

FV0

ADVENTURES IN FILBAR

BY FRANK SCHMIDT



LANDS OF CALENTRIA

THIS IS A PERSPECTIVE ON SOME OF THE INTERESTING SITES IN CALENTRIA IN THE WORLD OF FILBAR. A BACKGROUND OF SEVERAL GOVERNMENTAL ENTITIES AND EXCERPTS FROM THOSE WHO HAVE ADVENTURED IN THE LANDS!

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Lands of Calentria

With the recent release of the 5th edition of Dungeons and Dragons the world of Filbar has expanded to include the new ruleset. While the initial adventures and setting releases focused on a 1st/2nd edition the Lands of Calentria focus more on the new ruleset. This section of the world is across the Great North Sea and the Sea of Storms which makes up the eastern edge of the 1st/2nd edition campaign and the western edge of the 5th edition setting known as Calentria with plenty of space in between.

I have had quite a few requests by those of you who have downloaded (huge thank you!) some of the adventures in settings asking about how the campaign has been played. I currently have three different groups playtesting the adventures so that they can be examined for irregularities. Most of the examples used in this piece come from my main group which has been kind enough to spend up to three years in Filbar and have helped me craft the adventures. If you have a question or comment please feel free to contact me at geek@virtualfrank.com

The Lands of Calentria have a variety of challenges spread throughout the lands and governments and several individual campaigns have already been built. Five adventure settings have already been released and are part of a continuing campaign in the Duchy of Starryshade and the Noteflame Coast. This "FV" series represents Filbar's fifth edition ruleset and has over a dozen other adventures that are pending release.

Other campaign settings are in progress and are set in the Kingdom of Neville, the Principality of Lockerbie, and the Kingdom of Mellowmarble. These settings will be offering a variety of different adventure paths. The soon to be released Inquiry into the Wildlands is a setting that brings out the explorer side for PCs. This adventure is arranged to take the characters from 1st level up to 6th level as they investigate that was once a prosperous land that has been overrun by humanoids for decades.

Civilized governments exist in Calentria but many more areas await the PCs to make a name for themselves and even conquer land for their own kingdoms! Magic and treasure abound for those brave enough to seek it out with the chance at locating an artifact or two as well.

In one of the current campaigns the PCs are watching the world evolve around the choices that they make bringing several countries to the verge of war! While the PCs

have obtained information and rumors about the world order, they are still uncertain of how their choices have instigated the changes in motion. While this document is presenting new material and a historical overview of several locations, I thought I would give out a little extra experience to some of my players to create blurbs about their experiences in the campaign world!

The first example shows an early recap of the group's adventures in the early days and comes from the party cleric:

• ***Jeopardy Caverns – FV1 (released)***

- *Ashley, Ernie, and I came in to town while Neal and Tommy were already in town.*
- *We met up to catch some bandits who had a wanted poster in town, bringing Tiny Tina the Dwarf along with us*
- *We killed a bunch of Gnolls and goblins, some of which were women and children, before we found the bandits. One of the bandits was Finn, someone from Ashley's past. After the rest of his party had been dealt with, he tried to escape by jumping down a cliff with a feather fall ring. I jumped after him with a rope around my waist and caught him. We reeled him in and I tied him up, but Ernie decided to slit his throat.*
- *We rush Finn back to town to try and find someone who could revive him, in the process we learned he was part of the guard who had imbedded himself with the bandits.*
- *While this was going on, Ernie decided to start do exceedingly evil things with the heads of the other bandits we had brought back to claim our bounty and got us run out of town. (hence losing his breath weapon as punishment)*

• ***Urgoth's Canyon and Onwards to Kak – FV2 & FV3 (released)***

- *After escaping the villagers and town guard, we travelled through Urgoth's Canyon*
- *After traveling for a few days, we came upon a cabin that was being raided by some of the break offs of the local war chief.*
- *Ernie rushed in, getting the civilians killed in the process, and we defeated them*
- *After traversing through the canyon, we traveled through the swamps on the road to Kak.*

◦ *We got our asses beat by some Lizardfolk that Tommy and Neil bribed with to provide us safe passage*

◦ *Came across a ferryman who gave us passage to Kak through the rivers, avoiding the longer travel by land route.*

