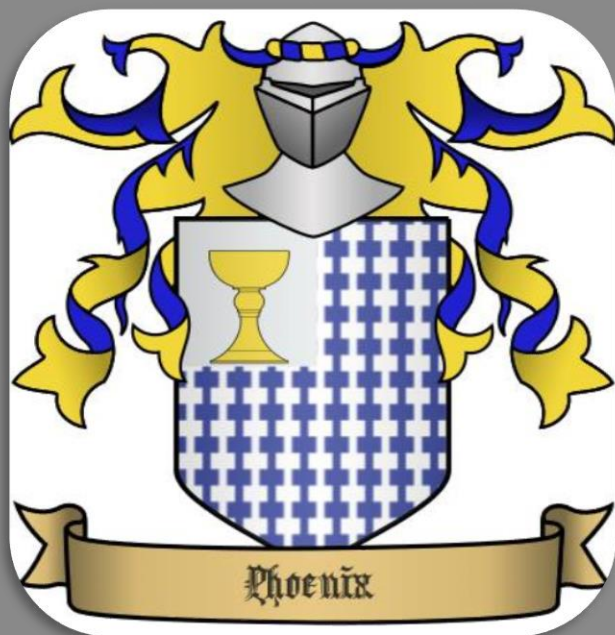
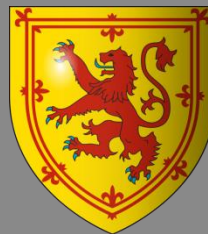


FT32

ADVENTURES IN FILBAR™

BY FRANK SCHMIDT



PHOENIX

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Phoenix

The bustling seaport of Phoenix sits on a small bay just off the Gafus Strait that separates Fartook from its longtime rival Famore. In 816 when the seas plunged into the continent the resulting seaway sank a large portion of both countries separating the two enemy nations by a significant waterway. In the past the two warring countries has used land battles in their trials however the new waterway changed that. With the Armistice of Mostcry ending years of conflict the two countries are learning to trade with each other and Phoenix is the focal point for this endeavor.

The city of Phoenix was a landlocked, sprawling city with staunch walls set in a well-protected valley. After the "great division" as many call it, a wide portion of Phoenix was swallowed by the water and some of the walls fell down. Like its namesake, the city rose from the ashes and rebuilt. During the last decade it was a fortified naval port but has since converted into a trading mecca.

The city still has a wall surrounding the bulk of building and it is outfitted with standard weapons of war. As Fartook is a magocracy, the walls are also protected by spell casters from various schools. The dock section occupies the foot of an incline up to the main city. This section is popular with the sailor and those seeking to avoid paying "unnecessary" taxes that city life brings. The southern quarters of the city are the oldest while the northern quadrants have been renovated more recently. The city sits atop steep rocky cliffs and is only accessible from below via the incline to the city gates. This passage leaves visitors naked to archers and mages that guards the walls while protecting the defenders quite well. Passage up to the city is intimidating but the road is filled with friendly people along the way. Inside the walls visitors will note that the undulating streets are paved with cobblestones and businesses are clearly marked with signage hanging from the rooftops.

Most buildings in Phoenix are two or three stories with upper levels being living quarters and the lowest level being business related. Upkeep of the city is handled at the administrative level but gutters line the streets on both sides. The disposal of waste and debris is handled via the stone ditches. Those approaching the city from the strait may notice the north side of the peninsula has a fair amount of garbage on its shoreline. This is because the gutters all lead down old catacombs below the city and exit into the waterway because of the erosion. While the system is not perfect, it does work quite well.

Below the city are miles of old mining tunnels some of which are flooded with backed up sewage. Other tunnels are said to be from old dungeons that are centuries old. Rumor has it that some of these tunnels lead down into the land's base where hidden coves are home to pirates and smugglers. The city guard would dismiss this as pure fiction but longtime residents will point out that the old mines were said to be quite extensive and have never been fully mapped out. Entrances to these "dungeons" are hidden to the casual viewers and only a few locations are known around town.

The city has gates on each side but the eastern gate extends out to the few fruit farms in that direction and is mainly used by that group of citizens. Currently there is a building process going on near the edge of the cliffs several miles away. A great statue is being constructed on the sides of the cliff as a greeting to visitors coming from the strait.

