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ADVENTURES IN FILBAR

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PROVINCIA GAZETTEER

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR 4-6 CHARACTERS OF INCREASING LEVELS. THIS SUPPLEMENT INCLUDES A BASIC SET OF INFORMATION PERTAINING TO THE CAMPAIGN WORLD FOR THE LAND OF PROVINCIA!

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Provincia

Overview:

Three centuries ago the Kingdom of Provincia was the home of a powerful nation in the northern reaches of the continent. Dominated by mountains and thick forests, the area was home to a rugged people that originally came out of a clan environment. These clans gave a sense of shared identity to the members and provided a unity that had been missing previously. The kingdom itself was formed when the various clan factions were united under threats of humanoid invasions from the northern Ballis Mountains as well as the southern kingdoms seeking expansion. Once the incursions were beaten back the heads of the clans came together again and discussed unification.

King Pegas the First was one of the clan leaders that had helped keep the people of Provincia free and was best known among all the clans. While he did not seek a leadership role, it was thrust upon him. Other clan leaders sought to be named the head of the newly formed kingdom but none were respected as much as Pegas. Reluctantly the warlord accepted the responsibility to lead the unified people as one and secure the borders of the young country.

Pegas appointed several other clan leaders to assist him rule the fledgling nation and defined them as Damon, or local ruler, but still answering to Pegas. For years the borders were secured and the people of Provincia flourished under the House of Pegas with the mantle of leadership passed down through family.

Two hundred years ago a Damon known as the Culder, from the western holdings, sought to wrestle power from the House of Pegas and rule in their stead. While many other clans also felt there should be a better process than family name the Culder was widely regarded as a renegade and a potential tyrant. Despite having a legion of fierce warriors and a necromantic witch by his side, the combined forces of the other clans fought the Culder and were victorious. The body of this warlord was never found and rumors persist to this day that the Culder will rise from the dead using a mysterious talisman given to him by his witch.

The land returned to peace with the defeat of the Culder but old animosity persisted. One hundred years after the Culder a small religious order known as the Tobrick Cult began to grow in power. While it started as a small movement it soon grew and demanded to represent the people as a whole. The monarchy took offense to their stance and the entire order was hunted down as enemies of the state. King Haras was responsible for the edict and was summarily cursed by the High Cleric of the order and the bloodline of Pegas ceased to be extended.

The bloody civil war that followed decimated the population and soon humanoids attempted to reenter the land as did the southern kingdoms. Those clan leaders/Damon that continued to hold sway over their population defended the southern border and defeated the kings of the east once again. The humanoid incursion could not be stopped as the northern nobles squabbled amongst themselves. The civil war lasted two generations and by the time it was over famine and disease ruled the land.

For the past fifty years the small groups of humans left have banded together and live as independent units returning to the clan structure of old. Recently the humans and humanoid population have reached an equal footing and while dangers lurk everywhere a few of the ancient roads still allow trade and travel. Small thorps dot the area in the frontier but three major settlements are connected via the ancient road built by Pegas's grandson called the Queen's Road.

The largest of these settlements is the medium city of Queen's Point, where the birthplace of Pegas is located. This is a thriving seaport that relies on fishing, mining, and trade to keep the city alive. With nearly 6000 people it is the center of the independent state of Provincia. It also has the advantage of a volunteer military that has the sole duty of protecting the city with some duties of guarding the Queen's Road.

The villages of Merrydale and Upton are built on centuries old settlements and are just now to the point where growth is occurring as health and crops have returned to the land for the past two decades. Other villages and towns are present in Provincia but some are still home to the plague and others are rumored to be inhabited by the dead.

One of these places is the ancient city of Harvik located in the forest of the north. A trail from the Queen's Road still exists but signage has been erected pointing out to "go no further" and "only death awaits". With the forest also housing a high population of humanoids the land is considered forbidden.

Merchants refuse to go to that location but have recently started to trade with the southern kingdoms again to a much friendlier atmosphere. The port merchants in Queen's Point have continued to trade with the southern lands for years and have become rich by doing so.

With the land being comprised of thick forests, hills, and mountainous regions it is unsuitable for standard farming. Goats, sheep, and cattle are the main staples to eat as well as anything grown in a garden. There is a patch of land in the center of the nation that does have a few months of a growing season but it is overrun with humanoids and cannot be cleared out.

This land is ripe for the adventuring spirit with many locations to explore with ancient riches still hidden. With no real active government this wild land could be ripe for the taking by a group of brave and confident group of people. For a new adventurer with nothing to lose and everything to gain the land of Provincia is just the place to start a new career!

Queen's Point

The largest city in the northern reaches resides at Golleck's Bay. A city with nearly 6,000 inhabitants, this is the center for commerce and civilization. The city is ringed by a thick defensive wall that is guarded at regular intervals and passage is through one of three gatehouses or the heavily fortified port. Because Provincia is a land in turmoil with no clear government the city of Queen's Point is ruled by "The Tribunal". This body is responsible for the city's basic functions from water, sewage, and defense as well as the criminal justice system including the volunteer military that carries out their orders. This oligarchy form of government has worked quite well and been in place since the end of the great civil war a century ago.

