



DRAGONFOOT

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DRAGONSTONE

A Guide to DragonStone



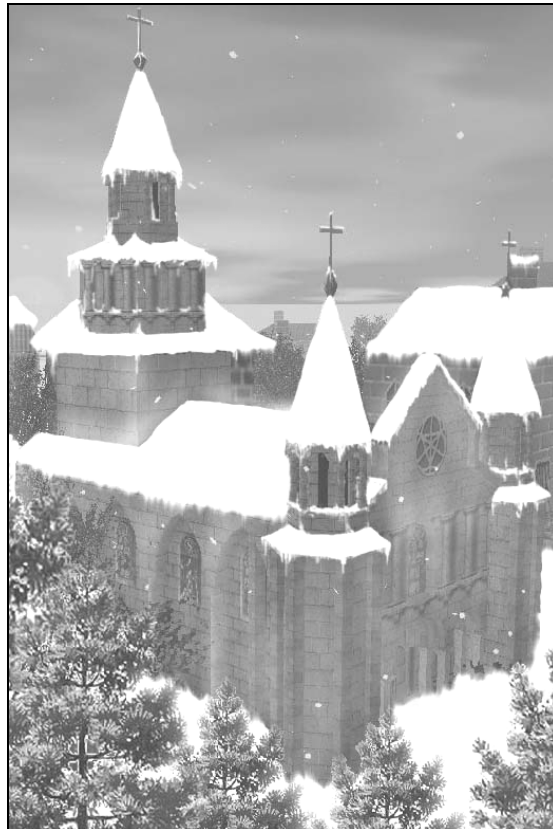
A Roleplay Resource

Compatible with 1st Edition Advanced Dungeons & Dragons

By John Riley

Guide to DragonStone

By John Riley



**A guide to the DragonStone fantasy game setting for
First Edition AD&D.**

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Guide to DragonStone



Written by
John Riley

Contributing Writers
Michael Riley (Appendix 1 & 2)
John Dwyer (Appendix 3)

Proof Readers
John Riley
Steve Yates

Cover Art
Mark O'Reilly

Product Design & Layout
Mark O'Reilly

Special thanks for ideas and play testing
Sue Riley, Michael Riley, Hazel Riley, John Dwyer, Jackie Dwyer,
John Parker, Vincent Hendrick, Mark Scollon, Les Scollon,
Raymond Beswick, Christine Beswick,
Ian Beswick, Mark Beswick



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Forward



Welcome to the exciting world of the Dragonstone Lands.

Within these pages will be found details of the Dragonstone Lands that the PCs have moulded for themselves. NPCs of note, details of businesses, maps and plans of all-important areas will be here. The PCs themselves will have areas of their own, detailed by players and crafted to whatever level of detail they require. As the material expands so new areas will be added, and thanks to computer technology these changes can be reflected in a changing and developing work.

And then using this information as a living backdrop, there will be adventures, and the first of these new endeavours is being written at the same time as this Gazetteer.

Enjoy the texture and flavour of this world, and enjoy the continuing adventure...

John Riley, September 2002



Overview of DragonStone



Following the successful completion of several modules and subsequent adventures, the Barony of Dragonstone has new leaders and a new and stable economy.

As it is assumed that the existing PCs and hence players are using this material, it is not necessary to repeat the basic information regarding the recent events since the Dragon Wars. Suffice it to say that Dragonstone has had its share of unrest and is entering a period of relative stability, at least for a while...

Firstly, a list of current levels and details for the PCs that own and run the Barony, together with their official titles:

Player Characters

Lady Katie Moshere (Paladin 19)

Baroness of Dragonstone, Lady Commander of the Baronial Army of Dragonstone.

Lady Claire Moshere (Cleric 27 of Athena)

Abbottess of the Church of Dragonstone.

Lord Oswald (Magic User 23)

Was previously Lord Kheldar, Bard Laureate of Dragonstone.

Lady El'Mordet Falzan (Elven Protector Knight 18)

Lady Protector of Dragonstone and Protector of the Tree of Life. (Was previously Lord El'Mordeth)

Sir Goffonen the Dwarf (Half Frost Giant Barbarian 23)

Ambassador Plenipotentiary and Extraordinary of the Barony of Dragonstone

Sir Topper (Magic User 11, Assassin 15)

Seneschal of the Barony of Dragonstone/Grandfather of Assassins

Lady Aquilla (Heiropant Druidess 16)

Protector of Life/Heiropant of the Barony of Dragonstone.

Sir Foedus Unus (Monk 20, 4th Dan)

Master of the Hunt of Dragonstone Vale.