• ***Kak and Surrounding Areas – Yet to be released***

◦ *Once at Kak we decided to go north to find adventure*

◦ *Along the way we captured an orc the some other orcs took a few of our people hostage after he got away and, due to unfortunate circumstances that could not have been avoided in any way, Ashley was killed.*

◦ *We rushed her body, which was being held from decomposing by a Gentle Repose spell, to the nearest town only to learn that their chapel had been burned to the ground.*

◦ *In the night, her body was stolen by local orcs and revived to force us to do a favor for them.*

◦ *We traveled to a ziggurat that we had passed on the river to retrieve an amulet for the orc shaman (**FV4 - Ziggurat of Narvi**)*

◦ *After returning to Kak, we found a map that lead us to Exodus Island and decided to head there seeking treasure and wealth.*

• ***Exodus Island – Yet to be released***

◦ *While preparing for the trip to Exodus Island, we picked up Jordan.*

◦ *We bribed a pirate captain with a cut of the treasure we gathered on Exodus to give us passage to the island*

◦ *After following multiple maps taking us all over the island, we found the treasure right before the volcano erupted*

• ***Way Back to Kak – Yet to be released Gen Con 2015 Adventure!***

◦ *We got shipwrecked on another island after a storm and had to gather supplies to fix the ship.*

◦ *While gathering supplies we came across another group of pirates and chased them to a wind serpent's lair, which we killed and looted.*

- *After exploring more, Neal was captured by a dragon. We followed the dragon back to its lair and, after multiple failures trying to climb back up the cliff, we brokered a deal with the dragon to get safe passage back up the cliff.*
- *We hightailed it off the island and back to Kak only to find that when we got back that it was under siege by another kingdom.*
- *Finn had been royalty and the kingdom was searching for us for revenge.*
- *We narrowly escaped capture and went to Vandosia to train and resupply*

In a separate extra experience point opportunity our Tiefling bard came up with a summation of the headaches caused by her fellow PCs with this:

Damaia rubbed her temple in exasperation as she turned away from the newest wanted posted in Vandosia. It seemed their stay in the city wouldn't last too much longer. Adventuring was fine and all, but dying had really put a damper on her patience for being chased. As much as she enjoyed her time with her party members, it certainly was one of the most trying times in her life. She had been run out of plenty of towns before, but that was usually for her race and association with gypsies. Not actual actions.

Being on the road again would certainly feel more normal though, even if it meant listening to the Cleric preach all day. Or was he confessing his sins to his deity? Who really knows? She honestly had no idea how he maintained a good relationship with his deity based on his actions, or perhaps she was still bitter about her trip to the land of the dead. But who could really say? For all that the Dragonborn and warlocks were odd at least she knew what to expect with them. Honest utter chaos. The monk confused her though. She didn't quite know what to make of him, he seemed nice enough but his adherence to the law was odd for somebody traveling with this party.

She headed back to the tavern with the wanted poster that she had torn down. They would be there. Regardless of how much they tried her patience, at least they were good drinking friends.

Finally a diary-esque version of facts from one of the pair of mages from the initial meeting and adventures in Jeopardy Caverns:

Today was a good day, met up with a fellow warlock on the ferry. We compared scars from wayward Eldritch Blasts, seems he finds them just as unpredictable as I do. We agreed, no spell caster should be held accountable for occasional misfires harming party members, they are a force of nature and our companions should just feel lucky that we do not hit them more.

...

I really like the group of adventurers I have started traveling with, they have yet to comment on my odor or the state of my clothing. It is refreshing to be able to be fully oneself. I especially like the Dragonborn, his enthusiasm for setting things on fire is eclipsed only by his fascination with the inner workings of the human body. Why just yesterday he reached into our bag of heads and proceeded to perform a skit for the children of the village. Unfortunately the town elders were not amused and we had to leave in some haste. Such is the life of a misunderstood artist.