The Tribunal are appointed by the people and serve their term for life. The current state is that all seven seats on The Tribunal are filled. Each member of the panel comes from a different background and, while beneficial, it has been completely by accident. With a robust difference in background one would think that The Tribunal would have a difficult time agreeing on anything which is exactly the opposite of what actually happens. The panel does not have to come to a unanimous decision and the simple majority is all that is required for a rule

or law to pass. In the one hundred years the average life term for a member has been 29 years of service so the turnover rate has kept opinions and ideas somewhat "fresh". Only two members have been assassinated since The Tribunal was formed and both murders were solved.

When a person is elected to The Tribunal they are not expected to give their previous positions but cannot hold power over any other aspect from their former lives. High Priests are expected to step down as are guild masters, captains of the watch, etc. They may retain their beliefs but not be allowed to dictate policy as this would be deemed as a conflict of interest.

Current members of The Tribunal and their former professions:

Casto Di Martino – 2nd in command of the Merchant's Guild

Agape Chirco – Weaver/Commoner

Roberta Sarra – Former Lieutenant of the Military

Iacopone 'Ike' Cassese – Ale maker

Lorenzo Crocetti – High Priest of Nainnilan

Gust Banemourner – Ship's captain

Icon Rogueraven – Pawnshop owner possibly head of Thief's Guild

Citizen Characteristics

The following table can be utilized for all random encounters within Queen's Point 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	Normal	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

Misc. Names for Citizen Use

Adam James	Antony Fitzalan	Matilda Selwyn	Edmond Dalison
Bartholomew Ailemer	Ivo Fitzwillyam	Piers Harte	Alan Cassy
Philippa Bailey	Lewis Brook	Barnard Lacey	Martha Goodyere
Thomasine Carew	Sarah London	Philip Drayton	Peter Goldwell
Sybilla Wake	John Barnes	Beatrix Alard	Arthur Latham
Esmour Lee	Isabel Lucy	Jocelyn Middleton	Catherine Mallowburne
Alys Yonge	Symond Brocas	Roger Jordan	Linnet Eyre
Reynard Underhill	Edmund Palmer	Richard Funteyn	Agnes Metcalfe
Frances Wille	Morys Appleby	Francis Scott	Jane Moore
Gerard Wrenne	Larry Clarke	Alan Hyll	Susan Olyver
Guy Dering	Gilda Coke	Martha Anders	Sybil Gifford
Ethelbert Savill	Andrew Lovell	Peter Talbot	Antony Wadham
George Forde	Lucy Verney	Arthur Mayne	Ivo Heron
Michael Adams	Thomas Bardolf	Cathy Hammond	Lewis Mauntell
Ellen Beauchamp	Clarice Savage	Linnet Bell	Sarah Crane

Chief Deities of the Region

The deities worshipped by the people of Provincia are often referred to as the three sisters. Each of the goddesses represent a different outlook of good, evil, or a neutrally based view of the world. While law and chaos exists in all three their main aspect will always be good, neutral, or evil.

Ginsal, the Goddess of Messengers, is an exotic beauty, with pale skin, shoulder length, flowing gold hair, and eyes the color of blue jay eggs. She is tall and solidly built, and tends to look sad. She usually wears scant clothing, dyed gold.