The government for Phoenix is currently under the control of the Zephyr of Molar, the third such wizard to hold the title. The title indicates that the mage is a student from the school of Evocation that pertains to fire based attacks. Originally the Zephyr was known as Hubert Beer and was from the southwest area of Torusak. Members of his order placed his name in the mix to succeed the prior ruler of Phoenix, Preparina who stepped aside after her twenty year term of office. Zephyr is in his third year as the governing official of Phoenix and is finally grasping the breadth of the job. Most of the infrastructure has remained the same and the transition was seamless for the most part. As the head of a major city it is his job to make sure that the people are educated, taxes are collected and the security of the nation is intact. The rulers of the five cities meet frequently to discuss the direction of Fartook and it is known as the Council of Five.

Phoenix is home to several magic schools and has more than a few people with a "reputation". Overall the city watch keeps its citizens safe and content. The taxes are fair and evenly levied. The jail is in the basement of the armory (#52) which also serves as the main guard station. The jail has a separate entrance and there is no connecting path between the two areas. A set of stocks are outside the area where low level offenders are placed for a pre-determined time in accordance with their offense.

The general welfare of both Phoenix and the nation of Fartook is good but problems do exist in the countryside where life is far more difficult than in urban life. Fires have recently become a greater problem and that situation is being addressed with more attention being given to mages that from the school of conjuration particularly those focused on the ability to create and handle water. Low level mage apprentices are required to serve a stint in the guard units to bolster the physical forces.

Docks:

1. **Fishmonger** - Augustin Korholz
2. **Fishing Docks**
3. **Merchant Docks**
4. **Tax Collector** - Sascha Rosenfeld
5. Roper Merchant - Oscar Kästner
6. **Charts by Sven** - Cartographer - Sven Prager
7. **Storage** - Günter Robisch
8. **Repository of Ruination Tavern** - Sophie Falck
9. **Sailor's Guildhall** (job opportunities) - Bernhardt Schmitt
10. **Storage** - Armin Kling
11. **The Smelter's Smith** - Maria Dillinger
12. Miller - Bernhard Derfflinger
13. Sail Seamstress - Anita Stahlecker
14. Cooper - Bernhart Stockert
15. **Shipmaster** (construction supervisor) - August Kohlhaase
16. Merchant Lord - Sebastian Schneider
17. **Storage** - Johann Oldenberg
18. Guard Station
19. Brewer - Sebastian Wendland
20. Blacksmith – Farming - Ekkehard Haberkorn
21. Vintner - Pauline Fincke

SW Quadrant

1. **Cliffside Tavern** - Werner Hantzsch
2. Wine Merchant - Per Hoenigberg
3. Grain Merchant - Jonathan Heun
4. **School – Basic** - Phillip Göring
5. Cooper - Peter Dillinger
6. Stables - Laurenz Eberl
7. **Dave's Wonder Emporium** - Pawn Shop - David Börner
8. Carpenter - Ägidius Kunst
9. **Retired Adventurer** - Class Trainer - Engelbert Frenz
10. Carpenter – Better - Stefan Radnitzer
11. Church - Mario Noske
12. **Moneylender** - Marina Steinbach
13. **Wizard Home** - Anna Nostitz
14. **Library** - Johannes Priesner

15. **The Blue Goat** - Tavern - Torsten Kranz
16. **Scribe's Sacellum** - Gregor Lerch
17. Blacksmith - Hildebrand Klemm
18. Potter - Walpurga Schmitz
19. **Wizard School** - Gina Dahlke
20. **Cheddar Wheel** - Cheese Monger - Nils Hengstler
21. **Financer** - Roman Hennig
22. **Beekeeper** - Artur Hasenclever
23. **Captain of the Guards Home** - Flora Lehrer
24. **Trausch's Tailory** - Catharina Trausch
25. Manure Dealer - Eckhardt Bodenheimer
26. Stables - Norbert Lachner
27. **Guild Hall – Blacksmith** - Ernst Gerson
28. **Basic School** – Poor - Tobias Plessner
29. **Sage** - Laurenz Ehrenberg
30. **The General Mercantile** - Denis Klinger
31. Weapon Smith - Augustin Thiel
32. **Horcrux Harem** - Brothel - Christina Lachner
33. **Personal Residence** - Verena Haas
34. **Cutlery Corner** - Weapon Smith – Better - Swenja Auspitz
35. **Lefty's Tavern** - Thomas Latzke

