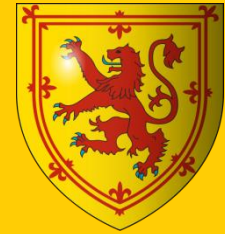


FT22

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



KELICK'S CROSSING

A TOWN SETTING BASED IN THE FILBAR CAMPAIGN FOR CHARACTERS OF ANY LEVEL. PART OF THE FILBAR DUAL SERIES ON THE FRONTIER EDGE IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Kelick's Crossing

The people of Kelick's Crossing hail their community as "The Gateway to the Frontier". While the road into the area is well patrolled and home to caravans of traveling merchants the "frontier" is somewhat misleading although adventure has to begin somewhere. This growing settlement is a perfect stopping point for would-be adventurers looking to start their career or returning adventurers looking to settle back down to a more civilized life.

The town was a simple bump in the trail a few years ago but recent Humanoid problems brought sell swords to the area who have since stopped the incursions and, as a result, brought back lost treasure from the wilderness. With the increase in fluid wealth the town has begun to grow. Another factor in this growth is the rebuilding of the bridge that spans the Saint Torgoth's Causeway at its narrowest point. The previous bridge was a rough rope and plank creation originally spanned by a man named Kelick. When the Humanoid incursions began the Imperial Realm needed to move troops and mercenary (adventurers) across in a fast and safe manner. The baron received money from the emperor for an aggressive building project which resulted in a very sturdy stone arch bridge that spans the waterway. A pair of guard towers sit on the far side with a gate that now keeps Kelick's Crossing safe from the wilderness.

Originally the roads in town were dirt and most still are however with the influx of money the magistrate – Elwin Du Lac has instituted an ambitious road building project thanks to a series of flooding rains that made a mess of the town. Elwin is currently working with the tradesmen in town to come up with an effective road and drainage system to make the town more appealing for growth. While the benefits are obvious there are some citizens that do not fully embrace the endeavor and that is causing Elwin some headaches as he does not have any real power to make the project happen.

For the adventuring community Kelick's Crossing offers wine, possessions, and companionship all for a fluctuating price. Many traveling merchants come through the town but do not linger long. Elwin's other project is to have the town be a caravan stop but because his political abilities are few he has not yet mastered the art of dealing with the Caravan Masters. Many have attempted to explain to him the

fine art of financial negotiation he rebukes such suggestion with extreme derision and points out that having a caravan stop here makes sense and would make money for the Caravan Masters. Names are followed by race if applicable.

A. Western District

1. **Tanner** – Rutherford Dirty and Sullen
2. **Farm** – Holgara D Bashful and ugly
3. **Blacksmith** – Ayer G Focused and gloomy
4. **Jail** – Reid Clever but creepy
5. **Butcher** – Harper Loves beer and sympathetic
6. **Spice Dealer** – Barric Conversational and sarcastic
7. **Lumber Yard** – Hayleigh Gloomy but flirty
8. **Stables** – Rincavornon E Haughty and Sensitive
9. **Buckle maker** – Beffa H Wise and flirty
10. **Carpenter** – Braxton Immature and melancholy
11. **Bookseller** – Burleigh Refined but ugly
12. **Jeweler** – Chelsie Smart but no common sense

B. Southern District

1. **Temple of Nounnes** – Arundel Well-informed and Condescending
2. **Armorer** – Dammyth D Irresponsible and fat
3. **Lawley's (Inn)** – Lawley ½ Artistic but stutters
4. **Cartwright** – Landion E Clever and Trustworthy
5. **Mik's Tavern** – Veryamorcon E Spunky and funny
6. **Cooper** – Grunni D Eccentric and Inquisitive
7. **Brothel of the Two Coins** – Fimburyth D Bubbly and Easygoing

Tawnie	Gnome	Immodest and Artistic
Adney	Human	Melancholy and Ignorant
Paxton	Human	Shy and Introverted
Fodrina	Dwarf	Tired and Unhappy
Sawyer	Human	Friendly and Honorable
Pala	Gnome	Belligerent and Lazy
Renny	Gnome	Belligerent and Intelligent

Edmonda	Human	Sarcastic and Solitary
Lilianna	Human	Careful and Bubbly
Landin	Human	Temperate and Bratty
Baxter	Human	Brazen and Patriotic