Current xp totals for the PCs as at April 2001 (game time date April 1163) are as follows:

Katie	4,291,389
Claire	4,488,594
Oswald	4,983,742
El'Mordet	1,023,567
Goffonen	7,868,716
Topper	3,736,467
Aquilla	1
Foedus	4,987,795

XP totals for PC's April 2001

Non-player Characters

There are a number of NPCs of special interest in Dragonstone. These can be found in various locations and are detailed here for quick reference as well as in the detailed key of the Barony.

Robert the Invincible (Fighter 10)

Was last heard of as he went out defenceless into the wilderness, disgusted by Foedus's treatment of the fallen hero Arundel the Brave. Arundel was a murderer and was sent to the Monastery in the mountains to do penance. Robert vowed to leave without any acrouments, return as a monk and challenge and kill Foedus with his bare hands. That was many years ago, and so far Robert has not returned.

Knellict the Sage

Ran the Barony for many years, but is now dead of old age.

Arundel the Brave

Was once a murderer but is now in the employ of Foedus's monastery. He will never make a monk and has proved to be very susceptible to hypnotism and possession. He is now Arundel the Meek, but he is a weak link indeed.

Wat Tyler (Ranger 8, NG)

Is a friend and travels freely throughout the realm observing and reporting.

Sasha (Thief 9, NG)

Is as mischievous as she is wanton. She is a close personal friend of Goffonen and a dedicated rival of Aquilla, who would probably gladly see the end of her.

The Orc Family

(Daddy, Mummy and Baby) are quite extraordinary in that they have polyphonic voices, being able to

Overview of Dragonstone

speak or sing four different sounds at once. They may be found at Oswald’s University to the North of Dragonstone or at the temple of Athena. Baby Orc is of Genius intelligence and is a scientist by nature.

Teatri Escenti (Thief 15, LE)

A friend of Topper’s family, Teatri will only work for Topper while in this area, but is in essence a freelance. He has a strong sense of family honour.

Alice the Old Bag (Thief 10, CE)

Alice is a freelance thief, only interested in her own welfare and not a threat to anyone who leaves her alone. She may decide to accept employment from any alignments as the whim takes her.

Geoff “The Executioner” (Assassin 8)

Met many years ago as a young boy, Geoff was very impressed by Topper and followed the path of assassination. Geoff always gets his man (or woman), after all, it’s only business...

Pittatah (“Pity”) Human/Quasit

Pity was originally the Quasit familiar of Falzar Everhate, the Drow Elf magic user who was killed for good during the adventure “The Return to Dragonstone”. Pity was reincarnated and remains part Quasit, with some remnants of Quasit abilities. He was unable to return to the environs of the Tree of Life but remains loyal to the PCs and may appear in the future. Pity will be fully featured in the Hall of Heroes

These and other NPCs will be detailed more fully later.

Mention was made before of El’Mordet, an example of a new character class. When the PCs defeated Orcus in the realm of the Undead they were rewarded by Bahamut (the Platinum dragon) with a Tree of Life. Whilst the tree flourishes in Dragonstone, the valley is free from invasion from all of Demonkind. They cannot enter. The force of the life of the tree extends throughout the Dragonstone lands, nourishing the ground and protecting the life force of Nature. It attracts a special sort of guardian, the Elven Protector Knights.

PROTECTOR KNIGHTS TABLE 1

Xp	Level	D8 for hp	Level Titles
0-2,250	1	2	Apprentice
2,251-4,500	2	3	Assistant
4,501-10,000	3	4	Caretaker
10,001-20,000	4	5	Novice protector
20,001-40,000	5	6	Probationary Protector
40,001-90,000	6	7	Protector

90,001-150,000	7	8	Knight Initiate	
150,001-225,000	8	9	Knight Protector	
225,001-325,000	9	10	Lord Initiate	
325,001-650,000	10	11	Lord Protector	
650,001-975,000	11	12	Lord	Protector 11 th
975,001-1,300,000	12	13	Lord	protector 12 th
1,300,001-1,625,000	13	14	Lord	Protector 13 th
1,625,001-1,950,000	14	15	Lord	protector 14 th
1,950,001-2,275,001	15	16	Lord	protector 15 th

From 16th level Protector Knights gain the abilities of Druids and progress as follows. All previous xp is lost and the Knight starts again at 1 xp.