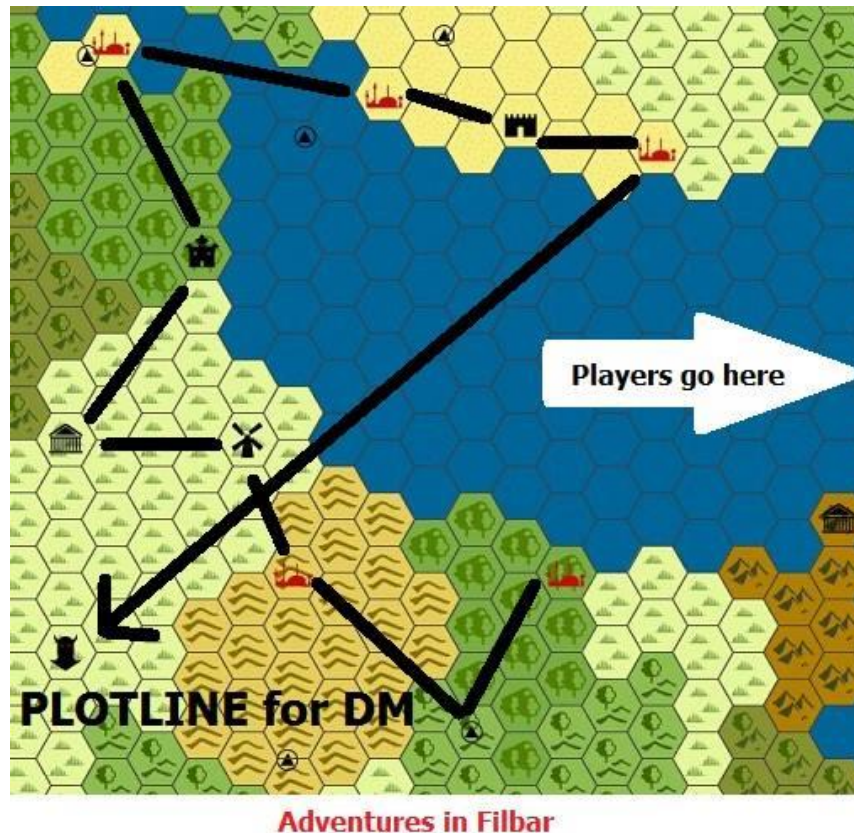
...

I find my companions' aversion to feces quite perplexing. Many a time I have found safety and refuge within a large pile of goblin or dragon leavings. Sometimes they are even to repulsed to go into the same room as the feces. Once I hid a large amount of treasure in dragon guano and my companions gave me dirty looks for weeks as they kept finding bits of feces in crevices of the treasures.

...

Fell off a cliff three times today. I do not know why we have to keep going up and down these escarpments. I am beginning to think the Monk has some goat in his ancestry, I will question him about this later.

On a personal note I find that having the players give detailed backgrounds helps build the world of Calentria and makes it their home. One of the house rules that I enjoy using is when a PC gains a level part of their "training" is providing me with a blurb about a person, place, event, or object. This helps me tailor the campaign to their wants and enjoyment. While I have written several different adventures this group tends to enjoy going the other way...players, whatcha gonna do with them?



Jenklin Ruins - Corinthian Empire

At the beginning of the Epoch of War and Darkness over 200 years ago this area was part of the Corinthian Empire which spanned the entire continent. Political and personal unrest began to unravel the delicate structure of the large empire and those separate power bases throughout the land began to question why they did rule themselves. With an area spanning the entire length of the land the empire was stretched on its ability to put down the increasing number of revolts some of which were begun but the hierarchy of the empire itself. When the forces of chaos took over the Corinthian Empire fell and the Epoch of the Overlord ended and battle took over the land.

The Principality of Lockerbie was a major player in the wars that followed mostly because of their possession of major magic strongholds but also because it was centrally located. To the north the natural boundary of The Spines, a mountain chain

protected them from most of the larger armies sent from the north and a well-timed peace accord with the southern lands now known as the Kingdom of Mellowmarble kept the battle on only two fronts.

Lockerbie was held by a Corinthian Princess from the Logda family which had been rulers in the empire for quite some time. The last member of the ruling family, Princess Mo-Ella, died at the head of her army in the area now classified as the Jenklin Ruins which was the home to the Corinthian Empire. Princess Mo-Ella led a coalition of her troops and the military of the southern holdings into the capital of the empire and met with two additional armies from the north.

Troops from the Torlaian family (present day Torlaian Empire) and the Duke of Pryston (present day Pryston Realm) assisted the attack on the main body of the empire's forces in the Jenklin Holdings (present day Valley of the Dead). While the civil war was very bloody and costly to both sides, the tri-army union was able to defeat the bulk of the empire's forces and chase Emperor Jenklin to the eastern holdings into a lush valley by the Jar teach Mere.

