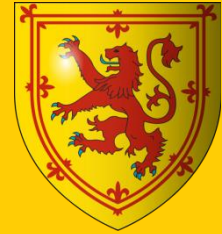


FT23

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



KETTLESPIT

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR ANY NUMBER OF CHARACTERS FOR VARIOUS LEVELS. ONE OF THE LARGER CITIES IN THE FILBAR REALM IT WAS DESIGNED WITH 5TH EDITION RULES BUT IS EASILY ADAPTABLE TO DIFFERENT RULES OR CAMPAIGNS.

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Kattlespit

Welcome to Kattlespit - City of Adventure! Sitting at the conflux of the Vespers and Chokohola Rivers this sprawling city is walled and divided into three wards each with its own leader. The three leaders act equally in the Oligarchy of Kattlespit. These three absolute rulers control the city but work together most of the time to ensure the safety of its citizens. Each ward pays taxes into a common treasury based on the number citizens and businesses each district has. To maintain fairness representatives from each of the wards go around confirming the numbers thus ensuring that each ward pays its fair share. A collection of seven independent adventures has been presented here as well as a higher level encounter with Glendale of Akron a murdering mage who is currently hiding within Kattlespit and paying off guards to keep himself from the gallows.

The city walls are 12' high stone edifices with heavy iron bound gates at the three entrances. City guards, paid from the general fund, patrol the wall, the streets, and the entrances to the city. Each has a precinct base in the respective wards and each follow a captain who answers to the "Kattlespit Provost" who is the independent leader of the guards and is appointed from the ward leadership.

The town itself was laid out in a peach orchard and is one of the main exports of the city. Within the walls the fruit trees are plentiful but some are regulated by the ward leadership and taking them could result in stiff penalties. The streets are made of cobblestone and are also maintained by the general fund. The buildings are various stages of development and are listed under four different categories <see below>.

The city streets are quite busy during the day with common folk making their way to pick up various supplies and running errands. In the evening hours, revelers can be found enjoying the taverns and red light "entertainment". City guards patrol in groups of 2, 4, and 8 depending on if the area is a trouble spot or not. The guards and other members of the city are easily recognizable as they wear the coat of arms of Kattlespit which is a bear attempting to climb a peach tree with three stars indicating the three wards of the city.

The city boasts over 2000 people within its three wards and over three buildings sitting on 40 acres of land populated with peach trees. The city is composed mostly of humans but the demi-humans are also present as shopkeepers, tradesmen, and craftsmen. The city is best known for the beef auction and men at arms although the red light district is also quite infamous. Currently the city is fairly self-sufficient but does import grain, poultry, and marble while it exports peaches, beef, horses, art, and fine furniture.

East Ward

4.32 Acres; 95 Structures

Admin (B) : 3, Barrack (D) : 14, Bath (B) : 1, Corral (B) : 2, House (B) : 6, House (C) : 4, Infirmary (B) : 2, Prison (D) : 3, Religious Diev, the Goddess of Flowers (B) : 1, Religious Trousu, the God of Warriors and Lovers (C) : 2, Shop : Launderers (B) : 1, Shop : Launderers (D) : 1, Shop : Tailors (B) : 1, Stable (B) : 6, Stable (C) : 7, Tavern (B) : 2, Tavern (C) : 7, Tavern (D) : 3, Warehouse (C) : 4, Warehouse (D) : 8, Well (D) : 1, Workshop : Bowyer/Fletchers (B) : 1, Workshop : Cobblers (B) : 2, Workshop : Coopers (B) : 1, Workshop : Miller (B) : 1, Workshop : Furniture Makers (B) : 1, Workshop : Glove Makers (B) : 1, Workshop : Instrument Makers (B) : 1, Workshop : Jewelers (B) : 1, Workshop : Leatherworkers (B) : 1, Workshop : Potters (B) : 1, Workshop : Saddlers and Spurriers (B) : 1, Workshop : Silversmiths (B) : 1, Workshop : Soap makers (B) : 1, Workshop : Weavers (B) : 1, Workshop : Wheelwrights (B) : 1