PROTECTOR KNIGHTS TABLE 2

Xp	Level	D8 for hp	Level Title
1-500,000	16	16 + 2	Initiate Heirophant Protector
500,001-1,000,000	17	16 + 4	Adept Heirophant Protector
1,000,001-1,500,000	18	16 + 6	Heirophant Protector
1,500,001-2,000,000	19	16 + 8	Master Heirophant Protector
2,000,001-2,500,000	20	16 + 10	Niminous Heirophant Protector
2,500,001-3,000,000	2	16 + 12	Mystic Heirophant Protector
3,000,001-3,500,000	22	16 + 14	Arcane Heirophant Protector
3,500,001 and up	23	16 + 16	Protector Heirophant of the Cabal

NB: The level limit is 23rd

From levels 1 to 15 Protector Knights take their abilities from the Ranger class. From levels 16 and up they take their abilities from the Druid class. Protector Knights of all levels can cast Druid spells and use the Bards table to determine the number of spells they can cast at any particular level. The Protector Knight class was devised by Michael Riley and is also available in full in the Manual Of

Professions, also available from Dragonfoot.

During the Dragonstone campaign, many PCs have progressed far beyond the levels detailed in the PLAYER'S HANDBOOK (PHB) so to assist in calculating levels, below are extended xp tables for the character classes found in the PHB and Unearthed Arcana (UA). In addition, there are also presented optional house rules covering extended abilities and levels for monks.

Extending the level tables to 30th level.

EXTENDED CLERICS TABLE 1

Xp	Level
90,001-1,125,000	12
1,125,001-1,350,000	13
1,350,001-1,575,000	14
1,575,001-1,800,000	15
1,800,001-2,025,000	16
2,025,001-2,250,000	17
2,250,001-2,475,000	18
2,475,001-2,700,000	19
2,700,001-2,925,000	20
2,925,001-3,150,000	21
3,150,001-3,375,000	22
3,375,001-3,600,000	23
3,600,001-3,825,000	24
3,825,001-4,050,000	25
4,050,001-4,275,000	26
4,275,001-4,500,000	27
4,500,001-4,725,000	28
4,725,001-4,950,000	29
4,950,001-5,175,000	30

EXTENDED FIGHTERS TABLE

Xp	Level
1,000,001-1,250,000	12
1,250,001-1,500,000	13
1,500,001-1,750,000	14
1,750,001-2,000,000	15
2,000,001-2,250,000	16
2,250,001-2,500,000	17
2,500,001-2,750,000	18
2,750,001-3,000,000	19
3,000,001-3,250,000	20
3,250,001-3,500,000	21
3,500,001-3,750,000	22
3,750,001-4,000,000	23
4,000,001-4,250,000	24
4,250,001-4,500,000	25
4,500,001-4,750,000	26
4,750,001-5,000,000	27
5,000,001-5,250,000	28
5,250,001-5,500,000	29
5,500,001-5,750,000	30

EXTENDED PALADINS (FIGHTERS) TABLE 1

Xp	Level
1,400,001-1,750,000	12

1,750,001-2,100,000	13
2,100,001-2,450,000	14
2,450,001-2,800,000	15
2,800,001-3,150,000	16
3,150,001-3,500,000	17
3,500,001-3,850,000	18
3,850,001-4,200,000	19
4,200,001-4,550,000	20
4,550,001-4,900,000	21
4,900,001-5,250,000	22
5,250,001-5,600,000	23
5,600,001-5,950,000	24
5,950,001-6,300,000	25
6,300,001-6,650,000	26
6,650,001-7,000,000	27
7,000,001-7,350,000	28
7,350,001-7,700,000	29
7,700,001-8,050,000	30

EXTENDED RANGERS (FIGHTERS) TABLE 1

Xp	Level
1,300,001-1,625,000	13
1,625,001-1,950,000	14
1,950,001-2,275,000	15
2,275,001-2,600,000	16
2,600,001-2,925,000	17
2,925,001-3,250,000	18
3,250,001-3,575,000	19
3,575,001-3,900,000	20
3,900,001-4,225,000	21
4,225,001-4,550,000	22
4,550,001-4,875,000	23
4,875,001-5,200,000	24
5,200,001-5,525,000	25
5,525,001-5,850,000	26
5,850,001-6,175,000	27
6,175,001-6,500,000	28
6,500,001-6,825,000	29
6,825,001-7,150,000	30

EXTENDED MAGIC USERS TABLE 1

Xp	Level
3,375,001-3,750,000	19
3,750,001-4,125,000	20
4,125,001-4,500,000	21
4,500,001-4,875,000	22
4,875,001-5,250,000	23
5,250,001-5,625,000	24
5,625,001-6,000,000	25
6,000,001-6,375,000	26
6,375,001-6,750,000	27
6,750,001-7,125,000	28
7,125,001-7,500,000	29
7,500,001-7,875,000	30

EXTENDED ILLUSIONISTS (MAGIC USERS) TABLE 1

Xp	Level
880,001-1,100,000	13
1,100,001-1,320,000	14
1,320,001-1,540,000	15
1,540,001-1,760,000	16