While the emperor's position was quite weak the tri-army had also suffered crippling losses and decided a peaceful negotiation was in order. Word was sent through the burned lands of the east and a meeting was set. Amid the charred ruins of an inland city called Nogall peace was placed upon the table for discussion. Princess Mo-Ella intended to have all sides accept sanctions but her co-leaders from Pryston and Torlaian disagreed and wanted vindication. They pushed for serious terms which chafed Emperor Jenklin who is rumored to have called down mighty magic from the gods and destroyed the area including himself and the tri-armies. With that action the Corinthian Empire was no more.

With few strong rulers internal strife began to run rampant as nobles jockeyed for positions of power. As a result centuries of war consumed the continent and finally ceased nearly two decades ago. While internal strife continues and the loose borders of the lands are mitigated by those with power or roving bands of humanoids peace is seemingly regaining a foothold in the land.

The continent is currently held by six different realms each finding roots in the old Corinthian Empire. The independent Kingdom of Mellowmarble controls the southern tip of the vast land with the Principality of Lockerbie resting on its borders still bound by their peace accord centuries before. The Spines chain sits in the middle separating the Jenklin Ruins from the Valley of the Dead. North of this area is the Pryston Realm, The Steppes of the Horselords (former cavalry powerhouse) and the Torlaian Empire to the far north.

The Duchy of Starrshade used to be part of the Pryston Realm but a young general from the army declared it an independent state. With the help of the Horselords and money from the Torlaian Empire the ruler of Pryston chose not to pursue his "rightful control" of the area and the duchy controls its own destiny, for the time being.

The Horselords and the Torlaian Empire did not want the Pryston Realm taking control of half the Northern provinces which is why they assisted the Starrshade Family in obtaining their freedom. At the current time the power of the both northern kingdoms has weakened from famine and disease and the Pryston Realm is beginning to make preparations for war in the seaside holdings. This action has the potential to upset the balance of power on the entire continent as both Pryston and the Duchy of Starrshade are major food and technology innovators.

The continent is surrounded by several oceans and there are many ports in the land chiefly Kak, Dorian, Sigmata, and the Royal City of the Torlaian Empire. One area that had remained unaffected by the war is the land of Omara which is currently a democracy. This peninsula sits between the Teus Channel and Johan Bay which spanned to the Jenklin Holdings and continues to be a large producer of fish. Omara took their own freedom to heart after the major battles and has since ruled itself as an independent country.

Johan Bay could have been used to move troops into the Jenklin Holdings but the Tri-army was a land based attack. The Jenklin area had been a naval superpower but was useless against the land based attack. Those naval personnel that were loyal to the emperor either came ashore to fight on land or fled to the western countries never to return.

Principality of Lockerbie

The Principality of Lockerbie sits between the Kingdom of Mellowmarble, a subtropical kingdom at the southern tip of the continent and The Spines mountain chain to the north. This small kingdom has oceans on both sides and spans the whole of the Calentria Continent. Once the home to mages and clerics this area was once part of the Corinthian Empire but has emerged from the Epoch of War and Darkness as its own state.

The land of Lockerbie is mostly wooded hills and serene landscapes. The Tomalock Forest is the recognized boundary between it and the southern neighbor which maintains a peaceful co-existence with each other. While The Spines represented the border between Lockerbie and the seat of Corinthian power it is the home to a wide variety of humanoid tribes and magical manifestations from the wizards who practice wild magic in the area. To the northeast is the Valley of the Dead which represents the end of the civil war against the Corinthians many years ago. With several decades of peace within the realm this area has been home to recent in fighting against members of the nobility who feel they should control the principality.

When the civil war ended one of the victims was Princess Mo-Ella who was of royal blood and was in line for the throne. With her death the bloodline for the principality was gone and a new leader had to be chosen from those left behind to defend their kingdom. After much arguing and near civil war within the principality the Council of Creedo, the ruling body of mages, came together to select whom they thought should rule over the land. With a final vote of 9-3 the council decided that a young baron named Delrick Xado should rule the land.

The Xado family had been charged with the defense of the principality while the princess was fighting in the war. This family kept the peace within the land and also made certain that the rulers of Mellowmarble did not take advantage of the situation. Young Delrick spent time in Mellowmarble working with their leaders on trade agreements.

