintain their balance while doing their job on normally rough surfaces. He is also the man who makes fine furniture in Phillipsburg and has recently been selling his products in The Knolls. He is married to Collesta and they have three children.

14. Sage - Kardel Steelblade

Kardel Steelblade is a former adventuring bard who lost his right hand with an encounter with some Trolls years before. While still unable to play his lute left handed he is working on it vigorously. What Kardel lacks in musical ability at the moment, he more than makes up for it in his knowledge of lore. Over the years on the adventuring trail he picked up substantial knowledge on a variety of topics. He has some history including conjecture on why the Bast Meteor struck and, if rumor is believed, that it had something to do with a magical book. While details have been lost to the ages Kardel is able to give a minor account of this book. He enjoys hearing tales from the road and always picks up stories where he can. He is married to Kalisee and they have one young son.

15. Shrine of Shunacli - Vonli Firmley

While this shrine is large the High Priestess is not. Vonli Firmley is a rather petite female with a striking jaw line. Despite her diminutive size her sermons are usually quite powerful and charismatic. As the head of the church of Shunacli she takes her beliefs quite seriously. Her other passion related to her religion is her love of cooking which is what her deity espouses to. Shunacli is also worshiped

by merchants and the church has a large following. Vonli considered the adventuring trail but decided instead to follow her deity in a more practical way. She can often be found at the mines transporting soup to the hard working group.

16. Louie's Inn - Lewenhardt Soares

The largest inn at Phillipsburg is Louie's Inn run by Lewenhardt "Louie" Soares. Situated directly across from the caravan stop this business has an ideal location in that passengers on the caravan trail often walk across the open land to the inn. Louie has run the inn for nearly 40 years before the tower was built. The room has multiple private rooms as well as an inexpensive common room that usually houses drunkards from one of the taverns when the miners are in town. The private rooms can house up to four people each and are nice enough. There is no meal service at Louie's as that can attract a bug problem which the Soares do not wish to have. Soares and his wife Melinda are growing old quickly and have turned most of the business duties over to their daughter Maude who is quite beautiful and has a good head for business. She is concerned about her parents advanced age but has vowed to keep Louie's Inn running. There are four other employees at this business.

17. Caravan Master Grounds - Aristonous Baldini

The Caravan Master here is Aristonous Baldini and often considers this post as "the armpit of the realm". This description aptly fits the master as he is even more lazy and slothful and the earl's son. Aristonous is an angry fat old man who believes that his years of service with the caravan should have rewarded him with a better seat than Phillipsburg. In reality the old master earned his post by being lazy and uninspiring. There are many problems with this spot on the caravan trade and The Knolls master Lateefah will have to replace Aristonous soon. While she was unaware of the full issues of her being transferred to The Knolls post she will shortly be given word from her bosses to deal with the Phillipsburg sewer and deal with it quickly. Aristonous is from an old Adurite family but has not carried on the tradition. His wife Anglus is every bit as mean spirited as the Caravan Master is and believes they deserve a much better post than Phillipsburg.

18. Gems Galore - Nidwig Gimbalspindle

The door to this establishment has a series of nine different locks on it but anyone paying attention to the owner will realize he randomly choose three locks to secure at any given time. If asked Nidwig Gimbalspindle will point out that it takes longer to figure out which three are locked and avoid locking the unlocked ones that is worth the trouble. Nidwig and his brother Zodridge <#20> moved to Phillipsburg eight years ago after having successful mining careers in the mountains to the west. Nidwig specializes in buying raw stones and cutting them to make them more valuable. As he and his brother have a special bond with the other miners he is able to get enough gems to ship them out at times making a better profit for him and the original owners of the stones. He and his brother are both single with no potential mates in town.

19. Ogre Tooth Tavern - Garnlad Ogrebreaker

The sign outside denotes that this business is the Ogre Tooth Tavern. Inside it is dim but multiple tables and a few booths allow for both privacy and public opportunities. Behind the bar is a 5' tall Dwarf named Garnlad Ogrebreaker. Upon closer inspection you notice that the exceptionally tall Dwarf is actually walking on a raised platform so that he can better serve his customers. Hanging from the ceiling is a very large tooth that Garnlad will claim that it came from the Ogre that was terrorizing his village. While he was not responsible for pulling the tooth he claims it as a family heirloom. This tavern is a favorite of the miners when they are in town. Garnlad is a devout follower and patron of the Temple of Dumathoin <#30>.

20. The Jolly Jeweler - Zodridge Gimbalspindle

The older brother of Nidwig <#18>, Zodridge is more of an artisan with metals and creates a variety of jewelry using local ore and gemstones. Zodridge is less trusting than his brother and has hired three very burley guards who are always on the premises to make sure his inventory doesn't wander off. After years of practicing his craft he is quite skilled. He has a set inventory for those wanting more portable wealth and carrying coins around but he also does request work and enjoys the planning and execution of such jobs. Zodridge also attends the Temple of Dumathoin <#30> but is not as reverent as his brother is.