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2,640,001-2,860,000	21
2,860,001-3,080,000	22
3,080,001-3,300,000	23
3,300,001-3,520,000	24
3,520,001-3,740,000	25
3,740,001-3,960,000	26
3,960,001-4,180,000	27
4,180,001-4,400,000	28
4,400,001-4,620,000	29
4,620,001-4,840,000	30

EXTENDED THIEVES TABLE 1

Xp	Level
660,001-880,000	13
880,001-1,100,000	14
1,100,001-1,320,000	15
1,320,001-1,540,000	16
1,540,001-1,760,000	17
1,760,001-1,980,000	18
1,980,001-2,200,000	19
2,200,001-2,420,000	20
2,420,001-2,640,000	21
2,640,001-2,860,000	22
2,860,001-3,080,000	23
3,080,001-3,300,000	24
3,300,001-3,520,000	25
3,520,001-3,740,000	26
3,740,001-3,960,000	27
3,960,001-4,180,000	28
4,180,001-4,400,000	29
4,400,001-4,620,000	30

EXTENDED MONKS TABLE 1

Xp	Level
3,750,001-4,250,000	18
4,250,001-4,750,000	19
4,750,001-5,250,000	20
5,250,001-5,750,000	21
5,750,001-6,250,000	22
6,250,001-6,750,000	23
6,750,001-7,250,000	24
7,250,001-7,750,000	25
7,750,001-8,250,000	26

Monks cannot exceed the 26th level of ability, which is assumed to be the absolute limit of human mental and bodily achievement.

EXTENDED MONKS TABLE II

Level	Name	AC	HD
17	1 st Dan	-3	18d4
18	2 nd Dan	-3	19d4
19	3 rd Dan	-3	20d4
20	4 th Dan	-4	21d4
21	5 th Dan	-5	22d4
22	6 th Dan	-6	23d4
23	7 th Dan	-7	24d4

24	8 th Dan	-8	25d4
25	9 th Dan	-9	26d4
26	10 th Dan	-10	27d4

Only the monk abilities indicated are increased with these extra levels.

OPTIONAL RULE: A monk may use any attack to attempt to block. A successful hit vs the opponents AC indicates a successful block. A straight 20 indicates a special effect - for example a weapon is not only blocked but actually caught.

EXTENDED CAVALIERS TABLE 1

Xp	Level
1,200,001-1,500,000	13
1,500,001-1,800,000	14
1,800,001-2,100,000	15
2,100,001-2,400,000	16
2,400,001-2,700,000	17
2,700,001-3,000,000	18
3,000,001-3,300,000	19
3,300,001-3,600,000	20
3,600,001-3,900,000	21
3,900,001-4,200,000	22
4,200,001-4,500,000	23
4,500,001-4,800,000	24
4,800,001-5,100,000	25
5,100,001-5,400,000	26
5,400,001-5,700,000	27
5,700,001-6,000,000	28
6,000,001-6,300,000	29
6,300,001-6,600,000	30

EXTENDED BARBARIANS (FIGHTERS) TABLE 1

Xp	Level
2,000,001-2,500,000	12
2,500,001-3,000,000	13
3,000,001-3,500,000	14
3,500,001-4,000,000	15
4,000,001-4,500,000	16
4,500,001-5,000,000	17
5,000,001-5,500,000	18
5,500,001-6,000,000	19
6,000,001-6,500,000	20
6,500,001-7,000,000	21
7,000,001-7,500,000	22
7,500,001-8,000,000	23
8,000,001-8,500,000	24
8,500,001-9,000,000	25
9,000,001-9,500,000	26
9,500,001-10,000,000	27
10,000,001-10,500,000	28
10,500,001-11,000,000	29
11,000,001-11,500,000	30

EXTENDED THIEF-ACROBAT TABLE 1

Xp	Level
750,001-1,000,000	13
1,000,001-1,250,000	14
1,250,001-1,500,000	15

1,500,001-1,750,000	16
1,750,001-2,000,000	17
2,000,001-2,250,000	18
2,250,001-2,500,000	19
2,500,001-2,750,000	20
2,750,001-3,000,000	21
3,000,001-3,250,000	22
3,250,001-3,500,000	23
3,500,001-3,750,000	24
3,750,001-4,000,000	25
4,000,001-4,250,000	26
4,250,001-4,500,000	27
4,500,001-4,750,000	28
4,750,001-5,000,000	29
5,000,001-5,250,000	30

Level Limits

The 1st edition rules state that human PCs can rise to unlimited levels, and whilst this may well be true it is probably wise to retire characters once they reach 30th level. By this time they will be running baronies (as in this campaign) or even kingdoms and it might be better for them to employ new lower level adventurers to carry out the tasks that need to be done.