SE Quadrant

36. **Storage** - Erik Drachmann
37. **Adventurers Hall** - Guild - Achim Essen
38. **Cobbling Creations** - Hans Nesselrode
39. Tanner - Sarah Lux
40. **Remy's House of Cards** - Gambling Hall - Cecilie Huwyler
41. **City Auditor**- Günther Buchberger
42. **Impoverished Imp's Inn** - Thorsten Rosenkranz
43. Mason - Timo Maisel
44. Baker - Noah Taubert
45. Tailor - Adelger Beck
46. **Nine Fingers Pawn Shop** - Maik Herreshoff
47. **Guild Hall Inns & Taverns** - Kristin Rosenbluth
48. **Brewer** - Leonie Wissmann
49. Weapon Smith - Frank Kreuzberg
50. Weaver - Marcus Wandesleben
51. Spice Dealer - Werner Backer

52. Weapon Smith – Superior - Mario Hänel
53. Fabric Dealer - Marion Homrighausen
54. **CW Designs** - Armor Smith - Cecilia Weinreb
55. Tanner – Better - Isolde Hoehmann
56. **Relics and More** - Antiquities Shop - Leonhard Escherich
57. Baker - Urs Schlag
58. Baker – Superior - Anton Huber
59. **Brewer** - Angelo Rothenstein
60. Furniture Shop - Sophie Eisenmann
61. **Architect** - Nele Krausser
62. **Master Mason** - Bastian Rosenfeld
63. **The Thaumaturgy's Emporium** - Spell Components - Oskar Stähler
64. **City Engineer** - Gerwald Steimle
65. **Storage** - Kilian Delbrück
66. **Open Market** - Susanne Brecht
67. **Adventure Supply and Surplus** - Sara Gildemeister
68. Clothing Shop - Bettina Rosenbaum
69. Fish Monger - Norbert Börner
70. Candle maker - Sascha Weidemann
71. **The Hoff Inn** - Eduard Hoffmeister
72. **The Juda Inn** - Ben Herz
73. **Tavern of Sorrows** - Sven Kirstein
74. Leather Goods – Superior - Niels Noske
75. Inn - Luzia Holweck
76. **Inkwells, Parchment, and More** - Christel Bloch
77. **Church of Dilo** - Tina Korholz
78. **Fifi's Tavern** - Harald Fleming
79. Leather Goods – Poor - Adam Tanne
80. **Wizard School** - Denis Schrade

NW Quadrant

1. Pawn Shop - Burkhardt Fischer
2. **Hämmerli Maps** - Cartographer - Gerda Hämmerli
3. **Fruit Dealer** - Amalia Böhnisch
4. Mill Stone - Finja Kranefuss
5. Armor Smith – Good - Eduard Hartwich
6. Weapon Smith - Berend Mannheim
7. Tanner - Martin Kleiber
8. **Cartwright** - Eckhart Vogelstein

9. Weaver - Alex Schweiger
10. Baker - Alma Lichte
11. **Ruby Dice Gambling Hall** – Upscale - Annika Scheffler
12. Spice Trader - Sabrina Freund
13. **The Punch Drunk Tavern** - Dieter Lettmann
14. **Master Mage** - Hubert Beer aka Zephyr
15. Jeweler – Good - Walther Heumann
16. Cobbler - Jannick Eisner
17. Tailor – Good - Torsten Johner
18. **School** – Basic - Rüdiger Wertheim
19. Baker – Good - Kuno Schoeler
20. **Storage** - Nick Seidel
21. Blacksmith – Best - Nora Mandl
22. Clothing Shop – Finery - Charlotte Steinhäuser
23. Stables - Anna Raddatz
24. Construction Guild Head - Aline Vahlen
25. **Silver Piece Palace** - General Store – Good - Grete Witting
26. **Glazer** - Gunter Rickenbacker
27. **Seven Sunsets Inn** - Sascha Böhnisch
28. **Moonbeam Tavern** - Tristan Thorn
29. **Vintner** – Good - Burkhard Weidmann
30. Furniture Dealer - Roman Metze
31. **Storage** - Winnie Blumenkrantz
32. Miller - Nora Mandl
33. **Dew Drop Tavern** - Charlotte Steinhäuser
34. **Wizard's Residence** - Benjamin Fahrenheit
35. **Fortunetelling, Fascination and Allurement** - Anna Raddatz (oracle)
36. Gambling Hall – Poor - Sandro Feininger
37. Baker - Klaus Braun
38. **Bragra's Big Barn of Books, Parchment & Inks** - Rupprecht Bragra
39. **Augmentation Boutique** - Spell Components - Willi Niemeyer
40. Weapon Smith - Aline Vahlen
41. Tapestry Dealer - Grete Witting
42. Armor Smith - Hedwig Berkel
43. Leather Goods - Ella Grau
44. **Kibble's Bits** - Antiquities – Good - Martin Kibble
45. Cheese Monger - Günther Kayserling
46. Tack Shop - Emmerich Hattenberger
47. Clothing Shop - Gabriel Hänel
48. Gem Dealer - Elsa Stosch
49. **Pandering Fool Inn** - Florentine Tisch