North Ward

3.24 Acres; 74 Structures

Admin (B) : 8, Asylum (C) : 1, B. House (C) : 1, Bath (B) : 1, Bath (C) : 3, Granary (B) : 2, Guild H. (C) : 1, Hospital (B) : 1, Hospital (C) : 1, House (B) : 6, House (C) : 4, Inn (B) : 1, Inn (C) : 3, Office : Livestock Merchants (C) : 1, Office : Masons (B) : 1, Religious Nounnes, the Goddess of Destruction, Peace and Victory (A) : 1, Shop : Beer Merchants (C) : 1, Shop : Dairy Sellers (C) : 1, Shop : Engravers (C) : 1, Shop : Grocers (B) : 1, Shop : Grocers (C) : 1, Shop : Haberdashers (C) : 1, Shop : Jewelers (C) : 1, Stable (A) : 2, Stable (B) : 1, Stable (C) : 2, Tavern (B) : 7, Tavern (C) : 3, Warehouse (B) : 2, Warehouse (C) : 3, Well (B) : 2, Well (C) : 1, Workshop : Basket Makers (B) : 2, Workshop : Bowyer/Fletchers (B) : 1, Workshop : Carpenters (B) : 1, Workshop : Coopers (B) : 2, Workshop : Potion makers (B) : 1, Workshop : Purse Makers (B) : 1

West Ward

4.32 Acres; 120 Structures

Admin (A) : 2, Admin (B) : 2, Admin (C) : 2, Bath (A) : 2, Bath (B) : 3, Cistern (A) : 2, Fountain (C) : 2, Granary (B) : 1, Guild H (C) : 1, House (A) : 3, House (B) : 2, Inn (A) : 1, Inn (B) : 1, Inn (C) : 3, Office : Beer Merchants (A) : 1, Office : Carpenters (A) : 1, Office : Doctors, Unlicensed (B) : 1, Office : Livestock Merchants (B) : 1, Office : Masons (A) : 1, Office : Masons (B) : 1, Office : Wine Merchants (A) : 1, Office : Wine Merchants (B) : 1, Plaza (C) : 2, Religious Idylum, the God of Winter and Candles (A) : 3, Religious Jelly, the Goddess of Science and Death (B) : 3, Shop : Barbers (A) : 2, Shop : Barbers (B) : 1, Shop : Brothel Keepers (A) : 1, Shop : Clothiers, Used (C) : 1, Shop : Dairy Sellers (A) : 1, Shop : Dairy Sellers (C) : 2, Shop : Drapers (B) : 1, Shop : Drapers (C) : 1, Shop : Miller (A) : 1, Shop : Furriers (B) : 2, Shop : Furriers (C) : 1, Shop : Jewelers (A) : 1, Shop : Launderers (C) : 1, Shop : Magic Merchants (B) : 1, Shop :

Tailors (A) : 1, Shop : Tailors (C) : 1, Shop : Tinkers (A) : 1, Stable (A) : 5, Stable (B) : 3, Tavern (A) : 4, Tavern (B) : 11, Tavern (C) : 2, Warehouse (B) : 11, Warehouse (C) : 21

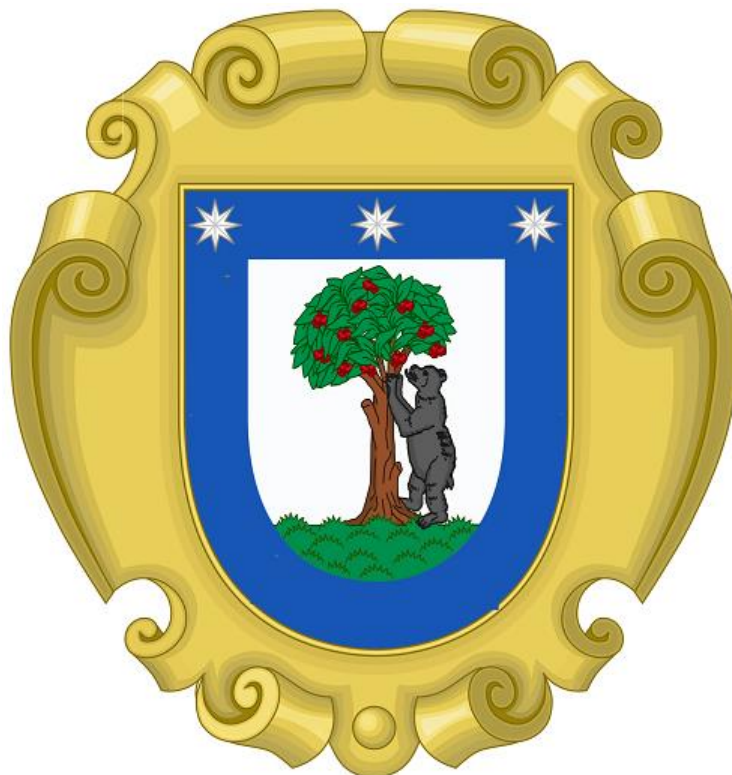
Letters in parenthesis after building type is the building quality:

- A is luxurious, royal, or imperial
- B is tasteful, ornate, or artistic
- C is utilitarian, basic, or normal
- D is derelict, condemned, rough, or functional

Power Center – Military - East
Alignment: Lawful Neutral
Total NPCs (Class Level - Count): 49

Power Center – Gambler/Thieves -North
Alignment: Neutral Evil
Total NPCs (Class Level - Count): 63

Power Center – Merchants - West
Alignment: Neutral Good
Total NPCs (Class Level - Count): 35



Oligarchy of Kettlespit

The three rulers of Kettlespit are Lorraine Landru of the West Ward, Shamus Dirksbee of the East Ward, and Mandrosa Drake of the North Ward. Together this trio oversees the handling of the city. They are ultimately responsible for levying and collection of taxes to fund the city's projects and upkeep. Each member is only in charge of their ward and meet every week to discuss standard issues and old court for offenders of the city code. The location for the meetings rotates between each ward every week thereby ensuring fairness.

Lorraine Landru is the daughter and current owner of one of the textile mills in the West Ward. A lifelong resident of the city she gained her love of politics from her father who tried to make the council but was unsuccessful. Sadly for Lorraine she was moved to the position just weeks after her father died. She is a strong advocate for the merchants of the city and not just those in her district. She has orchestrated the formation of several guilds in the city and is thought highly of by most everyone.

Shamus Dirksbee is responsible for the East Ward known for the military and guards. While each of the rulers are equal in power, Shamus has the edge in that his power is derived from those responsible for security. A former adventurer, Shamus has the unenviable position of having to keep the military in check while realizing that they keep the populace safe. He is generally well respected by the guards of the city but some believe that he has sold out to the general population and is now purely a politician.

The third member of the oligarchy is Mandrosa Drake. Outside of the North Ward she is viewed as little more than a pretty face on a criminal mastermind. Mandrosa represents the ward that has a seedy reputation of gambling and thieves. A former madam, she was brought onto the governing board with a great deal of skepticism but has actually done a very good job for the homeless and poor members of the community. She is a "colorful" character who has little regard for decorum and says what is on her mind.



Crowd Listing

- The half-naked, panting old man who is accompanied by a servant.
- The apparently foreign, worried young man who is being chased by a guard.
- The well-dressed, haughty girl who is being accompanied by a guard.
- The scarred, happy young woman who is wearing a little too much makeup.
- The well-built, terrified man who is pushing a small cart.
- The copper-skinned, drunken young man who just tossed a coin to a beggar.
- The redheaded, clumsy boy who seems to be following someone.
- The very pale, grinning boy who is having trouble controlling his horse.
- The very short, nervous old man who is carrying a musical instrument.
- The willowy, bored woman who is feeling her way with a cane.
- The attractive, smirking old man who is wearing a little too much makeup.
- The tanned, determined man who is singing off-key.
- The very tall, sweaty man who is unusually well-armed.
- The very skinny, proud man who is leading a horse.
- The dark-haired, frightened woman who is walking unsteadily
- The overweight, cheerful woman who is having a loud argument with her friend.
- The tattooed, happy old man who is wearing an odd symbol.
- The dark-skinned, grinning boy who is carrying a heavy burden.
- The flamboyant, angry old woman who is haggling with a street vendor.
- The tanned, relaxed man who is wearing very expensive jewelry.
- The muscular, grouchy young man who is riding a mule.
- The half-naked, clumsy man who is leading a horse.

