

# RADLEBB KEEP

This keep is placed in the hills east of the Black Eagle Barony. The garrison (5<sup>th</sup> Division, Radlebb Guard Battalion, “Hell’s Jailers”) is supposed to keep any and all Black Eagle operations from penetrating into civilized parts of Karamaikos. They also help Luln as much as they can without actually being stationed there...which isn’t much. The constant threat of activity from the Black Eagle Barony, and the ominous presence of the haunted Koriszegy Keep, tend to make things pretty gloomy around here. *Gaz 1*

The keep itself holds half a division of the Western Army (approximately 244 troops) under the command of Captain Gregori “the Grim” (F8). The overall commander of the western army (Riverfork and Radlebb keeps) is General Diomedes Draconius (F10). The General’s Chief of staff is Major Demetrius Antonius (F8).

- Captain Gregori (*From Brian Caraway; Religion*) is very dissatisfied with his posting and routinely requests more support to perform his operations. He complains that Riverfork Keep guards a quiet border with the Shires and Darokin, wasting troops he could use to provide assistance to Luln or help with the undead and monsters around Koriszegy Keep. Gregori does his best to patrol the Westron Road to stop raids and slavers but the task is daunting given the terrain and distances involved.
- General Draconius (*From Threshold #21*) was initially skeptical about the need to build a fort in the middle of the Radlebb Woods, but soon realized that Radlebb Keep was key to the survival of the Karamaikan control over western Traladara – without its presence, the sheer number of goblinoid tribes in the Southern Radlebb woods and the Cruth Lowlands, combined with Baron Von Hendricks’ obvious ambitions would have led to the loss of Riverfork Keep and almost the entire western part of Karamaikos. Nowadays, Draconius spends most of his time in Specularum, lobbying for additional funds for the 5th Division, without much success. He pays a yearly visit to both forts under his supervision, usually in late spring. Diomedes is also one of the foremost opponents of the Black Eagle Baron at court. *From Threshold #21*
- Major Antonius (*From John Walter Biles*) was recently promoted to Draconius’ chief of staff and oversees the forts in the west while the general is at court. Antonius is a no nonsense leader and soldier. He spends his days at Radlebb supervising the operations of the western division. He would actually prefer to be commander of Radlebb Keep and with Gregori’s continued lack of progress may get his desire.

The garrison at Radlebb is at full strength according to the record keeping, but only about 200 troops could be rallied at any given time due to sickness, soldiers on leave visiting relatives and the minimum required to garrison the keep. Approximately 50 horses are kept at the keep to provide fast transport for messengers and to act as a light cavalry force when needed. The forest requires foot patrols, while those patrolling the long Westron Road or traveling to relieve Luln when notified of raids are mounted.

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Standard gear for garrison guard duty is leather armor, dagger and shield; gate guards will also have long sword or spear. While on foot patrol soldiers will have chain mail, longsword or spear and shield. Mounted troops will have leather armor, dagger, shield, and spear or lance. The armory issues crossbows which are used by soldiers in leather armor on the battlements and towers. If the 5<sup>th</sup> Division at Radlebb has to march out in force, roughly 50 troops will be equipped as crossbowmen, 50 as spearmen, 50 light cavalry and 50 swordsmen. The remaining soldiers will garrison the keep and operate the artillery weapons as needed.

Every day prior to dawn a 20 soldier foot patrol is sent out east and west on the Westron road. The patrol going west to Luln will typically reach the town right before dusk and will stay overnight before returning to Radlebb keep the next morning. The patrol going east will travel until noon and will usually return right after nightfall to Radlebb. Twice weekly a 25 soldier mounted patrol will be sent to travel the entire route east to Specularum and back (3 days there, 3 days back); General Draconius has arranged for the division at the capital to perform one of these patrols to help relieve pressure on his overextended garrison. In the event a night patrol is required they will double (or triple, based on circumstances) the number of troops going out. Any other patrols are as needed to curb any monster sightings or during clearing operations.

The morale of the garrison tends to be low with the frequency of patrols and the nature of their opponents. Many soldiers do gain valuable experience due to the high probability of encountering humanoids, undead and other monsters. Radlebb has the highest number of veteran soldiers of any keep in the duchy.

Unfortunately Radlebb also has the highest number of Black Eagle/Iron Ring/Bargle's operatives and spies of any garrison in Karameikos. Much of their intelligence work is limited to reporting troop movements and keeping an eye on any adventurers passing through; sabotage would not be unheard of if it was required to draw attention away from a nefarious plan. Most of the spies in Radlebb report to "Hawk", but even he is not aware of the identities of every operative in the keep. Some spies report on activities, while others spy on the other spies to monitor their loyalty.

## **Rurik, Soldier, Radlebb Keep Garrison, Fighter 2, Neutral**

STR 15 INT 10 WIS 8 DEX 11 CON 10 CHA 9

**Weapon Masteries:** Long sword (skilled)

**General Skills:** Reading/Writing, Riding

**Languages:** Thyatian, Traladaran (native)

Rurik works as a spy for the Black Eagle; in exchange his family at Fort Doom is not executed. He knows there are other spies in Radlebb, but does not know who. He is under orders to track troop movements and keep an eye on suspicious travelers in Radlebb. He will not betray his handler, but if the PCs are able to free his family he will be eternally grateful. If the PCs confront him in public he will attempt to force the PCs to kill him, or failing that, fall on his sword rather than be captured. He is currently assigned as Captain Gregori's assistant. "Hawk" is the handler he reports to and hates.

## **"Hawk" Demetrius Fulvius, Senior Magist Radlebb Keep Garrison, Magic-User 5, Chaotic**

STR 8 INT 16 WIS 9 DEX 16 CON 17 CHA 10

**Weapon Masteries:** Dagger (skilled)

**General Skills:** Reading/Writing, Riding, Military Tactics

**Languages:** Thyatian (native), Traladaran

Hawk was a late arrival as a Thyatian to Karameikos and saw a wide open land ready for exploitation. His views led him to join the Iron Ring and Bargle decided to position him in the army. Hawk has learned to hide his true emotions to get what he wants, which oddly enough is to apprentice under Bargle. He is meticulous in his spycraft, biding time until the mission is completed.