

Realm- Dagger Hills

Provinces- (1)- Dragon's Bluff



Dragon's Bluff (village): Nonstandard; AL LG; 200 gp limit; Assets 7,800 gp;

Population 795; Mixed (humans 57%, shield dwarves 24%, elves 14%, half-elves 4%, halflings 1%).

Terrain: Hills; Civilization: Cultured; Governance: Noble; Taxes: Moderate

Authority Figures: "The Wandsmen"

Oskar Bladebright, LG male shield dwarf, Pal21 of Moradin- **Regent of Dagger Hills**

Tescelin Maratim "Cedar", LG male human, Wiz20 /Acm1 / Mnk1

Kerith "Of the Dalelands", CG male half-elf, Brd20 / Clr1

Primula Easterling, CG female moon elf, Clr18 of Corellon / Dis1 / Hie1

Shane Highhill, LG male strongheart halfling, Mnk9 / Rog3 / ShtoMnk7

Xanthalus Everstalk, CG male half-elf, Ftr4 / Rgr4 / Wiz3 / Clr1 / Arc9

Alheric, LG male assimar, Pal12 / Ftr4 / Plchp3 (member of Celestial Fury, friend)

Important Characters:

Liadin "Grey Lady", N female human, Drd17 (cohort of Oskar)- **(Regent in Oscar's absence)**

Kalastiira, CG female human, Rog10 / Shd3 / Hrp5 (cohort of Kerith)

Pellinistra, CG female drow, Clr15 (NPC in charge of Temple of Corellon)

Brother Cole, LG male human, Exp5 (librarian)

-learned index system +2 circumstance bonus on knowledge check.

Dwarven Realm Council (4):

CG male dwarf, Exp/Cleric(5/1)- Master Weaponsmith

LG male dwarf, Exp6- Master Engineer

N male dwarf, Exp5- Master Miner

LG female dwarf, Clr5 of Moradin

Town Mayor— LG female human, Clr7 of Tyr

Town Council (5)— LG male Human, Ari1

LN male Human, Exp6

CG female Elf, Exp5

CG male Elf, Exp3

NG male Human, Com9

Militia (40)— War6, War3 (3), War2 (3), War1 (33)

Captain of the Guard (1)— LG male human, Ftr6

Full Time Guards (9)— Ftr3 (2), Ftr2 (7)

Keep Staff— Ftr2, Ftr1 (3), Exp2, Exp1 (3), Com1 (3)

Others— Bbn1, Brd4 (3), Brd3 (2), Brd2 (2), Brd1 (9), Clr3 (3), Clr2 (2), Clr1 (11),
Drd3, Drd1 (2), Ftr2 (11), Ftr1 (47), Mnk2, Mnk1 (2), Rog5, Rog4, Rog2 (4), Rog1 (10),
Sor5, Sor2, Sor1 (3), Wiz5, Wiz3, Wiz2, Wiz1 (2), Adp1, Exp5 (1), Exp4 (4), Exp3 (9),
Exp2 (4), Exp1 (174), War1 (7), Com4 (4), Com2 (8), Com1 (388)

Other Important Features:

- Keep can be transported to plane of Shadow. Trigger:
- *Portal to Sigil*: Location (hidden): dungeon doorway, Trigger: musical instrument,
Destination: Outdoor café in clerks ward of Sigil
- *Forbiddance Spell*: keyed on evil alignments DC 23 Will save, 60 ft cube/ level, SR- yes
- *Hallow Spell*: no saving throw, 190 ft radius from Eilistraee Shrine center, SR -yes
 - turn undead at +4 sacred bonus, command undead at -4
 - dead bodies cannot be turned into undead.
 - area under Magic Circle Against Evil effect (as Protection from Evil)
 - area under effect
- Mithilar Activated Skiff (flies when mithilar nearby) is moored and under 24 hour guard.
- Dordrian Crypts are within our realm. The realm encompasses a hex which is 12 miles across.

Spring 1372

Random Events: Nothing of Note

Income: 1250 rp

Expenses/Actions:

Signal Tower- 50 rp (to help identify threats and call for help from Daggerdale)

Armory- 56 rp

Marketplace- 100 rp (gp donated by Kerith)

Mine- 1000 rp (gp donated by Oskar to establish mine and provide industry for dwarves)

Supply Cache- (portal to Sigil acts as a de facto cache)

Balance: 1144 rp

Summer 1372

Random Events: Nothing of Note

Income: 1562.5 rp

Expenses/Actions:

Upkeep Signal Tower- 10 rp

Upkeep Armory- 14 rp

Upkeep Population- 225 rp

(249 - 10% for marketplace = **Total Upkeep 224.1 rp**)

Smelter- 2500 rp (1760gp donated by Wandsmen)

Balance: Regent- 100 rp (balance was zero but Oscar donated 10,000 gp)

Fall 1372

Random Events: Nothing of Note

Income: 1875 rp (Realm 67%- 1256.3 rp / Regent 33%- 618.7 rp)

Expenses/Actions:

Upkeep Signal Tower- 10 rp

Upkeep Armory- 14 rp

Upkeep Population- 225 rp

(249 - 10% for marketplace = **Total Upkeep 224.1 rp**)

Road- 400 rp (to Daggerfalls)

Balance: Realm- 632.2 rp / Regent- 718.7 rp