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ADVENTURES IN FILBAR

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HILL VALLEY COMMUNITY

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR ANY NUMBER OF CHARACTER OF ANY LEVEL. PART OF THE FILBAR SERIES IT IS USABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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Hill Valley Community

The home to Count Elam's tower is the Hill Valley Community. An original Motte and Bailey fortification the ramparts have been increased over the year to allow the community to be better protected. The earthen rise for the village is 25' up while the tower area is twice as high at 50'. The tower itself is 30' tall. A cistern sits in the middle of the village to supply water to the community and the lower level of the Count's tower also has its own water supply. A wooden palisade surrounds both the tops of Hill Valley and the tower area. A wooden walkway sits on the inside of the palisade to allow archers an area to fire upon invaders while remaining relatively safe. A drawbridge protects the town with the earthen rampart's gorge.

While the tower is made entirely out of stone, the buildings of Hill Valley are fieldstone with thatched rooftops. The town has only sparse grass and is mostly covered in gravel and dirt. During the rainy season the town is a quagmire. Count Elam has commissioned Hubbard Statler to come up with a solution to this problem. The areas around #7 are now being tested with a cobblestone covering for both drainage and to stop erosion. Entry taxes pay to help fund this project.

It has been over a decade since Hill Valley has been attacked and the peace has made security somewhat lax to get into the town. Entry to Count Elam's area is still by invitation only although he tends to roam both the town and the surrounding countryside on a regular basis. He is a friendly and benevolent ruler.

1. Front Gate –Lt. Eastwood Slinger

Entry into Hill Valley is strictly regulated. While torches adorn the tops of the palisade, entry into the community is only allowed during daylight hours. The 12' wooden doors are reinforced with iron and are secured from the interior by three sets of timbers and make the entry quite formidable. Keeper of the gate during the day is Lt. Eastwood Slinger. He is a tall slender man with eyes that tear through people. He has been instructed to be flexible with allowing people in as it means good business. If he does get a bad feeling about someone requesting

entry, he will refuse them and archers from above will indicate that Lt. Slinger's opinion should be observed.

2. Beath's Temple – Priestess Baine

While the deities of Filbar are numerous, Count Elam and his people tend to worship only the goddess Beath. Priestess Baine is the cleric in charge of the simplistic temple but always packs a full house on holy days. Priestess Baine can provide extensive healing but cannot raise the dead. The payment for such services usually coincides with the value of the services rendered. She has one acolyte to assist her.

3. Biff's Tavern – Biffton Tannen

With the town's inn providing only shelter, food and drink are found at the Biff's Tavern. Owner Biffton Tannen is a larger man who tends to be a bully and full of himself. While he fancies himself a ladies man, most females find him repugnant. This does not stop Biffton from unwanted advances except for Priestess Baine. An unfortunate incident involving a polymorph potion has allowed her to be around Biffton without fear of being bothered. The prices are a bit high but the food and drink are of good quality. There are three barmaids who do a decent job when they are not being harassed by their employer.

4. Hill Valley Inn – Clara Arms

Situated on the main path through town the Hill Valley Inn allows warm shelter at reasonable price. The largest building in town it is still only one level. The rooms are small but the privacy is nice. Clara Arms would like to increase the size of her business but has been unable to convince Count Elam to give her authorization to do so. The main argument against Clara building up is the erosion of the town during the rainy season. The count has told her that once that problem is solved she will be the first to be allowed to grow "up". As a result Clara is helping to fund the cobblestone project. The business has one large common room and four small rooms that can support two people in each.

5. Fletchers Shop – Toomey Pines

Toomey Pines runs the fletchers shop which supplies most of Count Elam's troops but does sell items to the farmers for hunting and farming purposes. Besides being the community fletcher Toomey is also an excellent carpenter. Toomey often remarks that he is a fletcher to pay the bills but really enjoys the finer craftsmanship of a good carpentry job. Toomey makes excellent furniture including the throne that Count Elam sits upon. Toomey resides at the shop with his wife Seeley and their two small children.