21. Quarry - Mining Office - Havhad Pickhand

This place of business is more of an administrative haven for those things dealing with the mining trade. Havhad Pickhand runs the office which is maintained by the earl to look after mining claims. Years ago there was a problem with miners accused of stealing and intruding upon others work which caused the 3rd Earl of Kawall to organize a mapping expedition and have miners interested in claiming areas to pay a fee and a steady tax on goods in order to have the opportunity to mine the area. Initially the idea was detested by those of the profession but after a series of royal prosecutions the theft rate plummeted and the miners now felt that they had "rights". Since the adoption of the practice issues between the miners have fallen dramatically and a steady source of income has been in place for the earl's coffers.

22. Cheese monger - Aimeriguet Freni

The leading purveyor of cheese and milk in the community is Aimeriguet Freni. For years his family has grown their flock of goats and cattle and created a market not only for the meat and hides of the animals but the lesser goods such as milk and cheese. By using his ever growing herd of animals he has started to move some of his cheese out to the caravan trail where he is starting to make a tidy profit. His business is in town however he lives beyond the walls where he can take care of his herd. His wife Aleena or one of six children may be at the shop instead of him selling the wares.

23. Greek Inn - Oskarbi Alexopoulos

Oskarbi Alexopoulos runs the Greek Inn at Phillipsburg which is the second largest inn here. While almost as spacious as Louie's <#16> it is far less comfortable. Oskarbi usually has miners as occupants and as such they can be somewhat less refined as normal inn customers. Because of this the prices are far more "convenient" for those falling on hard economic times. Oskarbi is a very congenial man and enjoys hearing stories from the road. Unlike Louie's, The Greek Inn specializes in entertainment and bards get a free room provided they do a little entertaining for their bed. Oskarbi is a robust man with an equally robust wife Sasha who makes a lunch meal for the guests. They have five children and a staff of four.

24. Stockyards / Fairgrounds

This large corral is home to a variety of animals at any given time. Farmers and others who wish to obtain fresh meat bring the animals here if they want the butcher to handle the task of prepping the meat. This area is also used for auctions and for when travelling carnivals come into town. It is sometimes maintained by the butcher when the smell becomes too overpowering.

25. The Butcher's Block - Aristocles Nemeth

Situated next to the Stockyards, Aristocles Nemeth chose this location so that he could be close to his working tableau of his craft. Being next to the area where the animals are kept allows the meat to be the freshest possible which makes for better food. Aristocles grew up as a shepherd and moved up to the town butcher because of his skill with a knife and knowledge of dressing an animal. The butcher is able to get fine choices of meat with very little effort making him a very popular person in town. His work ethic allows his clients to get the most quality meat for the price. Aristocles also maintains a goat herd in the foothills which are taken care of by young boys wanting to learn a trade. He is married with three young boys at home.

26. Pair O' Dice - Avenel Milosovici

The local gambling establishment is always busy with miners, traders, merchants or even the earl and his son. The business doesn't look like much from the outside but inside it is garishly decorated in bright colors that can be quite distracting. Proprietor Avenel Milosovici says that it is to make the establishment more cheery however experienced gamblers will notice that the bright splashes of color are quite distracting which makes it better for the house. At any given time a game of chance is ongoing or about to be starting. Those who are interested can join providing they have the money available. Several large guards are within the confines of the building and they are rather exuberant when they are given the opportunity to show someone the door.

27. Phillipsburg Stables - Galot Heinzl

Galot Heinzl runs the local stables and horse trader. Galot has been providing mounts and pack animals to the local townspeople and area miners for over a decade. Currently he is expecting a shipment of donkeys which he will be selling to the miners as a recent vein of ore has been discovered and having more pack animals would be more conducive for quick turnaround on the find. Galot has connections throughout the duchy and frequently has equine and crosses thereof brought in so he can sell them. He also buys stray mustangs captured in the area. Galot is married to a Plainswoman he met early in his career named Lomasi which means Pretty flower in her native tongue. She is an excellent trainer however her knowledge of the common language is still weak after all these years.

28. School - Reginald Tellier

Pursuant to the duke's directive to make his subjects learn basic education techniques Sir Elwin has taken an old tavern and had it turned into a place of education. The sole instructor for the school is Reginald Tellier from Bast. While his payment comes directly from the ducal coffers the earl is responsible for making sure Reginald is paid in a timely manner. This has not happened on a regular basis and it is causing the school teacher to consider moving out of Phillipsburg which would put Sir Elwin in a bind with the duke. Reginald is married and has two small children who also attend the school.

29. Education Supplies - Polykleitos Catanei

While the school is the greatest source of revenue for the paper merchant Polykleitos he has recently discovered that most of the city now wants his goods. "Pauli" as he is usually known as now realizes that the side benefit of an educated public is that they tend to read and write more. With this tendency comes the need for his quills, inks, chalk, and paper. While the business initially floundered because of a lack of customer base it has picked up since the advent of the school. "Pauli" now has a positive business and is beginning to make a nice profit. He runs the business with his wife Solanda and has two young children.