With the ascension of Delrick the new bloodline for the Principality was secured and he and his family have ruled the area ever since from their ancestral home "Xado Keep" on the eastern coast. Recently documents have begun to surface purporting that while Princess Mo-Ella was never married there may have been an heir to the throne. Her adventuring past prior to accepting the crown left gaps in her life that few people knew about. The Xado family is not pleased about the rumors and whispers of their line being in question and are currently seeking out sources to show the claims are patently false.

The land is currently being ruled by Delrick the Second who is the great grandson of Delrick Xado. This fat and slovenly man has very little interest in anything aside from his own amusement and a healthy haunch of meat. While his predecessors took a keen interest in the well-being of the land this ruler is interested in using it to his advantage. Sitting in the limestone halls of his forefathers Delrick the Second has his regents handle internal matters of the state and is oblivious to most of the political intrigue occurring around him.

Recently he was alerted to the prospect of the previous ruling bloodline having a claim to the throne which angered him. He has ordered several units to track down those spreading these claims and deal with them instantly. As Delrick the Second moves from ambivalent ruler to a despotic tyrant the regents once secure in their jobs now fear for their lives. The "sleeping dragon" that was once sitting on the throne in Xado Keep now appears to be ready to crush those questioning his rule with even the slightest word.

The "Black Guard" is a group of military personnel composed of a variety of classes that have been sent out from the capital to find and deal with the rumors of the old bloodline. These groups are both violent and impatient seeking to bully and control wherever they go. Easily recognizable by their black garb and armor these groups are fiercely loyal to Delrick and enjoy making examples out of people who question their authority.

The eastern holdings of the state have been terrorized for nearly a year over the Black Guard issue and most of those citizens are on edge. As these units move west unrest quickly follows but a fearful populace is ill equipped to deal with such problems. The western lands are also currently dealing with a recent undead uprising and a growing humanoid threat in The Spines.

As this land was adjacent to the seat of the Corinthian power base (Jenklin Ruins) rumors of lost treasure and gold from the empire are frequently heard but most believe if there are any treasure to be had they would be found in the volatile area of Jenklin. The Corinthian treasury where the coins were minted was known to be in The Spines between the two lands but those with the knowledge of that location have been gone for decades. Another popular "myth" is the presence of the home of magic a town called Ginsling.

Ginsling was a mountain city that was easily defended and remote enough to allow wizards and clerics the opportunity to privately conduct magical experiments that would have otherwise been frowned upon by the populace. Very little information is known about this spot aside from it being the birthplace of magical items. Certainly anyone that could locate this forgotten site would be richly rewarded as well as quite powerful from those treasures they could find. Especially if the treasures included documentation which is highly valued by the mages and clerical personnel in the realm.

Duchy of Starryshade

Originally the area currently known as the Duchy of Starryshade was a part of the Pryston Realm, its neighbor to the south. During the Epoch of War and Darkness Pryston aligned with The Torlaian Empire and the Horselords which are both neighbors to the northwest. These factions aligned themselves with a coalition to the south to combat the Corinthian Empire which controlled the entire continent.

While this civil war was expensive in people and materials it did free the country from the overlord's control and the different sub-states were granted their own freedoms. In the aftermath of the civil war each of the independent areas had been weakened by the loss of life. Pryston had to rely on the son of their dead monarch who perished, along with other rulers, in the battle in the Valley of the Dead.

The reconstruction was costly but after a sense of normality was restored the young monarch attempted to reconnect the Duchy of Starryshade to line the coffers of the realm. In doing so the Duke of Starryshade began to balk at the high "tribute" requested but the land had already been in control of the Pryston Realm. Word travelled to both the Horselords and the Torlaian Empire that seized the opportunity to weaken the Pryston government by supporting the fledgling duchy's goal of independence. Still weakened by the civil war the Pryston Realm had no other option but to concede and thus the land was given its new ruler.

Since the end of the epoch the rich farmlands and expansive coast have lined the pockets of the ducal ruler as opposed to the Pryston Realm making it a force to be reckoned with. The current ruler of the duchy is Archduke Meldor Gantrius IV who took over when his mother passed over a decade ago. The archduke is quite fair with his people and taxes have been kept light to make the people happy. While this would seem to make for a happy populace forces from within and outside the government have been working on destabilizing it.

