

VILLAGE OF RADLEBB

Since Radlebb Keep was established, the region has become well prepared for Thyatian colonization; though few seem to want to migrate due to the proximity of Koriszegy keep and the humanoid tribes. Outside the wall of Radlebb Keep is a small community of less than a hundred families. They mostly cater to soldiers on leave from the keep and their economy is primarily devoted to the Brewing of ales. There are six small taverns selling liquor to soldiers and travelers alike. There is a brew house, a small mill, and a cooper who serves as a blacksmith for the passing trade. As communities go, it is a rough-and-tumble place with a regular punch-up after the taverns close each evening. *Sean Meaney*

The village itself is only a dozen buildings; the families are spread out within a mile of the keep in separate homesteads and farms. The majority of the population is Traladaran. Seldom do soldiers take their mustering out pay and settle in Radlebb village. The village was initially a way station owing allegiance to the Koriszegy family before its fall. It had a "golden age" during the last Traladaran century until the Thyatian invasion, which saw the destruction of Achelos and the trade between the Cruth lowlands and Mirros ended. It grew slowly until the Westron road was completed and with it the construction of Radlebb Keep caused a boom in trade. As the western division increased in size the local population realized they could make more royals selling services to the garrison then farming.

Among the six taverns in Radlebb there is the Boar's Head Inn which also offers rooms (medium quality and price). The Inn is run by Old Lady Maya (H5) and caters primarily to soldiers, traders and the army supply caravans. Occasionally some hunters will come up from Specularum, some to hunt the "Boar of Radlebb"; most leave with nothing but several have left with quiet stares and a desire to leave the woodlands never to return. Old Lady Maya is a wealth of information about the area and has been in Radlebb since before the keep was built. She understands why the Traladarans are superstitious and fear the night.

Old Lady Maya, Inn Keeper, Boar's Head Inn

Halfling 5, Neutral

Str 9; Int 10; Wis 9; Con 11; Dex 10; Cha 9;

Weapon Masteries: Short sword (skilled), dagger, Sling

General Skills: Knowledge of the Radlebb Woods, Reading & Writing

Languages: Thyatian, Traladaran

NOTES: Maya grew up in the Shires (she glosses over exactly where) and like many young Halflings went traveling. After a short, semi successful adventuring career she realized it was a big world and she was a small Halfling. Maya purchased an old barn in an out of the way village and set up her Inn. Today it is a comfortable two story inn well regarded by locals and travelers. She despises the Black Eagle and has been known to send Lady Sascia of Luln any news of Iron Ring or Baronial movements in the area.

Talia Stojazyk, Boar's Head Inn Radlebb Village, Thief 3, Neutral

Str 10; Int 11; Wis 9; Con 11; Dex 17; Cha 16;

Weapon Masteries: dagger (skilled)

General Skills: Acrobatics, Acting

Languages: Thyatian, Traladaran (native)

NOTES: Talia came from Rugalov to find her fortune in the west. She took a look at the Boar's Head Inn and liked the potential prospects in the area. She realized she could make money providing comforts to the lonely soldiers at the keep. She works for Maya and runs a crew of three other girls who work at being very friendly with the soldiers. Maya gets a small cut and the girls waitress when they aren't entertaining the troops.

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Rumors in Radlebb: rumors will be heard around the Keep or in any tavern.

1. Koriszegy keep is the site of a dormant gate to the Pyts (False)
2. No one who worships Petra, Halav or Zirchev will receive their favors or powers (including turn undead and spells). They are on their own. (True)
3. Koriszegy keep is a very ancient castle, centuries old perhaps a millennium. (Half True)
4. Judging its age, it's hard to tell how it has such architecture, mixing ancient Traladara (in truth, Traldar) walls with another wholly foreign style (True)
5. Koriszegy keep already existed when the Alphatians arrived (True)
6. The Lord of all vampires and werewolves of Karamaikos lives in the keep. During a certain Full moon, once in a decade, all vampires and werewolves of the kingdom secretly migrate there to pay homage (False)
7. The voices of the long dead still echo in Koriszegy keep, reminding of a harsh past, forced to expose everyone its gruesome deeds (True)
8. Koriszegy keep was a stronghold against the gnoll invasion, long ago. Once destroyed, the dead soldiers still walk its walls defending intruders (False)
9. A long-dead patriarch of Petra sought her aid and advice to raise an army and destroy that cursed place once and for all. When he saw the statue of Petra in the altar crying tears of blood, he took as a bad omen and gave up (True).
10. Slavers are abducting people to give as sacrifice to Koriszegy and in return gain safe passage through his lands (Partially True).
11. If you see a tree or stone marked with an X, turn around and go the other way or great danger could befall you. (Often true).
12. Lord Koriszegy still lives in the crumbling ruin; leaving occasionally to feed on some poor, unsuspecting soul. (True)
13. His undead servants guard the place in his absence, which is also rumored to hold vast amounts of treasure. No one dares go near the place, since many adventurers have gone to the frightful place and never have returned. (Mostly True)