6. General Store – Martis McFly

A shorter man, Martis McFly runs the general store in Hill Valley. He took over the general store business after his father passed away. A burgeoning bard he suffered a cart accident that injured his hand making it impossible for him to play the lute. Martis has big dreams and hopes someday to his shop on the caravan circuit. He has made several petitions but is still only consideration at this point. He does make a very good living currently buying and selling goods to the local farmers. Once a week he takes goods to neighboring towns and sells them at a greater profit. One of his bestselling items is his spiced cheese that he makes. Basic adventuring supplies can be purchased here for normal prices up to 125% if Martis thinks he can get that much. Martis is a loner and is afraid to speak to women.

7. Engineer's Office – Hubbard Statler

Hubbard Statler was brought to Hill Valley by Count Elam from Gortelburg. Hubbard made quite a name for himself in his design of the harbor renovation that he successfully implemented. Count Elam is hoping that the engineer can determine an inexpensive way to solve the erosion problems the town has with local materials. Some rumors have pointed out that Count Elam spent a lot of money to steal the engineer away from Gortelburg however the truth of the matter was that Hubbard is a bit of a gambler and owes the wrong kind of people money. He is hoping the change of scenery to the backwater community will allow him to hide out until his debt is pardoned.

Hubbard is anxious to do the work as the pay should help him out a great deal. His wife and four children are less than happy at the change of residence as they

were still living a life of leisure in the big city of Gortelburg. His wife Clementine is unaware of the gambling problem and will be quite upset when she finds out that the family "wealth" doesn't exist.

8. Captain of the Guards Home – Captain Strickland

A broad, bald man Captain Strickland can be an imposing figure despite being less than average height. His demeanor would give the indication that he was the size of an Ogre. Despite his rather normal appearance Strickland is a formidable foe and well versed in a multitude of weapons. While most of the troops are garrisoned within the tower, Captain Strickland has built his own home. He is contemplating retirement soon and was offered a parcel of land as payment for his service to the count. After obtaining the plot he began the business of building his home. While unfinished, he is currently residing within it and working on completing it during the evening hours.

9. Tinker's Shop – Brown Dock

While most buildings in Hill Valley are uniform in design this is not the case with the Tinker's Shop. Brown Dock or "Doc" as he is more commonly known as is a rather eccentric individual and his residence reflects his personality. "Doc" fancies himself as an inventor and has a multitude of projects going on at once causing him to be somewhat scattered and easily distracted. His wife Leea is the only one that can keep him focused but she is unable to keep an eye on him all day so he tends to wander off to conduct 'experiments' without supervision. A few months ago he wandered off and was gone for three days.

10. Alchemist – Clarino Clayton

A rare female Alchemist lives in Hill Valley by the name of Clarino Clayton. Clarino moved here from the great city of Filbar to start her own business. She was trained in the alchemical arts by both her parents who own Potent Potions. Clarino was married for a short time but her husband died of the plague. Her shop is still growing but word of mouth has been good for her. Her healing potions and cure disease potions are her best sellers but she wants to branch out

into more supernatural concoctions. At the current time she is attempting to find a magic user to join her so that magical elixirs can be made.

Clarino is still a young woman and quite comely. She tends to dress in a questionable manner which many believe to be done to sell her products. In reality she enjoys flaunting her sexuality as she enjoys getting the boys to look.

11. Weapon smith – DeLorean

While DeLorean is the village smith and can create anything from two handed swords to farming scythes, he prefers to work in weaponry. Many find it unusual that he has only one name but the arrogant smith is always quick to point out that "when you are as good as I am you only need one name". Every piece of work that he does is inscribed with his mark which is an "L" slicing through a "D". The smith is married to his wife Tilda and they have six children. When his family size is noted he will point out that making weapons isn't his only fine quality. While his arrogance is difficult to put up with he is a fine weapons smith and his products are always in high demand. The count's men often come to him for specialty pieces even though Count Elam already has a smith that makes weapons.