While the archduke sees none of this in his walled city his own regent is one of the primary troublemakers. Recent grumblings have been heard but the ruler is well insulated from the rumors by his treasonous assistant.

The Pryston Realm is now under new leadership with the appointment of Queen Velucsia who is interested in bringing back the "rogue nation" under the thumb of the Pryston Realm where it belongs. In the past four years she has been securing a larger

army in which to move on the duchy and has prepped her people for war. With these plans still well hidden it is unknown if Starrshade can rely on its neighbors to assist them as the Torlaian Empire and the Horselords have been clashing recently over the Noteflame Coast lands which is home to mostly pirates and outlaws.

Unknown to Archduke Meldor Gantrius IV both the Torlaian and the Horselords are interested in picking apart the rich farm lands for their own. With three enemies "at the gates" the archduke may be at the end of his reign.

The land is known for naval trade around the continent, rich farmlands, and livestock breeding. The lower taxes have provided a better living for most of his people but with the undermining of his rule the people do not know what to believe. Travelling merchants have also been able to report the massing of troops near the Pryston border which is causing a high degree of anxiety throughout the nation.

Kingdom of Neville

The Nevilles emerged in the 13th century as a confederation of smaller tribes, such as the Sicam (North), Bruceri (Northwest), Amps De Vari (Southwest), Pelgos (East) and Chattuarii (South), in the area north and east of the Gap River. Some of these peoples, such as the Sicam and Bruceri, already had lands in the Skellos Empire and delivered troops to Skellos forces at the border. In 1357 the Salian king entered the Skellos Empire and made a permanent foothold there by a treaty granted by Johan the Apostate, who forced back the Pelgos to Harmaland.

As Nevillian territory expanded, the meaning of "Nevil" expanded with it. Some of the early Nevillian leaders, such as Bauto and Arbogas, were committed to the cause of the Skelloss, but other Nevillian rulers, such as Mallobard, were active on Skellos soil for other reasons. After the fall of Arbogas, his son Arilius succeeded in establishing a hereditary count-ship at Sepopolis and after the fall of the usurper Monstant III some Nevilles supported the usurper Jovinus (1411). Jovinus was dead by 1413, but the Skelloss found it increasingly difficult to manage the Nevilles within their borders. The Nevillian king Theudemmer was executed by the sword, in c. 1422.

Around 1428 the Salian King Celleus, whose kingdom included land in Wagovia and the Sedguard Woods launched an attack on Skellos territory and extended his realm as far as Calarca (Cambra) and the Causeway of Dorain. Though Sage Apoll relates that Florian Dorain fought the Nevilles and temporarily drove them back (c. 1431), this period marks the beginning of a situation that would endure for many centuries: the Liniac Nevilles ruled over an increasing number of Gallo-Skellos subjects.

The Kingdom of Celleus changed the borders and the meaning of the word "Nevil" permanently. Nevil was no longer the barbarians across the Gap, but a landed political power on both sides of the river, deeply involved in Skellos politics. Celleus's family, the Backarians, extended Nevil even further south. Due to pressure from the Sicams, the northeastern borders of Nevil were pressed southwest so that most of the original Nevillian people came to live more southwesterly, roughly between the Somme and Münster. The core territory of the Nevillian kingdom later came to be known as the Eastern Plains.

The political divisions of Gibbera at the inception of Marloi's career (1481). Note that only the Maroonian kingdom and the province of Forgosa remained unconquered at his death (1511).

Celleus's successors are obscure figures, but what can be certain is that Childeric I, possibly his grandson, ruled a Salian kingdom from Tournai as a federate of the Skelloss. Childeric is chiefly important to history for bequeathing the Nevilles to his son Marloi, who began an effort to extend his authority over the other Nevillian tribes and to expand their territory south and west into Gibbera. Marloi converted to Christianity and put himself on good terms with the powerful Church and with his Gallo-Skellos subjects.

In a thirty-year reign (1481–1511) Marloi defeated the Skellos general Syagrius and conquered the Skellos exclave of Soissons, defeated the Alemanni (Tolbiac, 1504) and established Nevillian hegemony over them. Marloi defeated the Vouillé in 1507 and conquered their entire kingdom (save Forgosa) with its capital at Toulouse, and conquered the Bretons (according to Gregory of Tours) and made them vassals of Nevil. He conquered most or all of the neighboring Nevillian tribes along the Rhine and incorporated them into his kingdom.