30. Temple of Dumathoin – Holy Father Tybost Buozzi

This building is made of finely crafted stone and is impeccably detailed with carvings. Over the door is a gem encrusted sign proclaiming this to be the Temple of Dumathoin. Dwarves or other craftsmen may recognize this as a temple for the Dwarven god of mining. As the stone cutters and miners are predominant in the area they have taken great care to make the temple to this god look as appealing as possible. The head cleric is Tybost Buozzi and is available to perform healing to those who are willing to “donate” to the church.

31. Earl’s Stables - Olentzaro Romançon

The stables used by the earl’s guards are located here and adorned with the royal seal. Inside this building are the stables for the mounts on the ground floor and the tack and barding as well as food for the mounts in the upstairs. Sir Elwin’s personal mount is also present a gorgeous and fast stallion named “Fireball”. While it used to be the fastest horse in the area, age has finally caught up to the steed and he has lost a step or two. The earl still takes him out from time to time but he is no longer run hard. The caretaker of the mounts is the stable boy Olentzaro or “Ollie” for short. He is young but very dedicated at his tasks and loves the horses if they were his own.

32. Barracks – Captain Phokion Scheer

This is the barracks for the earl’s guards. Among the thirty men that reside here at least 1/3 can be found at this location at any given time. This is their sleeping quarters and dining hall. The Captain of the Guards is Phokion Scheer an older fighter who has spilled his share of blood. He makes sure that the regiment is well trained and ready to fight at a moment’s notice. Secretly he detests working for such a lazy monarch but he does follow orders as that is his life. He used to ride the adventuring trail until he took the position under the 3rd Earl of Kwall whom he had a great deal of respect for.

33. Gargiulo Apartments - Gairbert Gargiulo

Some miners prefer to have a place they can call home and not worry about other nuisances that inns sometimes have. For those individuals and some

adventurers there is the Gargiulo Apartments. This three story wooden building actually has personal rooms available for long term occupancy. Gairbert runs the building and has three current rooms available for long term rental with twenty two rooms spoken for. The building is maintained fairly well all things considered and residents are expected to respect privacy for the other residents of the building. Cleaning is handled by the resident and therefore Gairbert only has to make sure the building doesn't fall in upon itself. He resides on the bottom floor with his wife Carolina. The two are older and their children are grown and gone from the area.

34. The General Store - Lordi Broissia

Lordi Broissia runs the town's general store. An offshoot of the caravan trade this building has everyday items as well as unusual items of interest. The stock changes from week to week or whenever the caravan makes a stop. Foodstuffs and general merchandise are the staple of the store but every once in a while an item of magical history will appear in the store. Lordi works out inventory trading with Aristonous Baldini <#17> the Caravan Master to keep her supply of items up to date and "fresh". Lordi is an attractive middle aged woman who lost her husband early in their lives. She is known to collect male companionship from time to time and has no children.

35. Shop of Fabric - Frankl Duthuit

Another busy spot in Phillipsburg is Frankl Duthuit's shop of fabric. This tailor spins wool and cotton into fiber and then he and his wife make clothing. Most of the work that they do is standard fare however the Duthuit's have been commissioned by the earl and others to create special outfits for them. One of their current projects has to do with mining apparel that can hold a great deal of items, take a beating, and still be comfortable. Frankl has come up with an idea of a hard fabric that does satisfy most of these needs and it also seems to repel moisture. This feature is very useful especially in damp caverns. He is working to finish the item that he has named dungarees. He and his wife Ethel live here with their three children.

36. The Scented Candle - Philaretus Nannini

While the fireplace in most buildings provide lighting Philaretus's shop adds a certain ambiance and flare for the exotic to the buildings. Philaretus Nannini has discovered that by adding certain herbs and other things to his candlewax that he achieves an aromatic experience that is both pleasing to the user but also adds life to the creation. Philaretus also sells honey on the side as he has quite the collection of different bees that provide him with the dual products both of which have allowed him to have a very nice life for his three children. This was a great concern to him after his wife passed away five years ago.

37. Tower of the Earl of Kawall - Sir Elwin of Monoth

Much like his troops the 4th Earl of Kawall is slovenly, overweight, and lazy. If it weren't for his heredity this man would only command a leg of mutton. His wife Lorena is a thin and very unattractive woman who doesn't speak much mostly because her husband is a loud boorish man. Sadly the two have had a child and Mortimer takes after his father in every bad way. He wears ill-fitting armor and demands special treatment where he goes. Mortimer will be the 5th Earl of Kawall assuming he isn't killed before then. He has a bit of a gambling problem but while his father is "magically" lucky when it comes to gambling, Mortimer is anything but lucky. The royal seal of Sir Elwin is shown below:





Phillipsburg



Areas 7 – 12 shown here