The scarred, suave girl who is having a loud argument with her friend.

The oddly dressed, proud boy who is pushing his way through the crowd.

The very tall, exuberant boy who is singing off-key.

The expensively dressed, nervous old man who keeps tripping over things.

The stout, distraught girl who is carrying a musical instrument.

The very pale, serious woman who is being stolidly avoided by a nearby vendor.

The apparently foreign, smirking man who is moving in the opposite direction from everyone else.

The willowy, indecisive woman who just left a building

The very tall, worried young man who is making apologies to another passerby.

The well-muscled, laughing young woman who is unusually well-armed.

The very skinny, distraught woman who keeps bumping into people.

The dark-haired, twitchy man who just ducked into an alley.

The dark-skinned, bored woman who is walking very slowly.

The overweight, frightened old man who is chasing after a cat.

The fair-haired, mournful boy who is being accompanied by a guard.

The ugly, upset young woman who seems worried for her purse.

The pale, sweaty young woman who is arguing with a stranger.

The sandy-haired, sneaky woman who is riding a mule.

The redheaded, flirty man who is having trouble controlling his horse.

The tattooed, suave old man who is wearing a funny hat.

The apparently foreign, grouchy girl who is wearing a religious symbol.

The attractive, nervous woman who has a bow across her back.

The scrawny, arrogant old man who is carrying a musical instrument.

The cute, sneaky girl who may have just picked someone's pocket.

Miscellaneous Names

Adam James
Bartholomew Ailemer
Philippa Bailey
Thomasine Carew
Sybilla Wake
Esmour Lee
Alys Yonge
Reynard Underhill
Frances Wille

Antony Fitzalan
Ivo Fitzwillyam
Lewis Brook
Sarah London
John Barnes
Isabel Lucy
Symond Brocas
Edmund Palmer
Morys Appleby

Matilda Selwyn
Piers Harte
Barnard Lacey
Philip Drayton
Beatrix Alard
Jocelyn Middleton
Roger Jordan
Richard Funteyn
Francis Scott

Edmond Dalison
Alan Cassy
Martha Goodyere
Peter Goldwell
Arthur Latham
Catherine Mallowburne
Linet Eyre
Agnes Metcalfe
Jane Moore

Gerard Wrenne
Guy Dering
Ethelbert Savill
George Forde
Michael Adams
Ellen Beauchamp

Larry Clarke
Gilda Coke
Andrew Lovell
Lucy Verney
Thomas Bardolf
Clarice Savage

Alan Hyll
Martha Anders
Peter Talbot
Arthur Mayne
Cathy Hammond
Linet Bell

Susan Olyver
Sybil Gifford
Antony Wadham
Ivo Heron
Lewis Mauntell
Sarah Crane

City Adventure Hooks

A. The PCs find the item they have been seeking in the marketplace. As the purchase is completed and they are about to leave, a stranger rushes up to the merchant shouting, "I know you have it Balthasar, and I want my back now!" A sleight of hand gets the item and replaces it with a look alike.

Opponent: Male Human Ranger, Evil. Ether has uneven golden hair and narrow hazel eyes, and wears glasses with brass rims. He wears scale mail and wields a spear and javelins. Ether has an animal companion, a horned owl named Withiua.

CruX: The party has been sent to Kettlespit to locate a specific item which they locate in the marketplace. The item will be solitary and rare located at a traveler's booth. When Ether bumps into them he will replace the item with a faux one. The party will not immediately realize this has occurred until they get back to the person who requested the item. The party will have to determine

how/when they lost the item. The party will have obtained the item in one area of the city, gone to another to give it to the requesting party, and find Ether in the other section of the city.

- B.** The PCs arrive at the inn and find a large group that is connected to one of the inmates (an old, recurrent, but not particularly hated enemy, maybe they put him behind bars in the first place) and wishes him to remain alive for some reason. The subjects involved are members of the Thief's Guild. The party will be asked to round up the rebel leaders.

