

FT26

ADVENTURES IN FILBAR

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EARLDOM OF CURWOOD

AN ADVENTURE SETTING BASED IN THE WORLD OF FILBAR ESPECIALLY THE QUEST SERIES. IT IS SUITABLE FOR ANY NUMBER OF ADVENTURERS OF ANY LEVEL HOWEVER IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Earldom of Curwood

The Earldom of Curwood is situated in the midsection of the Bast Crater and has been a settlement for over 200 years. Curwood has done well for itself as a community as they have diversified the goods they sell. The southern area is known for its fine lumber trade harvested from the towering pine trees of the region. The northern section is well known for the vast fields of oats and wheat that makes Curwood the home of amateur bakers and brewers that have come up with surprisingly good products. The general area is also excellent for animal husbandry and the farms have been producing an abundance of goods for the past several years earning the earldom the nickname "Breadbasket of Bast".

The city itself is quite old and has been through several fires in its history. Currently the double thick palisade wall is coated with a viscous fluid preventing it from catching fire. The ageing tower of the earl has missing stones and appears to be less than a magnificent palace that an earl would normally be accustomed to. While this has been the ancestral home for years it is time to retire the residence. The current earl, Feva D'Auvay, is currently stockpiling wood and stone and has just finished up the plans for the new palace which will be outside the current wall and across the lake.

The great Belsore Forest south of Curwood is known for two things. First the lumber production from the high trees is used to create homes throughout the duchy and, aside from the mountains, is the highest point in the land.

The second and more notorious notable fact of the area is that it was home to the fabled Battlefield of Hastings Point which occurred prior to the formation of the earldom. A century after the repopulation of the region two opposing forces representing the old Duke of Bast and Sir Hastings of the North fought here to determine who would rule the area. Aided by forces of the emperor Duke Asamar Welkin and his forces took the day and destroyed the barbarians of the north after a week long battle.

At one point during the battle a young knight known as Sir Curwood rallied a group of archers and after reorganizing them and catching the barbarian flanks off guard cutting them down in a barbarian reinforcements helping Duke Asamar take the day.

As a reward for his service Sir Curwood was awarded the title "Baron of Curwood" decades later his relatives had their position elevated to "Earl of Curwood" and while there is some question as the reason for the elevated status that is in the past now.

1. The North Stables - Isra Shadya

Just within the city gates is one of two town stables. As horses have been forbidden within the city proper the stables in town have two purposes. The first is to house visitor's mounts and second is to rent out donkey's that are used by visiting merchants to transport goods to their final destination. The mules are well trained and decorated in the city colors. Those disregarding the decree and moving their mounts through town will meet the city guard and be fined and or imprisoned for repeated offenses. This stable is run by Isra Shadya and his two stable boys. Relatively good care is received from the North Stables at a reasonable cost.

2. Tavern of the Nightshade - Challemoinne Bohon

The signage on this building indicates that it is the Tavern of the Nightshade with blue flowering ivy climbing up the old walls of the establishment. The business has recently changed hands and is now owned by Challemoinne Bohon a tall lanky woman who inherited the business from her uncle. Challemoinne is fresh from the adventuring trail and knows little about running the business. The six staff members are quite concerned at the future of the business with the new employer but continue to provide excellent service. Challemoinne has been fined by the city twice already for allowing gambling in the tavern. In Curwood gambling is quite illegal.

3. Tax Collector – Sir Weldon of Bast

A weasel-looking man, Sir Weldon is the local sheriff in charge of collecting taxes for the duchy and is quite disliked by most of the populace. With the new earl still learning his job Sir Weldon is attempting to further his position in the local hierarchy to make sure that he and not the earl is in charge. Many of the people understand what Sir Weldon is up to but the earl has not yet stood up to the old

warrior yet. Sir Weldon is married to Lady Mary and their children are grown and gone.

4. Sleepy Inn - Zilar Van Nest

Set back off the road the Sleepy Inn is one of the first places new visitors to Curwood see. This two story building is dwarfed by the tower but is one of the larger buildings in town. It boasts seven double rooms and a spacious common room that is considerably cheaper. Zilar Van Nest has run the inn for several years and has a staff of six most of which work here first before moving on to other jobs. Zilar likes to rotate his staff frequently to keep fresh faces. It also helps that he has a horrible temper and fires them frequently. He is partial to orphans that come to the city as they work cheap and are happy to have a roof over their heads and food in their bellies. Zilar is married to Kostuk and has three children of his own.