12. Ale Maker – Marvin Berry

The farmland of the area is excellent for producing wheat, oats, and most importantly for Marvin Berry, hops. As the area ale maker Marvin is responsible for making mead and ale for most of Count Elam's subjects. Marvin makes his potent beverages with the help of his two nearly grown twin sons. Marvin lost his wife in labor having their third child that also succumbed during the birthing. Marvin is a quiet man but has a good relationship with most of the farmers and merchants in the area. As Marvin's store grows he secretly hopes that Martis (#6) gets his caravan license as this will allow the Berry brand to be moved throughout the duchy.

13. Baker – Louis Café

Hill Valley has something that the other villages do not, a full time baker. Louis Café is the town's baker a task normally left to each resident. Count Elam

determined several years ago that most of his subjects were more concerned about getting bread on their table than most of their tasks. In his wisdom he determined that if he paid someone to make the bread his subjects would be far more productive and could work longer hours. The resulting idea has come to fruition as the people he rules now have more free time to do work and enjoy their life. Count Elam took his army's cook and had his shop built for him to provide bread to the subjects. In turn, Louis is paid through the count's coffers. As a stipulation built into their agreement Louis is allowed to create other items and receives payment for them. Louis now has turned a profit over and above what the count pays him. He has made so much money and has so much business that he has had to hire two additional people to assist him in the food creation. Louis is married to his wife Lucha and they have three daughters.

14. Tanner – Damien Jones

On a calm day the townspeople realize that it may be time to remove Damien Jones's tanner shop outside the walls and there are a lot of calm days in Hill Valley. Damien's shop has the standard pungent aroma of most tanners but while his shop sits within the walls of the city the aroma is more "pronounced". Despite the odor no one can fault Damien's work as it is of superior quality. He is also a very hard worker having created every piece of leather armor for the town guard in a short amount of time.

Damien tans hides and creates just about anything in leather that a person could want. He is teaching his ten year old son the business and is happy that his boy shares his work ethic. In a few years Damien believes that his output could double and thereby increase his wealth at least twofold as well. He is aware that the town is not happy with the aroma emitted from his shop but is quick to point out that no one minded it originally.

15. Back Gate – Lieutenant Pepper Needles

While access to the main village has been lax of late the same is not true for getting to Count Elam's tower. The back gate protects a bridge leading to a second rampart that is used for the tower. Entrance to the bridge is strictly monitored by four guardsmen at all times. During the day the pass is guarded by Pepper Needles a lieutenant in the service of the count. For the most part only

the military and trusted individuals are allowed access to the bridge. Anyone else is not allowed to pass without authorization from Count Elam or his Steward. In the evening Pepper is responsible for guard duty around the palisade of the tower area. He is quite loyal to the count and any monetary inducement that may be made to him for passage would result in the beating and incarceration of said offender. He is proud of his position and takes great pride in his work. He is a heavily scarred man who has seen his share of battles. In combat he tends to rely on dual wielded short swords that he has had since coming into the service of the count.

16. Tower of Count Elam

After a 25' stair climb to the second rampart a visitor would clearly be able to see the magnificent 30' tower of the count. Built from rocks quarried from the nearby mountains this structure has stood for over 50 years as the mark of power for the Elam family. While the town has seen erosion the tower was built on a solid plateau of rock and then covered to make the rampart appear manmade. This concept was originally done so that those thinking of digging under the fortress would be surprised. Sappers would be able to get 5' into the plateau before hitting solid rock.

The stair climb is guarded by archers on the walls and the surrounding area is protected by a trebuchet in the courtyard in front of the tower. The machine has wheels and can be moved around to the back so that area can also be defended. The troops of the tower are very well drilled and regulated. Those seeking an audience with the count are allowed in by invitation only.