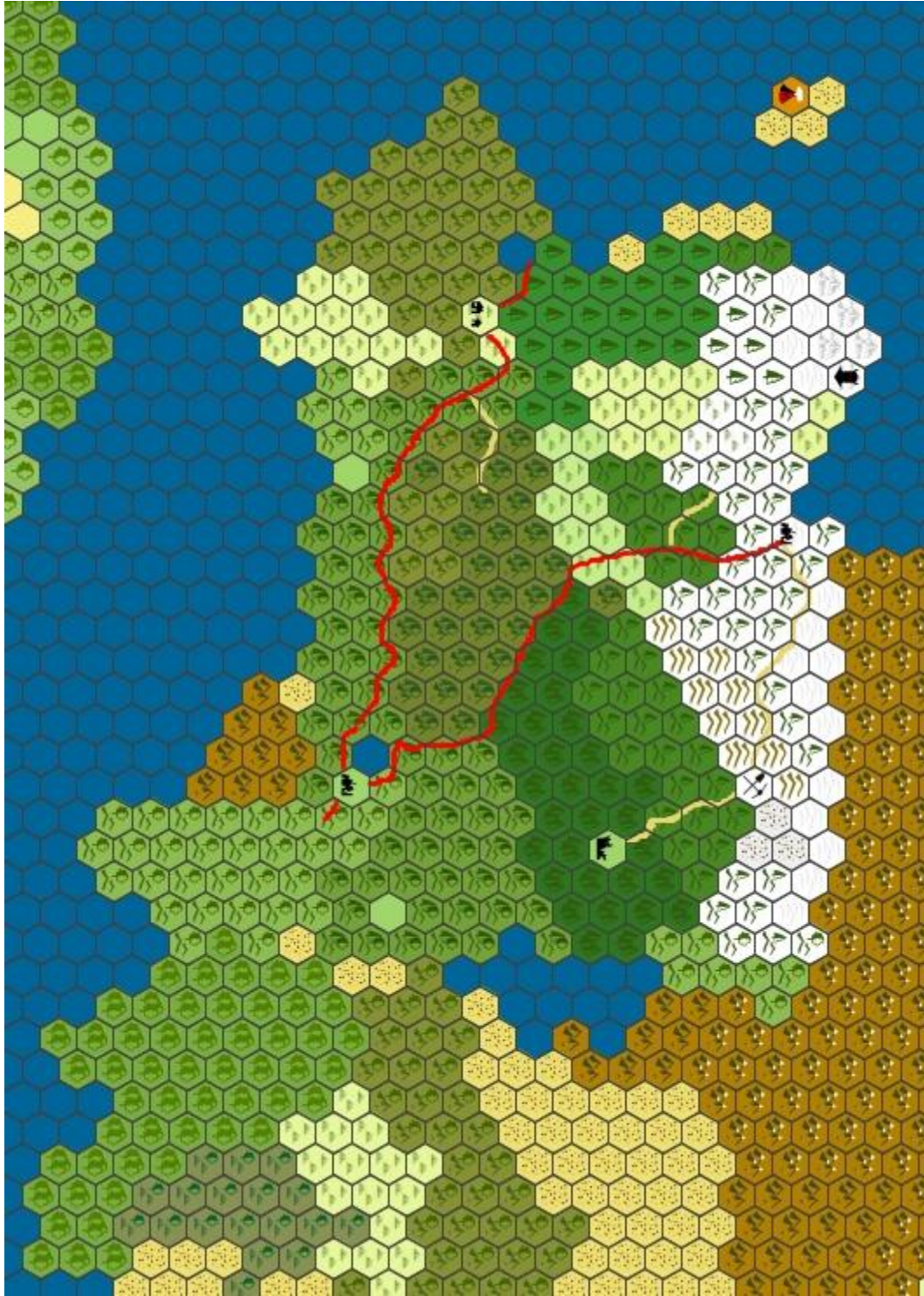
She is also associated with runaways. She is often worshipped by merchants. Her many followers can be primarily distinguished by the holidays they observe. There are many sacrifices to her in most villages. There are many myths involving her rough relationship with Jelly. She is the sister of Nainnilan and Jelly. She is known to give advice to virtuous mortals and grant those she favors with blessings when in need.

Nainnilan, the Goddess of Deceit, is blindingly beautiful, with bronzed skin, shoulder length, flowing black hair, and eyes the color of cold iron. She is surprisingly short and somewhat muscular, and tends to look sad. She usually wears little clothing, dyed grey-blue and beige.

She is also associated with the sea, science and dreams. She is often worshipped by the wealthy. Her many followers can be primarily distinguished by the shrines in their homes. There are many shrines to her in cities. There are many myths involving her friendship with Ginsal. She is the sister of Ginsal and Jelly. She is known to give aid to wicked mortals.

Jelly, the Goddess of Science and Death, is almost plain-looking, with copper skin, long, dark grey hair, and eyes the color of fresh snow. She is very short and of hearty build, and seldom smiles. She usually wears a cloak dyed light green.

She is also associated with pity. She is often worshipped by the elderly. Her vast flocks of followers can be primarily distinguished by the symbols they wear. There are widespread altars dedicated to her in forests. There are many myths involving her rocky relationship with Ginsal. She is the sister of Nainnilan and Ginsal. She is known to sometimes place obstacles in the way of great mortal heroes.



Provincia



Queen's Point in Provincia



Player's Area Map (available in Upton)

Items of Note:

Coins of the Realm:



Magels (gold pieces)



Timbur (silver pieces)



Kalecs (copper pieces)

Religious Artifacts:



Goblet of Pegas



Cudgel of Resurrection & Animation



Horn of Jelly

Current Adventures:

The list below shows the completed adventures in Provincia with additional items planned. The adventures are based on a group of six adventures with the levels indicated in parentheses.

PS – 0 Provincia Gazetteer (this item)

PS – 1 Barrow of the Culder (1)

PS – 2 Highway to Upton (2)

PS – 3 Queen's Road Adventure (3)

PS – 4 Jaunt through the Woods (3)

PS – 5 Yodel Bluff (4)

PS – 6 Furrier's Tale (4)

PS – 7 City of Harvick (5)

PS – 8 Dungeons of Harvick (5)