5. Shrine of Shunacli - Ealdred Millberg

Shunacli is the god of cooking but is often worshipped by merchants as well. His followers tend to wear their hair down to the waist and often dye it silver or gold. Ealdred Millberg is an aesthetic who has never been on the adventuring trail. While he possesses spells such as healing, most of his magic is more of a passive role. Ealdred is quite zealot in his religious views and enjoys a good argument to "prove" why his religion is better.

6. Tanner's Trade - Tinalie Rumblespan

The Tanner's Trade is home to a group of excellent leather workers who have years of experience. The head tanner is Tinalie Rumblespan a Gnomish female who is an excellent craftswoman. She is actually a teacher as a primary career and instructs her current six apprentices the ins and outs of the leather trade. Four of the six students are preparing to graduate and move on to their own shop which pleases Tinalie to no end as she has spent years training them to become craftsmen in their own right. Tinalie is a widower and is old enough to realize she is done dating.

7. The Iron Forge - Zuth Shielddelver

Zuth Shielddelver and his wife Zorba run The Iron Forge smithy. While Zuth is a rather coarse Dwarf, he does do excellent work especially for shields and armor. Any damaged item that needs fixed, Zuth is the man to look for. While he can do repairs he actually adds life to the item in question. He is also available for commissioned work although there is a rather lengthy wait time as he is quite particular about his final product. He is currently teaching one apprentice and is doing so reluctantly. The student in question is his nephew on his sister's side and she insisted that the boy be trained in the correct way.

8. Tavern of the Crosswinds - Walganus Ruel

With Curwood being a center for wheat and barley they are also flush with taverns which is the second biggest use for the products. One of the more popular taverns is the Crosswinds run by Walganus Ruel. Being an amateur brewer himself he tends to have flowery beverages from his use of fruits and honey added to the concoctions. Every month he uses a different flavoring in his ale and that makes his business boom the first week of every month as people check out the new flavor. Walganus is married to Mariah and they have two children.

9. Mauger's Mug - Mauger Bolognesi

Sitting next to the Crosswinds tavern is Mauger's Mug another tavern in Curwood. Mauger Bolognesi was losing business to his next door rival despite having lower prices. It seems that the townspeople were more interested in getting flavored ale than paying less so he has come up with a clever idea. The start of every week Mauger holds an amateur bard night with the winner receiving free drinks for a week. Lately the contest has gone over the first two days of the week which has really increased patronage. He started it after having a popular bard stop by named Kioke and he calls his contest Bard-kioke in deference to the entertainer.

10. General Merchandise - Astacos Knittle

Clearly one of the busiest places in town the general merchandise store is a catch all for a variety of tools and products. While there is no adventuring supply in the city this two level former inn has been converted into a wide open building that has numerous stalls on both floors. Astacos Knittle is the proprietor and rents space in the stalls for different vendors including members of the caravan trade. While the rank and file citizens enjoy this business the Caravan Master realizes that she should have come up with the idea first as now the service is beating the caravan in selling items. Astacos does not yet realize it but when the city walls expand for the earl's new keep the Caravan Master will be opening her own open air market to rival this business.

11. Meat Splitter - Beves Hohenwart

The town butcher is Beves Hohenwart a young man who is freshly starting his business called the Meat Splitter. Like many butchers, Beves has a stall behind the shop where people bring animals to be butchered. Being a young up and coming butcher he does not currently have more than a few goats of his own but is seeking to grow his herd soon. He learned the trade growing up with his huntsman father who taught him how to properly dress animals. He is married to Cela and they are expecting their first child.

12. Biscuits and Bread – Dismas Argo Jr.

Dismas Argo has lived in Curwood his entire life and inherited his bakery shop from his father upon the senior Argo's death. Biscuits and Bread is the largest bakery in the area and the Argo's have partnerships with most of the farmers as well as their own wheat fields. Dismas always enjoyed honey growing up and as a result he has a rather substantial collection outside the city walls. While he has had problems with bears in the past Beves <#11> has resolved that issue when they went out hunting one day. Dismas is an excellent baker however this shop only makes basic goods while Tenny's shop <#13> handles cakes and other goodies. Dismas is engaged to be married to one of the barmaids at the Crosswinds <#8>.