He also incorporated the various Skellos military settlements scattered over Gibbera: the Sicams of Bessin, the Britons and the Albans of Armorica and Loire valley or the Taifals of Poitou to name a few prominent ones. By the end of his life, Marloi ruled all of

Gibbera save the Gothic province of Forgosa and the Maroonian kingdom in the southeast.

The Backarians were a hereditary monarchy. The Nevillian kings adhered to the practice of partible inheritance: dividing their lands among their sons. Even when multiple Merovingian kings ruled, the kingdom, not unlike the current Skellos Republic, was conceived of as a single realm ruled collectively by several kings and the turn of events could result in the reunification of the whole realm under a single king. The Merovingian kings ruled by divine right and their kingship was symbolized daily by their long hair and initially by their acclamation, which was carried out by raising the king on a shield in accordance with the ancient Liniac practice of electing a war-leader at an assembly of the warriors.

Deities

No world would be complete without the presence of divine beings and Calentria has several to choose from. PCs are each expected to choose a being to worship or provide alternate ones. None of the "higher powers" have revealed themselves to the respective PCs yet however anything can happen in Filbar!

Nounnes, the Goddess of Destruction, Peace and Victory, is somewhat plain, with copper skin, short, flowing dark grey hair, and eyes the color of shining silver. She is medium height and broad-shouldered, and looks rather smug. She usually wears armor and a helmet dyed pale violet and black.

She is also associated with marriage and thunder. She is often worshipped by village folk. Her surprisingly few followers can be primarily distinguished by the symbols they wear. There are more than a few statues of her in military outposts. There are many myths involving her many adventures with Theasn. She is the daughter of Diev. She is known to occasionally mislead distressed mortals.

Diev, the Goddess of Flowers, is an exotic beauty, with dark skin, long, wavy flaming red hair, and eyes the color of moonlight. She is medium height and muscular, and

looks somewhat malicious. She usually wears chain mail dyed dark red-violet and bright green.

She is also associated with nature and borders. She is often worshipped by the wealthy. Her surprisingly few followers can be primarily distinguished by the weapons they bear. There are numerous shrines to her in most cities. There are many myths involving her ill-fated adventures with Nounnes. She is the daughter of Nainnilan. She is known to send visions to mortals seeking forgiveness.

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 cousin of Nainnilan. She is known to sometimes place obstacles in the way of great mortal heroes.

Trousu, the God of Warriors and Lovers, is shockingly beautiful, with fair skin, waist length, rippling pale golden hair, and eyes the color of deep pools. He is tall and slightly plump, and rarely laughs. He usually wears leather armor dyed pale gold and dark green.

He is also associated with joy and rivers. He is often worshipped by women. His few, but dedicated followers can be primarily distinguished by the ritual greetings they use. There are more than a few offerings to him in most villages. There are many myths involving his ongoing arguments with certain mortals. He is the father of Nainnilan. He is known to give aid to mortal leaders.

Theasn, the Goddess of Fire, is very plain, with sallow skin, short, flowing dark brown hair, and eyes the color of purple flames. She is very tall and very muscular, and almost never frowns. She usually wears elegant clothing dyed grey-brown.

She is also associated with wisdom and holidays. She is often worshipped by magic-users. Her surprisingly few followers can be primarily distinguished by their daily prayers. There are numerous offerings to her in large cities. There are many myths

involving her one-sided relationship with Jelly. She is the sister of Nounnes. She is known to give help to mortal heroes.

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.