50. **Hall of Records** - Auguste Wexler
51. Black Smith – Delicate work - Henny Merkel
52. Armory - Thorsten Stettin
53. Tack Shop – Specialty - Christian Rottmanner

NE Quadrant

54. **Warlock's Wardrobe** - Wizard Apparel - Thorsten Krenkel
55. Carpenter - Luca Katzen
56. Spacious Inn – Edda Prochnow
57. Potter – Merle Neumark
58. **Guild Hall** - Craftsmen - Annegret Wölfflin
59. Armor Smith - Holger Tanne
60. Brewer - Werner Duden
61. General Store - Angelo Schöner
62. Stables - Swen Schoeler
63. Private Guards – Travel - Anneli Sternberg
64. Glazer – Best - Friederike Hengstler
65. **Storage** - Marlen Schädler
66. **Mint** – Gold **Storage** - Marko Schauer
67. Brewer - Woldemar Kehrer
68. Household Wares - Harri Heldmann
69. Glazer - Walter Havenstein
70. Cloak Shop - Ingeborg Dannecker
71. **Astrid's Apothecary** - Jacqueline Astrid
72. Butcher - Eva Eichhorn
73. **Silver Goblet Tavern** - Nick Kindler
74. **Lion and the Rose** Tavern - Adalbert Elser
75. Leather Goods – Best - Marko Schildhauer
76. Weapon Smith - Adelbert Kirsch
77. Cheese Monger - Adam Schaus
78. Fabric Dealer – Best - Sven Weidner
79. Baker - Emil Arnold
80. **Retired Adventurer** - Class Trainer – Jacob Rathspell
81. **Retired Adventurer** - Class Trainer – Tomin Bell
82. **Music Shop** – Bard Class Trainer – Damita the Lutist
83. **Licor Faction** - Cult
84. Furrier – Farbo Peltz
85. Cooper – Gutboy Barrelhouse
86. **Gumm's Tavern** – Fredrica Bimmel

- 87. Cobbler –Tolstoy Geppo
- 88. General Merchandise – Fargon Maestro
- 89. **Money Shot Archery Supply** – William Deveroux



Citizen Characteristics

The following table can be utilized for all random encounters within Phoenix to describe the people the PCs meet/deal with. While the descriptions are not all encompassing it does offer a quick way to describe them. A D12 should be rolled for each attribute imparted upon the people.

<u>D12</u>	<u>Height</u>	<u>Weight</u>	<u>Speaking</u>	<u>1st Impressions</u>
1	Enormous	Morbidly Obese	Obnoxious	Serial Killer-ish
2	Very Tall	Obese	Very Loud	Irritating
3	Tall	Fat	Close Talker	Jovial
4	Tall	Heavy	Shrill	Normal
5	Normal	Normal	Native Tongue	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Mumbles	Normal
9	Short	Underweight	Very Soft	Normal
10	Short	Very Thin	Mute	Fake
11	Very Short	Rail Thin	Rants	Likable
12	Deformity	Sickly Ill	Talks in riddles	Insane
	<u>Hygiene</u>	<u>Clothing</u>	<u>Items of Note</u>	<u>Bearing</u>
1	Immaculate	Finely Dressed	Seems Rich	Haughty
2	Very clean	Well Dressed	Well to do	Fast movement
3	Smells good	Above Normal	Some goods	Self-Assured
4	Normal	Normal	Normal	Aggressive
5	Normal	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Normal	Normal
9	Normal	Normal	Normal	Shy
10	Stinks	Mildly out of sorts	Several animals	Lost Slow movement
11	Slovenly	Sloppy	With an animal	movement
12	Filthy	Torn, holes, soiled	Has nothing	Meek