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Garon Majasic, Brewmaster, Radlebb Village

Fighter 3, Neutral

Str 17; Int 9; Wis 9; Con 16; Dex 17; Cha 10;

Weapon Masteries: Axe (skilled), dagger

General Skills: Knowledge of the Radlebb Woods, Reading & Writing, Profession: Brewing

Languages: Thyatian, Traladaran (native)

NOTES: Garon is the owner and proprietor of the Radlebb brewery. After he was sheared he went to Specularum and apprenticed at a small brewery. He also worked as a tavern bouncer and collector of debts before growing nostalgic for home. Garon took a risk and put all his earnings into setting up the brewery while the keep was being constructed. He is now the wealthiest man in the village, but is still humble in dealing with others. Garon is the closest thing to a mayor the village has. He is relied on to settle disputes and arbitrates local disagreements. He will break up bar fights and keep the peace as best he can; he has three unofficial constables who assist him (F1s and Tor).

Aarion Commenus, Thief 4, Chaotic

STR 10 INT 12 WIS 9 DEX 17 CON 10 CHA 15

Weapon Masteries: Dagger (skilled)

General Skills: Stealth, Cheating, Storytelling

Languages: Thyatian, Traladaran

Aarion is the son of a Thyatian soldier and Traladaran woman. He was raised by his mother when his father's legion was recalled to Thyatis. He spent his youth as a cutpurse in Kelvin and when he came of age left to make his way in the world. He currently works for the Iron Ring as a spy, but is not a member. His interests are purely monetary and he can be bribed to give false information to the Iron Ring. He works during the day at the brewery and is a local pillar of the night life among the taverns due to his storytelling. He gathers information from the soldiers after drinks loosen their tongues and from Talia's girls for a silver piece or two.

Tor Iron Gut, Dwarf 5, Neutral

STR 18 INT 10 WIS 9 DEX 8 CON 18 CHA 10

Weapon Masteries: Battle Axe (skilled), War Hammer

General Skills: Heavy Drinking, Reading/Writing, Survival

Languages: Dwarven (native), Thyatian, Traladaran

Tor grew up in Highforge in the Stronghollow clan, but didn't have the craftsman's heart his family needed and he hit the road. He spent the next decade drinking and adventuring (but mainly drinking). He is a decent enough fighter and traveling companion but will head to the nearest tavern once the adventure is complete to celebrate. He met up with Garon while traveling through Radlebb and started working for him to get a few royals to travel on. He enjoys working at the brewery providing quality assurance for each barrel during the day and cracking heads of trouble makers in the taverns by night.

Kerwin, Church of Traladara, Cleric 5, Lawful

STR 10 INT 10 WIS 17 DEX 9 CON 18 CHA 10

Weapon Masteries: Mace (skilled), Staff, Sling

General Skills: Reading/Writing, Religion (Church of Traladara)

Languages: Thyatian, Traladaran (native)

Kerwin serves as the village cleric and is a true believer in the church's ideals. He sees the need for both Thyatian and Traladaran to work together to combat the evil present in the land. He does his best to minister to the villagers but realizes they are a small island surrounded by a sea of enemies. Kerwin is trying to raise funds to rebuild the church chapel which burned to the ground years ago. He would be able to provide letters of introduction and recommendation to many mid-level church and government members in Specularum (where he grew up and served for years) as payment to helpful individuals. He is well regarded by the village but struggles to convince the tavern and brewery owners to curb the lawlessness resulting from the alcohol provided to the soldiers.