The logic behind this relates to the increasing difficulty in writing adventures for characters who are so high in level that they are virtually unassailable. Equally, if by some terrible mischance a simple save against, for example, poison were to result in failure it would be a terrible disappointment to lose a PC in whom vast amounts of time and creativity have been invested. This is not to say that high level PCs cannot be killed, but better that they should meet their end in a truly noble way that reflects the true spirit of the adventure.

Always, the spirit of the adventure is the important thing, and always the hope is that events will produce the best of adventuring spirit. Chance has its role to play in this as well, as does careful and considerate DM judgement.

RELIGION IN DRAGONSTONE

Most of the deities detailed in the WORLD OF GREYHAWK and FORGOTTEN REALMS settings can be represented in Dragonstone, but the main ones are as follows:

- Istus, Lady of our Fate, also known as Tymora, Lady Luck
- St Cuthbert of the Cudgel
- Athena
- Corellon Larethian (Elves)
- Bahamut (Monks)
- St Sollars (The twice martyred)
- Earth Mother (Druids)

All religions and creeds are allowed and Dragonstone is a model of tolerance and mutual respect in this area. Demi-humans will tend to follow the normal deities of their races, as detailed in UNEARTHED ARCANA and elsewhere.

Of all these gods, St Sollars is the one who is most likely to put in a personal appearance, usually preceded by the penetrating aroma of a pungent and rich cigar. Consumption of copious amounts of rich red wine usually forms a staple part of any encounter. Being twice martyred, St Sollars also has a tendency to take most things comfortably in his stride. There are many that believe that St Sollars is actually a manifestation of an aspect of St Cuthbert. This is not confirmed here, but may explain the easy and close relationship between Clerics of the two gods.

DEMI-HUMANS IN DRAGONSTONE

Within the Valley, as detailed later, are extensive communities of Centaurs, Halflings and Dwarves. Within the Under Realms that connect with the Svirfneblin Mines are also found Svirfneblin and Drow Elves.

Elves are not really native to the Valley, but are increasingly present as the Tree of Life extends its influence and draws the Elven Protector Knights to its heart.

Over the mountains to the west the lands are rich in Elven influence, but that is the subject of the adventure DRAGONMAZE.

A high percentage of the population is therefore likely to be demi-humankind and this helps to foster a relatively easy understanding between the various races. Possibly the only exception is that the Dwarven communities still regard the magical Elves with some suspicion, and the Elves feel pretty much the same way about the Dwarves.

RATES OF TRAVEL

Rates of travel in miles per day are as follows:

On foot	
Road	15
Track	15
Valley	15
Hills	10
Forest	10
Mountains	5

Rates of Travel: By foot

Overview of Dragonstone

On horseback	
Road	60
Track	45
Valley	45
Hills	45
Forest	30
Mountains	20

Rates of Travel: On horseback

Cart/Wagon	
Road	30
Track	15
Valley	15
Hills	10
Forest	Nil
Mountains	Nil

Rates of Travel: Cart / Wagon

Rivers

Rivers can be crossed by swimming or on horseback. If encumbered it will be necessary to build floats to cross (half a day) or to find a ford or bridge (no penalty).

The Lake

The Lake can be traversed by boat at a rate of 30 miles per day. Barges will be slower at 15 miles per day, and rafts only 5 miles per day.

WEATHER IN DRAGONSTONE

Temperature

	Temperature (F)
January	32 + d10-d20
February	34 + (d6 + 4)-(d10 + 4)
March	42 + (d8 + 4)-(d10 + 4)
April	52 + (d10 + 6)-(d8 + 4)
May	63 + (d10 + 6)-(d10 + 6)
June	71 + (d8 + 8)-(d6 + 6)
July	77 + (d6 + 4)-(d6 + 6)
August	75 + (d4 + 6)-(d6 + 6)
September	68 + (d8 + 6)-(d8 + 6)
October	57 + (d10 + 5)-(d10 + 5)
November	46 + (d10 + 6)-(d10 + 4)
December	33 + (d8 + 5)-(d20)

Calculating the weather.

Temperatures in Dragonstone Vale are relatively mild for the latitude, partly because of the work of Aquilla and her Druids and partly because of the Tree of Life.

Chance of Precipitation

Chance is rolled for each day as follows:

January	46 %
February	40 %
March	44 %
April	42 %
May	42 %

June	36 %
July	33 %
August	33 %
September	33 %
October	36 %
November	40 %
December	43 %

Chance of precipitation

Chance of Snow

If precipitation is indicated, it will be snow the following percentage of the time:

January	70 %
February	70 %
March	60 %
April	30 %
May	10 %
June	Nil
July	Nil
August	Nil
September	10 %
October	15 %
November	30 %
December	70 %

Chance of snow

For snow to fall, the temperature must be below 40, but in all cases weather determination is subject to DM discretion and common sense.