Adventure Ideas

A. An Old man and his dog

An old beggar is a fixture of the neighborhood, until he disappears, leaving only his faithful dog behind. The constabulary is unwilling to investigate, so concerned citizens ask the PCs to look into the incident instead. The PCs will first have to find the dog and catch it. The pooch wears a special collar with an irregular gemstone on it. The stone is difficult to see as the dog is quite furry. A closer inspection of the stone will show obscured movement. Those handling the stone will need to make a DC14 vs. Wisdom or be sucked into the stone. The gem is an extra dimensional space where the old beggar lives. There is only room for the beggar and one other person. Once inside it will be fairly obvious that he is quite ill and needs healing. If the first one in is a cleric that can heal the grateful man will recover and reward the PC with a small magical item commensurate with their level. If the PC entering the sphere is not a cleric they will have to figure out how to get out of the space. As they search for a resolution they will discover they are coughing and pox are beginning to develop on their skin...

B. Kidnapping!

The group comes across a band of kidnappers tying up the noble's daughter and placing her on a horse to her muffled objections. The governor is known as a huge jerk, corrupt politician, but very rich. Does the group intervene and rescue his daughter, do they dispatch the kidnappers and take her for themselves, or do they do nothing? If the PCs decline the heroic opportunity they will quickly find themselves as wanted criminals falsely accused of assisting in the crime. If they jump into the fray to protect the woman they will have to deal with a brigand each (with a difficult rating) and a commander (hard rating). The reward will be a temporary +1 to Charisma for one week for each PC and a monetary reward equal to half the combine experience point total.

C. Class or Crass?

The PCs secure invites to the social event of the year, a formal masked ball held on the largest estate and gardens in the city. While invites are dearly coveted and could lead to immense influence and future prospects, the PCs could easily

ruin their reputation and social contacts forever through the slightest etiquette misstep: stepping on someone's toes dancing, wearing last season's outfit, or eating exotic hor d'oeuvres incorrectly. A series of four Charisma saving throws should be made throughout the night. The DCs will be at 11, 13, 15, and 17 for their appearance, manners, dancing, and ability to make polite conversation. Any intentional faux pas (through roleplay) will negate the need for a DC. Those successfully completing three of the rolls will receive a +2 on their next persuasion check (not during the event). Anyone successfully making all four rolls will be given useful information for their next quest or useful information on a treasure they seek if they have no quests lined up. Optionally one of the event goers will act as a benefactor for their next mission by funding it within reasonable limits and only requiring 1% and a trophy of some kind.

D. Flaming Glory

A school has caught fire, and most of the children are trapped inside. The building is threatening to collapse, and the cries of children can be heard, even over the roar of the flames. If the PCs wish to increase their fame (and do the right thing) they can rush in and attempt to pull children out. There are twelve children inside the smoke filled building. The PCs will need to enter the building and make a DC10 vs. Wisdom to spot the first eight children. The last four children will be hiding and a DC12 vs. Wisdom will be needed. A DC10 (12) vs. Dexterity will be required to successfully escape the immolated building. Those failing the Wisdom will not see the children, those failing the Dexterity will take 1d6 damage. Any result of 3-5 means the child has fallen and a return trip will need to be completed. A result of 6 means the child has succumbed to the fire and cannot be saved.

E. Circus Freak Out!

A creature (with a hard rating) has escaped from the circus ten minutes before its big act. The PCs have to capture and return it, without knocking it unconscious by bringing it to less than 20% of its hit points. Failure to keep it capacitated will result in no reward given. If the PCs are successful they will be given a sum of gold equal to the experience point reward of the creature involved.

List of Benign Encounters

1. Chamber pot emptied near/on DC10 vs. Dexterity
2. Cats chasing each other dart past
3. "Please watch this cart for me, just for a minute."
4. Birds of prey circling overhead 10% pooped on
5. Urchin approaches for minor scam
6. Shadow passes across the ground
7. Smoke rises in distance (unusual fire)
8. Feeling of Déjà vu as someone passes close
9. Insect swarm/nest on building
10. Howling/barking in the distance
11. Beggar asks for alms and smells awful
12. Children pester party
13. Local teen wants to join party
14. Graffiti on building regarding current administration
15. Stumble onto amorous teens
16. Child looking for pet frog (PC just stepped on?)
17. Snake slithers away and into a drain
18. Street vendor (food, drink, trinkets, etc.)
19. Rainbow/lightning in the distance
20. Group of bats/birds rise in the distance
21. Drunken fist fight
22. Stumble on lover's quarrel
23. Religious pilgrims with vow of silence are jeered at
24. "Recognized" by a drunk
25. Overturned vegetable cart
26. Criminal held in public stock
27. Sudden sun shower
28. Wind kicks up
29. Street performer(s) 50/50 very good or very annoying
30. Religious fanatic with pamphlets