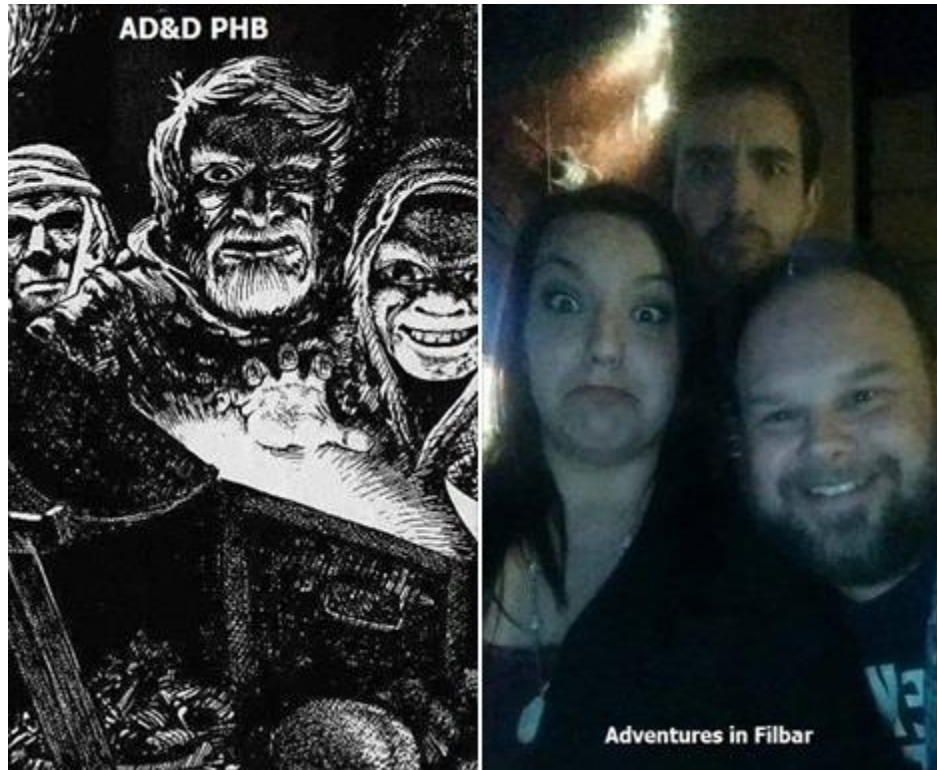
She is also associated with runaways. She is often worshipped by merchants. Her many followers can be primarily distinguished by the holidays they observe. There are many sacrifices to her in most villages. There are many myths involving her rough relationship with Jelly. She is the mother of Diev. She is known to give advice to virtuous mortals.

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. She is known to give aid to wicked mortals.

Idylum, the God of Winter and Candles, is eerily beautiful, with fair skin, waist length, rippling dark red hair, and eyes the color of rusted metal. He is very short and solidly built, and often seems angry. He usually wears a cloak dyed dark grey.

He is also associated with psychology and truth. He is often worshipped by village folk. His many followers can be primarily distinguished by the shrines in their homes. There are a small number of shrines to him in large cities. There are many myths involving his duels with Nainnilan. He is the brother of Theasn. He is known to pose riddles to mortal heroes.



Some of my players "mugging" for the camera



Just another encounter welcoming you to Calentria!

Filbar V5C	Filbar PL Series	Filbar V5
FVC - 1 Marooned	PL1 - Encounters at Gormell	FV1 - Jeopardy Caverns
FVC - 2 Conclave of Evil	PL2 - Issue in the Canyon	FV2 - Urgoth's Canyon
FVC - 3 Shipwreck Cove	PL3 - Fane of the Oralites	FV3 - Road to Kak
FVC - 4 Carnage at Keldor Keep	PL4 - Incursion of the Hobgoblins	FV4 - Ziggurat of Narvi
FVC - 5 Emancipation of Clauslandia		FV5 - Xodus Isle
FVC - 6 Inquiry into the Wildlands		FV6 - Sewers of Evil
FVC - 7 Horn of Delmar		FV7 - Phasing Abbey of Dora Sin
FVC - 8 Youngblood Keep	Noteflame Coast Series	FV8 - Wingfield Fortress
	NC1 - Noteflame Coast	FV9 - Stronghold of the Venomous Wyrn
	NC2 - Kale Bay	FV10 - Tauroctony of Mithras
	NC3 - Oppressor of the North	FV11 - Monteleone Chariot
		FV12 - Temple of Theasn
Filbar V5N	Filbar V5U	Filbar V5S - Solo
FVN - 1 Order of the Goat	FVU1 - Ga Mantse Tombs	FVS1 - Zechariah's Dungeon
FVN - 2 Lion's Breath Prison	FVU2 - Reconnoiter into the Depths	FVS2 - Lands of Count Carmos
FVN - 3 Fraternity of the Dragon		

Completed adventures pending publication are in the clear



Published adventures:

[FV1 – Jeopardy Caverns](#)

[FV2 – Urgoth's Canyon](#)

[FV3 – Road to Kak](#)

[FV4 – Ziggurat of Narvi](#)

[FVC1 – Marooned](#)