CALCULATION OF PROFIT AND LOSS FOR DRAGONSTONE ORGANISATIONS

Step 1

Establish with the DM the base turnover for the year 1160, which is being taken as a starting point

Step 2

For each subsequent year, determine the % increase or decrease on the previous year's turnover using the following table:

01	Disaster	- d% + 30 %
02-10	Extremely Poor	- 5-30 %
11-20	Very poor	- 4-16 %
21-30	Poor	- 2-12 %
31-70	Average	+ 1-10 %
71-80	Above average	+ 2-12 %
81-90	Very good	+ 4-16 %
91-99	Excellent	+ 5-30 %
00	Major success	+ d% + 30 %

Calculating annual turnover

On certain occasions the DM may apply an overall modifier to the dice roll, depending on current adventuring conditions.

Step 3

Having determined the year's turnover in gp the profit margin on these activities is determined by the following table:

01	Huge loss	- d% + 30%
02-10	Loss	- 5-30%
11-20	Loss	- 4-16%
21-30	Loss	- 2-12%
31-70	Profit	+ 1-10%
71-80	Profit	+ 2-12%
81-90	Profit	+ 4-16%
91-99	Profit	+ 5-30%
00	Huge profit	+ d% + 30%

Calculating profit margins

In this way, it is possible to earn higher profits on lower turnover or indeed lower profits on higher turnover. Profit is added to reserves, loss is deducted from reserves. These figures are the cash reserve of the organisation for extraordinary purchases or expansion, normal business is reflected in the general profit/loss account.

It is possible that the DM will apply a modifier to the dice roll for a given year if the game play reflects some appropriate factor that could influence the general business climate of the campaign.

POLITICAL OVERVIEW OF STARVENIA

Starvenia, an overview.

Starvenia is the name of the Old Kingdom, which stretches from Solastar in the south to Farland in the east and as far north as The Northern wastes. To the west are the Elven lands, over the Dragon Mountains. This area to the west is the subject of the new adventure DRAGONMAZE.

Starvenia has not been united for many centuries, since the passing of the old line of Kings. The Lich King Zarak tried to take advantage of this, but was defeated in his purpose by the Dragonstone Adventurers. As indeed was his sponsor from the Abyss, Orcus, Prince of the Undead.

Following the Dragon Wars, the Duchies and Baronies of the fragmented Starvenian Kingdom (as was) planned a meeting of great importance, to discuss "The Dragonstone Problem."

Fortunately for the PCs the spy Sasha had joined them in their adventures, having been saved from her polymorphed doom as an ambulatory fungus. Sasha had the details and the date of the meeting and what an event it must have been when Lady Katie and her Ambassador Plenipotentiary and Extraordinary Goffonen attended the meeting, together with the other PCs.

Needless to say war was averted and the other parties were chastened and cautioned by the Dragonstone show of might. To her face, all the representatives were obsequious to Lady Katie, or

friendly in some cases, but of course back home their allegiances are somewhat diluted and variable.

We will now look briefly at these lands and indicate how they respond to the new order at Dragonstone. This is indicated by a modifier to the reaction roll, using either Lady Katie's Charisma or the Charisma of whichever PC is interacting at the time.

Pinnock

Ruling House: Howard

Ruler: Wilhemina

Crest: Stag Deer

Province population: 13,500

Capital: Mariach (1,100)

Reaction Adjustment: - 20-80%

Duchess Wilhelmina is weak and miserable as a puppet, first of the Lich King and now perhaps of the Wizards of Haltan. She hates Dragonstone and will do anything she can to make life difficult.

Fortunately, the Dragonstone Trading Caravans are too strongly guarded to be obstructed and a large proportion of the population does not share her feelings. Nevertheless, reaction is poor on the whole. This is fuelled by the fact that Rutland in Southern Dragonstone is technically a part of Pinnock, even though it is on the wrong side of the mountains. It is also on the Dragonstone side of Goffonen's Wall, and it is widely circulated that Rutland has been annexed.

The population of Rutland is more of Dragonstone than Pinnock, but the whole situation causes resentment and unrest.

Brandenburg

Ruling House: Brandenburg

Ruler: Dorian III

Crest: Pitchfork

Province population: 8,000 (5,000 Dwarves)

Capital: Ford (900 Humans), Ironstone (4,000 Dwarves)

Reaction adjustment: Human + 10-40%, Dwarven + 20-80%

Brandenburg is a split Barony, the human settlements on the southern plains being farmers, taking their produce to Dragonstone or Ford, their capital. The Dwarves of Ironstone work the mountains and even in the Svirfneblin mines, and as such are very pro-Dragonstone. "Stone and iron, iron and stone!" is the song that rings across the reaches of the Mountains, a call to all Dwarves and even to Goffonen himself.

