

# Feastelburg

The last organized settlement in the Southeast corner of the Duchy of Filbar, Feastelburg sits as potential barony in the near future. The good citizens of Feastelburg have made a good life for themselves by agriculture and trade. Feastelburg has joined in a trading agreement with the Dwarven city of Havendale which has been quite profitable for both communities. This agreement was forged with the foresight of the Mayor Schlitz Bohrstein. The free city of Havendale has allowed the Duchy to profit from the alliance and hence Feastelburg is being considered to become a barony of the realm. This has the community attempting to improve itself so that they will become a jewel in the crown of the Imperial Realm.

## 1. Mason – Zak Draghone

One of the chief builders of the town Zak is one of the founding fathers. He is quite skilled in his craft and actually taught Folmer Ryiah <#52> the trade. He does everything from buildings to headstones. His favorite personal accomplishment is the "Dukes Fountain" <#22>. He and his wife had no children.

## 2. Caravan Master – Wrathran Alkirk

Wrathran comes from the West where he was caravan master at Ma-Tok for ten years. He decided to move to Feastelburg because his wife died and he missed excitement. He has chosen to move on and wait for the peaceful hand of death. Fortunately for the town Wrathran's business savvy has paid off for all.

## 3. Stables – Awnia Uhrd

The Northern stables are run by Awnia Uhrd a tribesman from the North. Although still considered an outsider after seven years he has kept his tribal heritage and still wears face paint on a daily basis. His wife spends most of the day taking care of their seven children. A bit darker than the other children they interact well with the villagers.

#### **4. Captain of the Guards – Sir Tabithi Vildher**

Tabithi grew up in Rockell where he was classically trained. This causes a bit of friction as his second in command grew up as a frontier ranger. Tabithi is high borne from a well-known family in the East. To the simpler people of Feastelburg Tabithi comes off with an air of superiority. He knows this and was not fond of his reassignment. His wife the Contessa Marie actually enjoys the rural atmosphere and is excited about the possibility of her new home being brought in as a barony. She is working with the other townsfolk to make sure this happens.

#### **5. Lieutenant of the Guards – Tok Bohl**

A former ranger well versed in guerrilla warfare he is unimpressed with his new commander. While many thought Tok would be promoted after the retirement of the previous commander <#18> this was not the case. While it has only been 18 months everyone is still trying to get used to the new commander but when problems occurs Tok is usually the first to be approached. He is unmarried.

#### **6. Guard Tower**

This four story behemoth contains the armory, dining quarters and dormitory holdings for the 40 men at arms charged with town security. Previously these men at arms would be able to handle just about anything but with the recent change in leadership everyone is still trying to get in the right direction.

#### **7. Blacksmith – Bithon Broadblade**

One of the few dwarves in town Bithon came from Havendale with his anvil and the drive to succeed. While considered an average smithy in Havendale he is a master in Feastelburg. He specializes in weapons but can do armory and trunks.

#### **8. Small Fountain**

This small fountain pulls water in and extends forth through a set of three fish. The fish 'spit' out a steady stream of water that is available for all to use.

## **9. Fletcher – Draghone Tibolt**

A Treetop Forest elf, Draghone landed in Feastelburg while investigating the Border Hills. After enjoying a good career of adventuring Draghone hung up his bow and opened the Fletcher shop with his wife Estellaina. They are well thought of in the community.

## **10. Laughing Master Inn – Gehardt Binghurst**

The oldest inn in town Gehardt built it with his own two hands and has been running it for twenty years. He is near retirement and plans on turning it over to one of his five boys to keep it in the family. His biggest problem is the only one that wants to run it is his 12 year old daughter. He is not opposed to turning it over to a female but was hoping one of his sons would follow in his footsteps. His wife Matilda reminds him that he has threatened retirement for years and will probably never quit working.

## **11. Jeweler – Acaman Mardin**

Gnome master jeweler Acaman uses the Havendale trade route to apply his craft to the best of his ability. Acaman's pieces are in high demand throughout the realm and the free cities. It is said that his design was nearly chosen by the emperor for his crown but due to "political issues" he came in a close second. His wife Silvia helps him in the shop.

## **12. Wizards Tower – Haston the Wise**

A mage of high repute Haston the Wise helped to create the village. On several occasions in the early days he helped to save it from humanoid raiders as well. Haston is now retired and has taught his last apprentice. He can assist mages with training and still keeps his wand sharp.