CruX: The party will be able to identify the rebel leaders and will have to track them down. The PCs will obtain several red herrings as to location but will locate the group together in a tavern where a brawl will ensue a la old western saloon style fight. This encounter can be to the death or non-lethal encounter.

- C.** There have long been rumors of the cemetery being desecrated by someone stealing the corpses. One night the PCs chance upon the necromancer walking home with newly animated undead. He/she uses a magical device to transport out leaving the undead to deal with the party.

Opponent: Female Halfling Scholar, Evil. Mosa is exceptionally beautiful, with thick gray hair and narrow brown eyes. She wears expensive clothing and silk gloves. Mosa is fascinated by necromancy and the undead.

CruX: The city syndicate will discover the party witnessed the necromancer and offer a substantial bounty for Mosa's head. The necromancer will need to be tracked down and dealt with. She will have a few sub-minions present to also deal with the party if they uncover her secret laboratory which will be in relative proximity to where she was initially spotted. Her magical device only brings her to her home so she will not be able to use it to escape.

- D.** A string of building construction accidents has occurred lately throughout the city. Fortunately, no one's been seriously hurt, but the accidents are increasing in size and damage. The local guild has put up flyers asking for help in solving their problem. PCs find a tunnel indicating that someone was sneaking into an adjacent building.

Opponents: Solva: Female Dwarf Fighter, Evil. Solva has auburn hair and hazel eyes, and a sharp nose. She wears banded mail and wields a flail and shield. Pherey: Female Human Druid, Neutral. Pherey is rough in appearance, with white hair and large amber eyes. She wears leather armor and wields a spear. Pherey is searching for her lost sister. Jane: Female Halfling Professional, Evil. Jane is wretched in appearance, with auburn hair and gray eyes. She wears well-made clothing and a sling of vials and potions. Jane secretly serves Soyno, an ancient goddess of darkness. The group is trying to break into the jewelers.

CruX: The three thieves have decided that they will tunnel into the jewelry store from two buildings away which will be an inn that they all have recently become employed at. There will be no witnesses to the crime and only subtle clues will be available at the inn, which the party may/may not be staying at. Potential evidence will be dusty/dirty boots, the presence of mining utensils, complaints of strange noises during the night by the PCs or other patrons as the digging has occurred after hours.

- E.** The PCs come upon a sobbing woman holding a teenage boy who looks to have been severely beaten. If the PCs ask the woman if they can help, she explains her youngest son was beaten up by a gang of toughs. Of more immediate danger though, is that her oldest son has gone off to exact revenge on them, and she's afraid of what they will do to him. It's time to find the leaders of the "Red Spades" and make a deal with them.

Opponents: Female Elf Entertainer, Evil. Galaser is rugged in appearance, with short brown hair and green eyes. She wears fine clothing and a leopard fur cape. Galaser is loyal and pleasant. Female Dwarf mage, Evil. Dinain is repulsive in appearance, with thin blonde hair and amber eyes. She wears fine clothing and a sable fur cape. Dinain speaks with a strange accent.

CruX: The boy has stolen/crossed the Red Spades or has a gambling debt to them and the PCs will have to deal with the gang by possibly obtaining an item for them or dealing with a rival gang. The group will be too large and have ties to the city guards so they will be "untouchable" (or not).

- F.** Down the dimly lit alley, two guards can be seen beating a kneeling man. One rips a coin purse from the kneeling man's belt and says, "Don't be late next month, old man." After spotting the PCs she hits one of them with a poisoned hand crossbow bolt.

Opponent: Female Human Fighter, Neutral. Sarry is pleasant in appearance, with brown hair and amber eyes. She wears splint mail and wields a battle axe and light crossbow. Male Dwarf Cleric, Good. Grainarv is heavyset, with long gray hair and sharp green eyes. He wears splint mail and wields a mace. Grainarv suffers a deadly allergy to rodents.

CruX: Sarry is a high level assassin who has been hired to collect a debt from a prominent merchant (the old man). The merchant will enlist the party's help to catch this person and deal with them. Both Sarry and Grainarv have sleep poison at their disposal or a paralysis poison. Both are quite potent and will require a DC16 vs. Constitution.