Overview of Dragonstone

Now that the Assassins Citadel in the mountains has been de-commissioned there is prosperity for all in this land.

Dorian is actually a caretaker leader of the House of Brandenburg, and his estate in Ford is no more than a noble's manor house. He has no tax collecting powers, no army and no real power in this land.

However, invasion of Brandenburg would incur the wrath of the large Dwarven community, which no doubt keeps would be aggressors at bay.

Moravia

Ruling House: Tenlil

Ruler: Tristan Dragonsbane, Baron of Moravia, Successor-in-line King of Starvenia

Crest: Iron and Stone Club

Province population: 43,000

Capital: Helicon (24,000)

Reaction adjustment: -10 - +20 %

Of all the Starvenian Rulers, in many ways Tristan has the most to lose. He is actually the next in line for the old throne, and should Starvenia ever be a Kingdom again he has a genuine claim to the title of King. Helicon is also the Old Capital and as such the centre of Starvenian power.

Helicon is a city of Merchants - they control the trade, the money and the only (mercenary) guards. There is no Moravian Army as such.

So, despite a possible slight negative reaction, money and trade are the driving forces and Tristan is powerless to stop the tide of Dragonstone trade.

This is the major market for Dragonstone, via the King's Road, and the economies of the two Baronies are symbiotically entwined.

Whatever the would be King might want to do, all he can actually do is smile and take the cash...

Estavia

Ruling House: Araman

Ruler: Baroness Hazel

Crest: Crossed Silver Daggers

Province population: 26,000

Capital: Hayzyl (11,000)

Reaction adjustment: +1-10 %

Hazel (Magic User 14) is not liked by her people. Oddly, her house uses the same crest as the House of Everhate of the Drow Elves, a feature that has never been explained.

Estavia lies on the King's Road, and as such is a

major trade route to and from Helicon. Communications also extend to Solastar in the south, and as such this is a very wealthy province.

Only this wealth keeps Hazel in power, and she looks for support to Tristan Dragonsbane, in turn supporting his claim to the Old Starvenian throne. This is pure convenience as she is well aware that the Dragonstone trade keeps her alive. Hence a moderately good reaction roll from what would be potentially, in different circumstances, a dangerous enemy.

Gwent

Ruling House: Beaumaris

Ruler: Donald the Young,

Crest: The Open Hand of friendship

Province population: 14,000

Capital: Frontiertown (8,000)

Reaction adjustment: +10-40 %

Wary of the Lich King and his intentions, the 19th Baron, Donald the Old, sent his son into hiding in Solastar. After the death of his father, Donald the Young returned to take his rightful place.

Needless to say, Donald is grateful to Dragonstone for saving the Starvenian lands, and well disposed towards the new leaders there. Together with his close contacts to Solastar and its Paladinic leadership, and we have a Barony very well disposed towards Dragonstone.

Donald may only be seventeen years old, but is developing into a fine leader.

The Northern Wastelands

The wastelands of the North extend to the North Gate of Dragonstone. There are communities in this barren land, and sometimes they do travel southwards, but the Dragons, Giants and other horrors seem to have retreated into the obscurity of the Northern Ice.

It is estimated that the Giant and Goblin population of the wastelands may exceed 200,000. This is the territory for aspiring adventurers, and needs to be constantly watched.

It is worth noting that the Lich King Zarak was rumoured to be a member of the Inner Circle of the Wizards of Haltan.

Solastar

Ruling House: Anastasia

Ruler: Queen Susannah (Magic User 27)

Crest: Magical Longsword

Kingdom population: 650,000

Capital: The City of Light (50,000)

Reaction adjustment: + 20-80 %

Although a little outside our current scope, this area is designated for a future adventure entitled THE LORDS OF SOLASTAR.

Queen Susannah(LG) rules with her Council of Paladins, and it is not surprising that they are well disposed towards Dragonstone, whom they see as a fine group of people standing for the powers of Lawful Good.

Solastar also acts as an excellent buffer against the influence of the Wizards of Haltan, and it may well be that an alliance may be suggested between Solastar and Dragonstone and some future point.

The Far Lands

Bordering the eastern reaches of Starvenia, the Far Lands extend as far as imagination allows to the eastern Ice reaches. Home to a multitude of nomadic groups, there is no overall influence here.