13. The Cupcake Hut –Tenny Tilba

Tenny Tilba studied the baking trade under Dismas Argo Senior's tutelage prior to opening up her own shop. The senior baker took in Tenny, an orphan, when she first arrived in town and treated her like a daughter ever since. Only Dismas Jr. took the baker's death harder than Tenny. While she learned her trade for the basics she has expounded on her knowledge and has gone into the sweeter confections and uses portions of the Argo's orchards and beehives to make her treats. With the passing of the master baker Dismas Jr. will be seeking a reconciliation of how the land and goods are used and is seeking compensation from Tenny who was not allowed to pay in the past. She is single and not seeking to change her status.

14. Cart maker - Dob Borbokis

Although Dob Borbokis is currently employed by the Caravan Master his shop also takes orders from the general public. While this conflict of interests doesn't bother Dob, it has the opposite effect on the Caravan Master who has warned Dob on several occasions that work for the caravan is far more important than his personal work and if he forgets it much more he will be relieved of his duties. Dob has thus far been nonplused about the threats especially considering he is the only cart maker in the area. While he feels secure in his job Merlastwen the Caravan Master has already put out the word for a replacement for Dob. He is married to Sivia and has two boys.

15. Caravan Master - Merlastwen Aeraagaryl

While the caravan trade has been in Curwood for decades it has been mismanaged by every previous master who has been in charge. For the most part this was blamed on a very self-sufficient on goods and services it is mismanagement at its finest. Merlastwen, an Elven female, was recently relocated here and is expected to get a bigger cut of the local economy that what her predecessors have. Upon inspecting the scrolls she feels that between internal theft and horrible managing she can quickly turn the business around which is what her superiors also have in mind. Merlastwen is a middle aged Elf who is quite capable of handling the business. She is widowed and has no plans to marry again.

16. IKEA - Rochencion Elenvir

The local locksmith and furniture builder is Rochencion "Rocky" Elenvir. He runs the shop known as IKEA which, according to him, is the name of his best friend growing up. This name is thought to have come about for his poor diction in the common language and translates into he will make a key for you. This older Elven male is quite good at locksmithing as well as his furniture construction. Unlike most carpenters Rocky gets his work done rather quickly and completely within the specs given by his customers. Anytime he makes a mistake he starts over and sells the error "as is". He is married to a woman who is known as Adrian because her Elven name is too difficult to pronounce by the regular people of the Curwood.

17. Curwood Academy - Ilerinmamiel Mithdragion

While Earl Feva D'Auvay has been classically trained and instructed he is one of the few leaders who disagree with the duke's opinion that all of the people should be educated. After being "reminded" of his duties as lord, he hired the Elf Ilerinmamiel Mithdragion or Iggy as she is called, to run the school. Upon her arrival, Iggy did not like the way the school was setup and completely overhauled the system. While this chaffed the earl there was not much he could do about the situation. Iggy makes her own supplies and sells them for a slight profit to supplement her income. She is a demanding instructor and there are few in town that would cross her willingly. She is single and if the townspeople are asked they will point out that it is her personality that keeps her matronly. She is a harsh task mistress but a fair one. Those who leave the academy do so only after they have learned to read and write.

18. Cartographer - Graby Pistonjammer

While the business has no official name Graby Pistonjammer's work speaks for itself. This middle aged Gnome is the local map maker who also works for the earl and Sir Weldon for taxation purposes. Graby has extensive maps of the surrounding countryside as well as notable areas in the duchy and the frontier. Graby buys original maps and will give copies that he makes for the original artist. His maps are detailed according to the information he has available and price is based on details. Graby is married to Lucinda and their son is grown and gone.

19. The Brass Bow - Marantdraug Kilail

Marantdraug Kilail used to be an archer in the service of the earl but retired a decade ago. After a year in retirement Marantdraug's wife Presella demanded that he find a hobby. As a result he opened up the Brass Bow and began to make ranged weapons. Since opening the shop it has become quite successful and he has begun to make a nice profit in the business as well as getting his wife off his back. A wide variety of missile weapons and accoutrements can be found, purchased, or traded here.

20. The South Stables - Istaga – Coyote man

While the northern stables handle most of the visitor traffic to the city the southern stables mostly handle military mounts which are trained or in training. The proprietor in charge of the south stables is a displaced Plainsman named Istaga who has excellent horsemanship skills. He discovered Curwood by accident but found a job in the stables which he took and subsequently took over as lead trainer. In three years he was placed in charge of the entire South Stables.