G. A strange woman thrusts an item into one of the PCs on the street. She looks around hurriedly asking them to hold on to it. The guards yell and she takes off.

Opponent: Male Human Thug, Evil. Horus Malfred has a large scar down his face with long dark hair and dark eyes. He wears battered scale mail and has multiple bladed weapons. He is seeking the item that the woman had.

CruX: Horus will have observed the female hide the item with the PCs and will first attempt to pass himself off as "the law" and if that fails will gather some assistance and attempt to waylay the party members individually or in masse.





Generalized Encounters

Bandits: Armor Class 16 (chain armor) Hit Points 11 (2D8 +2)

D +3 to hit 1D6 +1 Scimitar

STR DEX CON INT WIS CHA /11 (+0) 12 (+1) 12 (+1) 10 (-0) 10 (+0) 10 (+0)

Challenge 1/8 (25 XP)

Bandit Leader: Armor Class 18 (plate armor) Hit Points 52 (8D8 +16)

D +5 to hit Great sword 2D6 +3

STR DEX CON INT WIS CHA /16 (+3) 11 (0) 14 (+2) 11 (0) 11 (0) 15 (+2)

Challenge 3 (700 XP)

Cult Fanatic: Armor Class 13 (leather armor) Hit Points 36 (6D8 +6)

D +4 to hit Daggers 1D4 +2 (x2)

STR DEX CON INT WIS CHA /11(+0) 14(+2) 12(+1) 10(+0) 13(+1) 14(+2)

Challenge 2 (450 XP)

Mage: Armor Class 15 (mage armor) Hit Points 37 (7D6) "Glendale of Akron"

D +5 to hit Dagger 1D4 +2 DC14 vs. Intelligence or +11 (7th level)

STR DEX CON INT WIS CHA /9(-1) 14(+2) 11(+0) 17(+3) 12(+1) 11(+0)

Challenge 6 (2300 XP)