8. Mage-Sage – Presley ½ Manipulative and rude

C. Northern District

- 1. Saddle maker** – Earline Dependable but vain
- 2. Alchemist** – Lairelondon E Insincere and rude
- 3. Herbalist** – Byron Immodest and quarrelsome
- 4. Fletcher** – Edwina ½ E Superstitious and abrasive
- 5. Inn of the Leaves** – Caunidhrenon E Belligerent and a know it all
- 6. Scribe** – Princeton Strict and smooth
- 7. Weaver** – Rordan D Discerning and graceful
- 8. Library** – Nelle Weapons master and sneaky
- 9. Bookseller** – Bodu ½ Intelligent and strong
- 10. Mason** – Fruga ½ Courteous and dependable
- 11. Nail Maker** – Brucie ½ E Witty but humble
- 12. Magic Shop** – Everett Inquisitive and touchy
- 13. Cottonmouth Brothel** – Vance Reliable and aloof

Gair	Gnome	Pensive and Industrious
Zowan	Gnome	Artistic and Strong
Deda	Halfling	Sheepish and Compassionate
Alditha	Half-Elf	Energetic and Tattooed
Liliana	Human	Boisterous and Shallow
Harlow	Human	Alcoholic and Cowardly
Edward	Human	Lunatic and Ambitious
Graham	Human	Jealous and Generous
Brinley	Human	Humble and Ignorant
Elfriede	Human	Judgmental and Gloomy
Marshal	Human	Cowardly and Brilliant

D. Central District

1. **Brewery** – Shurakha ½ E Tall and quarrelsome
2. **Vintner** – Bradshaw Jealous and brilliant
3. **Cobbler** – Chad Filthy mouthed and sneaky
4. **Skippy's Tavern** – Diffina ½ Haughty and spoiled
5. **Shrine for Trousu** – Kendal Bubbly and Classy
6. **Barracks** – Skaga ½ Cultured but loud

Rohesia	Human	Intolerant and Wary
Garik	Dwarf	Witty and Stutters
Edita	Human	Haughty and Reckless
Forcan	Gnome	Artistic and Judgmental
Macie	Half-Elf	Condescending and Determined
Kelsey	Half-Elf	Brilliant and Funny
Edwina	Half-Elf	Verbose and Inept
Ed	Half-Elf	Sensitive and Alcoholic
Bartram	Half-Elf	Considerate and Brutish
Royston	Half-Elf	Abrasive and Unhappy
Kelsey	Half-Elf	Sheepish and Touchy

7. **Weapon smith** – Liliane ½ Strict and Cold
8. **Granary** – Dimgola D Miserly and immodest
9. **Magistrate** - Elwin Du Lac
10. **General Store** – Tawnie G Solitary and ostentatious
11. **Tanner** – Graysen Irresponsible and shy
12. **Inn of Lost Souls**– Baakh ½ Manipulative and a kleptomaniac
13. **Shield Maker** – Barrington Carefree and bratty

E. River District

1. **Lady's Choice Brothel** – Halle Rigid and Combative

Lilianna	Human	Educated and Empathic
Grumda	Dwarf	Sheepish and Cynical
Baul	Human	Sincere and Disagreeable
Elvis	Half-Elf	Indiscrete and Introverted
Baynard	Human	Dumb and Courteous

Wayne	Human	Bashful and Ambitious
Yashul	Halfling	Innocent and Spoiled
Peyton	Human	Jaded and Secretive
Sheldon	Half-Elf	Shy and Eloquent

2. **Everfill Tavern** – Wynton Alcoholic and boisterous
3. **Gambling Hall** – Ashton ½ E Paranoid but alert
4. **Miller** – Editta Sadistic and gullible
5. **Pawn Shop** – Istuion E Focused and sullen
6. **Adventurer's Guild** – Tedu ½ Ambitious and succinct
7. **Blacksmith** – Loman D Shrewd and brazen
8. **Cartographer** – Fragu ½ Hot-headed but humorous
9. **Boatwright** – Cleve Tenacious and deferential
10. **Tax Collector** – Sir Clive of Dewars Graceful and calm
11. **Fishmonger** – Kyndall ½ Ignorant but friendly