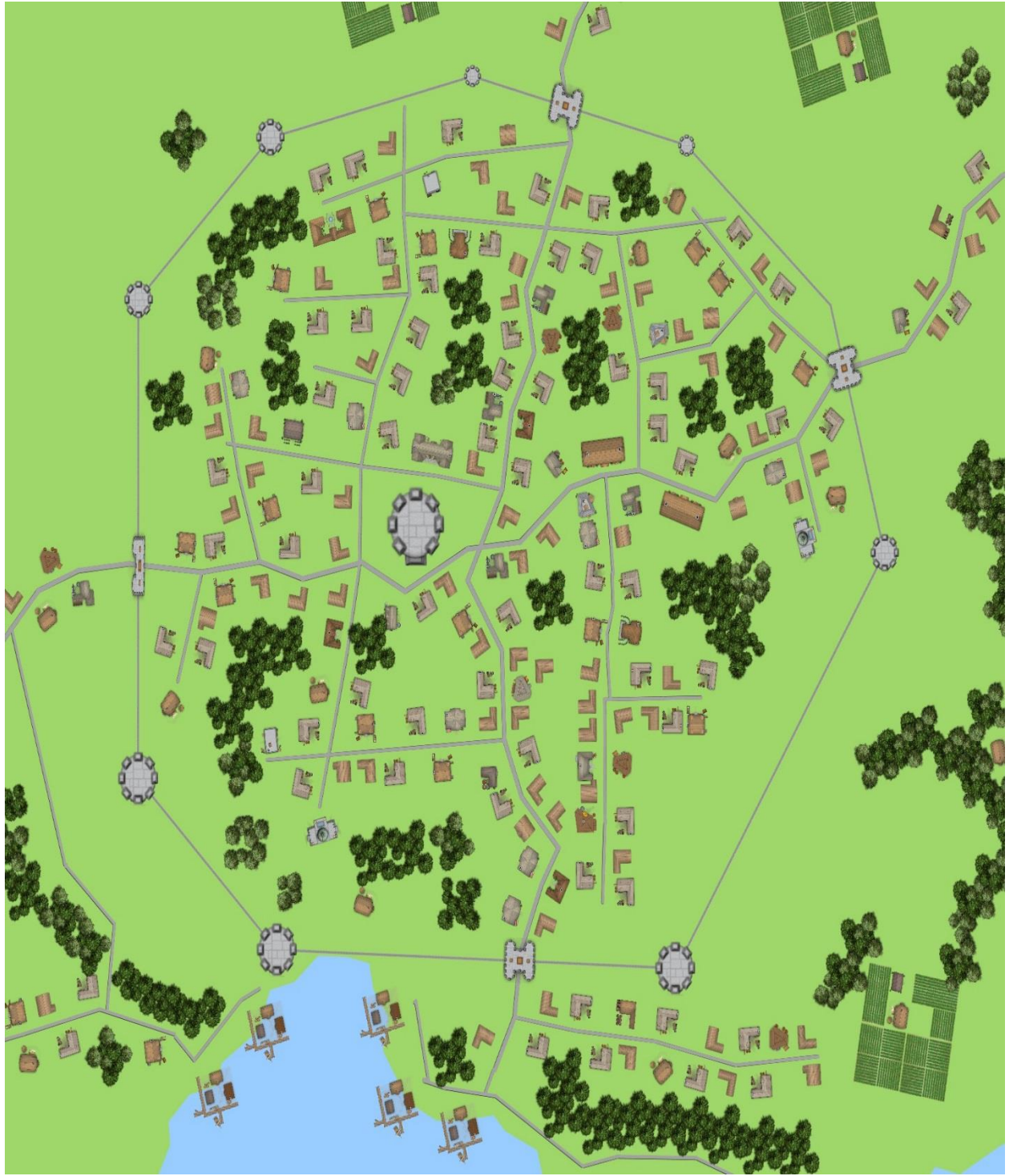
Statues for the east and west entrances to the Phoenix Harbor
(Under construction)





View from the north <above> and the cobblestones of Phoenix <below>





Full City (also player's map)



Dock Area



NW quadrant <above> NE quadrant <below>





SW quadrant <above> and SE quadrant <below>