Cantrips: Fire Bolt, Light, Mage Hand, Prestidigitation

1st: (4) Detect Magic, Mage Armor, Magic Missile, and Shield

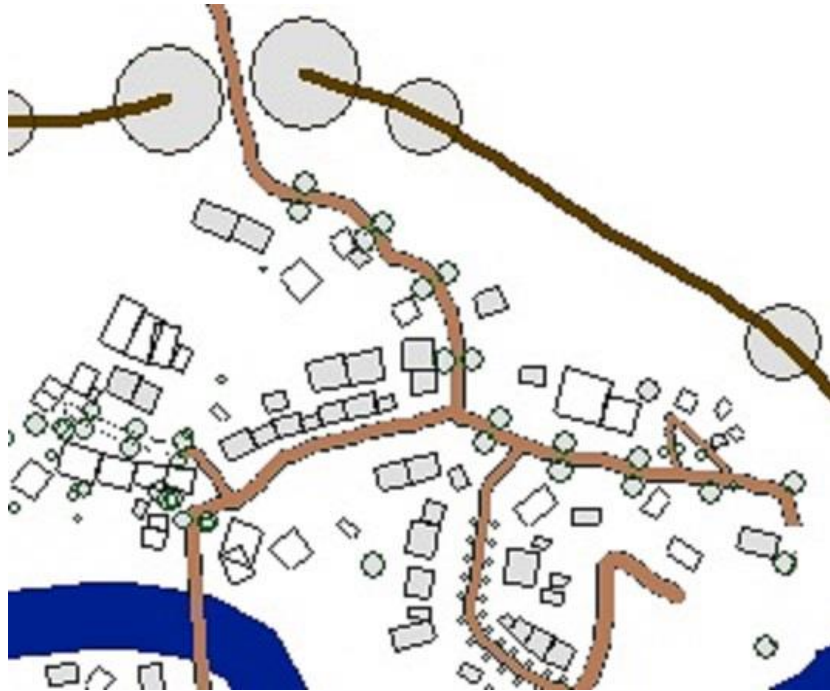
2nd: (3) Misty Step, Suggestion, Web

3rd: (3) Counter spell, Fireball, Fly

4th: (1) Greater Invisibility

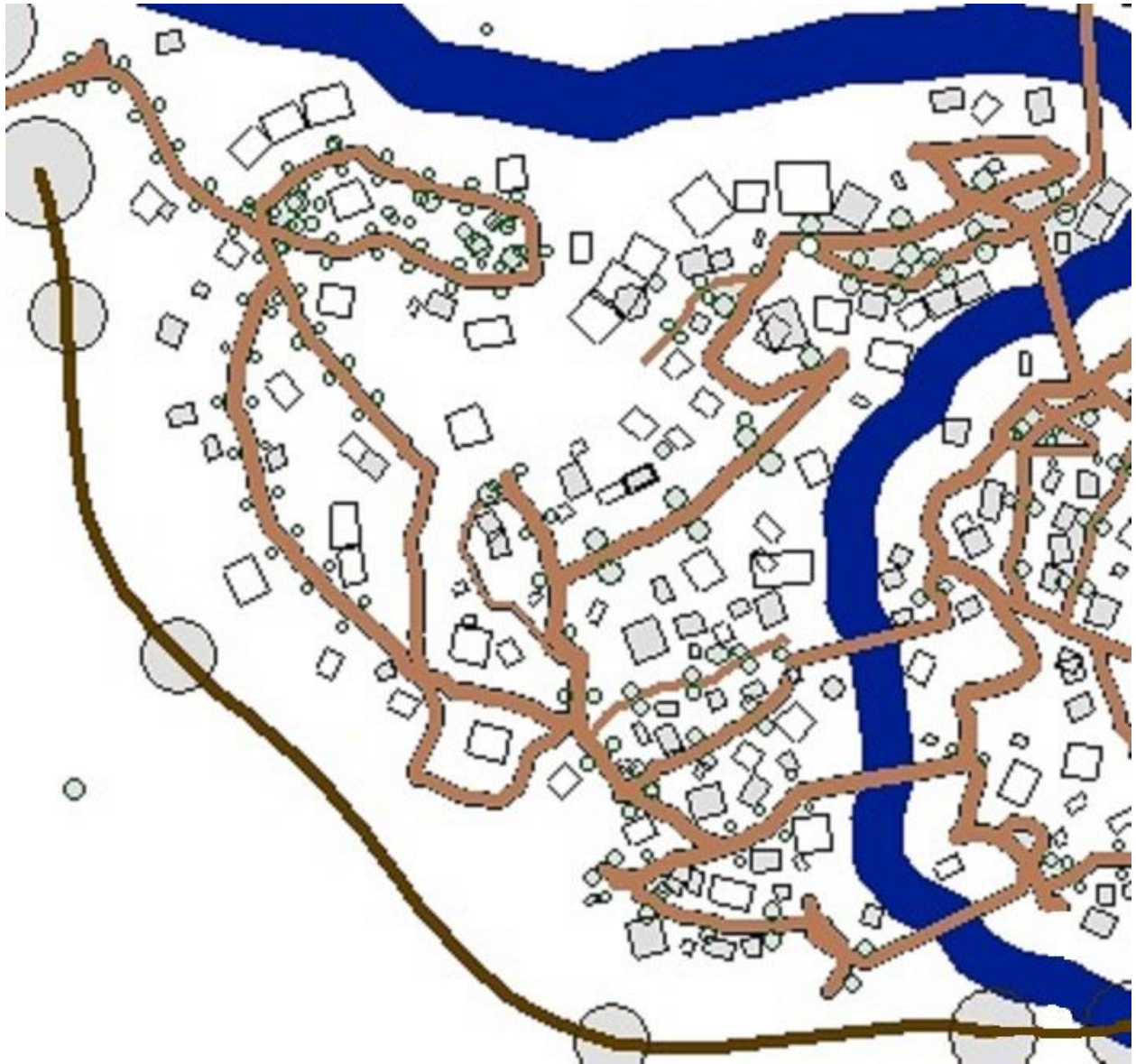


Kettlespit – City of Adventure



Northern Power Center <above> Eastern Power Center <below>





Western Power Center