21. Concoctions Unlimited - Pherecydes Eilts

One of the oldest men in Curwood is Pherecydes Eilts of Rockell and is the city's alchemist. This old potion maker has been studying and making various concoctions since he was middle aged. While he does not possess curative potions he does have a wide variety of other potions of various ability and duration. Pherecydes's shop has a particular aroma about it and the multiple shelves are lined with strange herbs and entrails which he uses to make the arcane fluids. He is a widower and has nearly blown himself up several times and his building has suffered extensive fire damage.

22. Mason/Architect – Wilson Halfdon

Wilson Halfdon is the city architect and has been quite busy the past several months working with the earl on the plans for the new keep which is scheduled to begin in the very near future. While piles of supplies have begun to gather Wilson has gone out and started primary marking the area for the digging.

Wilson has been tasked with not only the planning of the building but having to hire the laborers which has not been easy. Wilson has several groups hired but has some of them stationed in several towns close to Curwood until the construction begins.

23. Earl's Tower – 4th Earl of Curwood Feva D'Auvay

The 4th Earl of Curwood is in his second year of reign and is just beginning to make the changes he sees fit to his land. Feva D'Auvay took over upon the death of his father Kelex D'Auvay and is a middle aged, battle-proven man. Feva previously served as Captain of the Watch by choice and enjoyed working side by side with the people to improve the land. While he received the benefits of growing up rich he preferred to work and believes that hard work and experience always beat shifting through dusty tomes.

Feva D'Auvay has decided that his first and greatest accomplishment should be the construction of a new fortress worthy of his station. He has been working with Wilson Halfdon to create a keep that will stand for the ages. While expensive, Feva is quite charismatic and believes that hard work will make up for any fiscal gap that the Earldom will face. Feva is well liked by the people of his command as he is quite willing to pick up a hammer or haystack to help out and this simplistic approach to life gives the accurate impression that he is one of the people. He is married to Lysiala and has two young daughters.

24. Shiny Bits - Wattworth Flipbolt

This building was originally a smithy shop but Wattworth Flipbolt bought out the old blacksmith, fortified the building, and now uses it as his home and business. Wattworth is a good jeweler but an even better gem cutter. He works closely with the merchants in town and acts as a money changer. Sir Weldon the tax collector often changes the taxation gold into gems for easier transportation to and from Bast. Wattworth has hired two ex-adventurers as guards and they are the definition of difference. One is a large half-Ogre male who seems like he could crush a building if he was so inclined while the other is a very lithe Elven woman who gives off an air of delicacy. If asked most people fear the tiny female more than the half-Ogre as there is "just something about her" that makes people uneasy. Wattworth is single and only enjoys the company of his stones.

25. Captain of the Watch's home - Malquiant Briane

In an effort to free up more space in the aging tower, the last several Captains of the Watch have moved out to independent residences. While initially opposed to this choice the earls have accepted the option. The current captain is Malquiant Briane. Malquiant is an unusually large female with pale skin and fair hair. She wears silver armor trimmed in gold and is easily recognizable around town. She maintains a professional distance with her command and the townspeople and can seem cold at times. She is a skilled swordswoman preferring to use sword and dagger passing on a shield.

26. Armor Smith - Ragan Stronghammer

Ragan Stronghammer is the earl's smith responsible for upkeep and construction of the weapons used by the troops. Much like the previous captains, Ragan moved out of the cramped quarters of the tower a decade ago and opened this shop. While his primary duty is to the earl's forces, he also runs his shop on the side and is quite skilled. Because he is beholden to the earl all other work is secondary making delays a frequent occurrence. Ragan is married to Doclary and their son is grown and on the adventure trail.

27. Military Barracks - Yasser Atuf

Like many other aspects of the political landscape the barracks have also moved out of the tower and renovated an old inn making it a place where the troops live. Sergeant Yasser Atuf is a one-eyed fighting machine and is in charge of the lodging. Yasser is a former sailor turned land combatant who has a fierce need for order. He makes sure that this old inn is well cared for as a barracks and that it is clean at all times. He is an experienced fighter and next to the captain, the men and women have the upmost respect for this old warrior. Yasser has never been married to anything other than his causes. He is a hard drinker who rarely gets drunk.