DM Map of Kelick's Crossing



Player's Map of Kelick's Crossing

Miscellaneous People

Name	Race	Personality
Ayer	Gnome	Focused and Boring
Frelina	Halfling	Rash and Talkative
Grant	Human	Evasive and Brutish
Alyameldir	Elf	Condescending and Ostentatious
Brand	Dwarf	Cheerless and Malicious
Holgar	Dwarf	Scruffy and Cruel
Groth	Dwarf	Likeable and Thorough
Febda	Halfling	Careful and Spoiled
Fralo	Halfling	Brainy and Brutish
Pidi	Halfling	Loves Beer and Frugal
Friga	Halfling	Scruffy and Sarcastic
Chelsey	Half-Elf	Incoherent and Kleptomaniac
Berwick	Half-Elf	Observant and Compassionate
Lilianna	Half-Elf	Clever and Quarrelsome
Nelle	Half-Elf	Thorough and Angry
Clinton	Half-Elf	Indiscrete and Charismatic
Stuart	Half-Elf	Scruffy and Cultured
Landyn	Half-Elf	Strong and Loves Beer
Brentley	Half-Elf	Haughty and Brilliant
Colby	Half-Elf	Eccentric and Determined
Edwina	Half-Elf	Hot-headed and Poor Gambler
Synne	Human	Ambitious and Reckless
Wilson	Human	Haughty and Calm
Adney	Human	Nimble and Flirty
Fay	Human	Flirty and Reflective
Harlow	Human	Reserved and Introverted
Rutherford	Human	Alcoholic and Hot-headed
Shelly	Human	Debonair and Funny
Haley	Human	Frank and Nimble
Haven	Human	Haughty and Quiet
Brinley	Human	Beautiful and Cheerless
Pidu	Halfling	Succinct and Refined
Bibin	Halfling	Sweet and Curious
Fudi	Halfling	Simple and Curious

Togo	Halfling	Messy and Dependable
Gebda	Halfling	Deferential and Alert
Fubdo	Halfling	Haughty and Gloomy
Togina	Halfling	Clean and Lunatic
Pidu	Halfling	Charmer and Conversational
Pidu	Halfling	Classy and Touchy
Geda	Halfling	Intelligent and Sly
Nellie	Human	Graceful and Boastful
Marley	Human	Suave and Rugged
Kelsi	Human	Creepy and Brazen
Leighton	Human	Discreet and Bites Nails
Nash	Human	Energetic and Bossy
Lee	Human	Irritating and Tempermental
Kiara	Gnome	Intimidating and Disciplined
Viveca	Gnome	Honorable and Deferential
Carlin	Gnome	Evasive and Friendly
Poman	Gnome	Curious and Boastful
Nalin	Gnome	Discreet and Deferential
Armida	Gnome	Sagely and Religious
Adan	Gnome	Strong-willed and Malicious
Malina	Gnome	Thrifty and Strict

Lilliana	Human	Stutters and Poor Gambler
Liliane	Human	Bites Nails and Strong
Gaige	Human	Nosy and Clean
Haylee	Human	Shallow and Touchy
Payten	Human	Sour and Good-looking
Atherton	Human	Malicious and Creepy
Batilda	Human	Shy and Evasive
Eduardo	Human	Artistic and Pensive
Kyndal	Human	Messy and Ambitious
Landin	Human	Humble and Sensitive
Aethelu	Human	Introverted and Aloof
Elvin	Human	Thoughtful and Deceitful

Tidbits Overheard

Do you have any coin you can lend me? I seem to have outspent the copper in my pockets.

I might know something about that. How about a hand of cards.

Here honey, give me your hand. I, Madame Mathila, am an excellent palm reader.

Who cares about that when we're talking about Jon the Lumberjack's son running off with Wilka.

There's gonna be war to the east, mark my words. Those people are trouble.

If you want some "special" attention, head over to The Wandering Dwarf. The women working this place aren't worth the coin.

I'm going to keep drinking until you start looking good.

Try the Mutton, Lettuce and Tomato. The mutton is nice and lean today.

I need some horse-radish to get the smell of the sewers out of my nose. On warm days like today it is particularly fragrant.

Fart-noise Excuse me. I like to think of it as my personal potpourri.

That medicine Robere the Magnificent was selling last week didn't do a bit of good. He said he was going to Thistleton this week. I've got a good mind to go there and confront him.

The cook is new here. It has really gone downhill. The mutton on the MLT isn't very lean.

They say room 2c upstairs is haunted. The old inn keep's wife was found dead there.

The bard tonight was excellent. I loved his story about The Ranjon War.

Faces in the Crowd

The scarred, drunken girl who is feeling her way with a cane.

The copper-skinned, happy young woman who is haggling with a street vendor.

The tattooed, worried woman who is carrying a large bag.

The pale, terrified man who just drew his dagger.

The attractive, cheerful woman who is riding in a carriage.

The willowy, proud young woman who is banging on a closed door.

The very short, sly man who is wearing a little too much makeup.

The expensively dressed, furtive girl who is having a discussion with a guard.

The sandy-haired, suave young woman who is wearing a funny hat.

The fair-haired, panting young man who just tripped over something.

The stocky, confused young woman who is wearing a little too much makeup.

The ugly, frightened girl who is accompanied by a small child.

The well-dressed, nervous young man who is wearing very expensive jewelry.

The well-built, obnoxious young woman who is wearing a large pack.

The dark-skinned, smirking boy who appears to have just been in a scuffle.

The very skinny, bored old man who appears to have just been in a scuffle.

The unattractive, twitchy man who is accompanied by several servants.

The oddly dressed, sneaky old woman who has an armful of scrolls.