28. Curwood Inn - Twinnie Dizzymonger

This building looks like it has been around for a very long time and it has. The Curwood Inn was built upon one of the original buildings after resettlement and

hasn't been renovated in nearly a century. While the old timbers are still holding the weight of this large inn, more room was given to the common room/kitchen than individual rooms. Despite the large size there are only five single rooms which are small by most standards. The Curwood Inn does offer food and drink and a small backroom does possess a gambling table however entrance to this area is STRICTLY enforced. Several visits will need to be made prior to Twinnie Dizzymonger allowing a subject to pass no matter how much money they have to spend. Twinnie is a younger Gnome who recently purchased the inn with gambling winnings from Bast. Twinnie failed to check on local regulations pertaining to gambling and is now quite disenchanted with the fines she has received for that offense. As a result she confines her "special parties" to a select few and the payout is usually quite large. While the authorities have noticed her business closing early on a regular basis they have turned a blind eye and only fine her when the gambling is out in the open.

29. The Black Anvil - Hugin Fehrenbacher

Hugin Fehrenbacher is the owner of the Black Anvil which is a magical item and the name of his business. Hugin came across this enchanted device which allows Hugin to work twice as fast as a normal smith can. The key to this contraption working is the smith must possess a lucky horseshoe nail for the item to work. Hugin will deny that the anvil is magical but everyone else is firmly convinced that it has to be enchanted because no one is "that fast" with smithing duties. Hugin has offered to let others use the device but it does not perform unless they possess the nail which is always around Hugin's neck. Any mage casting detect magic will find that the anvil is indeed enchanted but the how, where, and extent of the abilities is unknown.

30. The Closet - Syagros Karahi

Syagros Karahi is a favorite of the Caravan Master as he is one of their main customers. Syagros enjoys fine clothing and while the area around Curwood has a plethora of goods, fabric is not one of them. The Closet is a business that only sells clothing in Curwood aside from the General Merchandise <#10>. The Closet sells regular clothes as well as specialty items such as doublets and fancy dresses. Syagros employs a variety of women young and old who take his creative ideas and move them to actual clothing. Because the business sells a

variety of clothing it does quite well. Syagros is married to Beckalyn and they have three children.

31. The Miller's Wheel - Sibertus Weinstein

This building has a very large water wheel along the side of it and making it clearly a Miller's business. Most of the grains and oats harvested in the area make their way to this business at some point in time. Sibertus Weinstein built the water powered wheel a decade ago and it has helped the area become the farming powerhouse that it is. With the ability to crush the wheat and oats making the goods portable the community was able to begin exporting their wares and now is the main source of grains in the duchy. The Caravan Masters recognized this potential and have exploited it to their gain thereby giving the caravan a poor reputation. Many of the farmers have attempted to make their own transportation arrangements to line their pockets in more gold. This has not gone over well with the caravan trade. Sibertus is married to Yva and they have four children, 2 boys and 2 girls.

32. Drunken Cask - Echestratos Cals

With so many amateur brewers in town one would think that the Drunken Cask would not do very much business but this is not the case. Echestratos Cals does excellent business however much of it is from Bast and not Curwood. With the exception of a few barrels per batch Echestratos exports his creations to cities that do not have the same excess of ale creators that Curwood has. Echestratos works closely with the caravan trade to move his goods throughout the duchy. He is not thrilled with independent grain growers attempting to move away from the caravan trade as it is causing his costs to go up as well. Echestratos is a widower with eight children all who work in the brewery.

33. Druid of the Wood – Manfred Willowood

The city park in Curwood is taken care of by the Druid Manfred Willowood who uses his skill to grow a wide variety of flora. Every summer the park is filled with colorful flowers that should not grow in this climate but does. Manfred attributes his success with the plants from his religion. While not a zealot he does firmly believe that people should take care of their environment no matter what their

persuasion is. Manfred is also skilled in the healing arts and is somewhat of a minor sage-historian. He left the adventure trail years ago and has seen a great deal of things. While his historical knowledge is expansive he could be utilized to possibly identify some things. If the party is on the trail of the Codex of Gamber Dauch (Daw-sch) he will have limited knowledge of the artifact and most of his information will be known to most citizens of the duchy.





Area #32 and #33 <above > Areas #16-#22 <below>