This is a tough and unforgiving land, and is ripe for adventure. There are rumoured to be many forgotten cities and dungeon complexes within these lands but even to reach the lands in question would mean crossing the dangerous mountains. As may be surmised, these mountains are rife with Hobgoblins, Bugbears, Ogres and all Giantkind and this forms a very effective barrier.

There is very little if any interaction with these areas



The Township of Dragonstone



INTRODUCTION

The following encounter key describes the main areas and inhabitants of the town, although the term town may already be somewhat of a misnomer. The numbered areas are identified accordingly on the Map of Dragonstone. Most current maps are produced by the excellent Dragonstone Mapping Co.

Key to the Dragonstone Map.

1 INN

Owner: Stephan
T3/F5 AC 8 (Leather) THACO 15 hp 39 D
Shortsword 1-6/1-8 +1AL NG

S 17 I 12 W 12 D 15 C 14 Ch 12

PP 40% OL 33% F/RT 30% MS 27% HS 20% HN
15% CW 87%

Barmaid: Charlie F0 hp3 AL NG Ch 16

Barmaid: Janine F0 hp 5 AL NG Ch 17

Price List:

Pint of beer 1sp
Good brandy 10sp
Good meal 1gp
Room 2gp per night per person

Velunan Fire Amber 50gp per bottle
Ironspur Inspiration 75gp per bottle

2 ABBEY OF ST CUTHBERT

A. ENTRANCE

The entranceway has areas dedicated to the worship of the two deities. There are coat hooks, tables, chairs and various texts and vellums regarding the correct forms of worship.

B. SANCTUM

Stained glass windows (4000gp value total) bathe the stone floor and altar with multi-coloured light. Wooden benches act as pews for a sizeable congregation.

In the altar is a secret compartment containing the abbey treasure: A Rod of Resurrection (20 charges), a Ring of Shooting Stars, 10 gems worth 1000gp each and a Mace +5.

C. PARISH HOUSE

The Parish House is the home of the Cleric Alain

the Thoughtful. There is a small theological library, a scribing room and four cells for the clerics to live in. Currently only Alain lives here.

Alain the Thoughtful:

Cleric of St Cuthbert/St Sollars 8

AC0 hp 47 AL LG

Mace +5	THACO 11	D 2-7 +6
Staff +2	THACO 14	D 1-6 +3

S16 I15 W17 D18 C17 Ch13

Ring of Spell Storing (Remove Curse, Cure Serious Wounds, Dispel Magic, Spiritual Hammer)

Periaport of Proof against Poison +2

Chain Mail + Shield

Scroll: Cure Serious Wounds, Neutralise Poison, Dispel Evil, Raise Dead

Cleric Spells: 5/5/4/2

3 BARONIAL MANOR

The Baronial Manor is now the home of Topper and his family, and as such no details of the rooms are given. The designation of areas is a matter for the Assassins Guild.

4 OLAF THE BLACKSMITH

Olaf

F3 AC -5 hp 30 AL NG

Longsword +3	THACO 14	D 1-8 +6
Dagger +2	THACO 15	D 1-4 +5

S18/23 I12 W12 D13 C14 Ch8

Bracers of defence AC 0

Ring of protection +5

Bag of Holding

1200pp

750gp

1600sp

Olaf used to be an adventurer but now concentrates on his work, which is of a high standard. Olaf can also do basic repairs to armour and weapons.

5 GENERAL STORE

Geoff

F0 hp 6

Katrine
F0 hp2

All supplies listed in the PHB are available here, at double the indicated costings. Any strangers encountered are charged up the ten times the PHB prices.

Geoff has contacts and it is 5% likely that any desired magic item can be obtained, for three times the DMG price.

6 BAKERY

Benjamin
F0 hp5

Anna
F0 hp4

Children 1hp each, Sally, Chen, Haribold, Stake, Caryl, Sam.

They bake especially good bread and exquisite pies. Prices are double those indicated in the PHB

7 BUTCHER

Harald
F15 hp 150 AC10 AL CN

Fist	THACO 3	D 1-2 + 6
Dagger + 5	THACO -2	D 1-4 + 11

S18/00 I10 W17 D12 C18 Ch5

An ugly brute of a man, Harald has a temper that he cannot control. A meeting requires a reaction roll and he will attack on a result of 25% or less. On a roll lower than 5% he will kill. He attacks twice per round.

8 FLETCHER

John makes quality bows and arrows. He knows everything that goes on in Dragonstone and is a source of malign gossip.

John
A6 AC6 (Leather) MV 12" hp 20 THACO 18 D 1-4 + 1 + Poison (Dagger of Venom) AL LE

S12 I13 W9 D16 C12 Ch15

PP45% OL42% F/RT 35% MS33% HS25%
HN15% CW88% RL20%

Backstab for triple damage

John's prices are as indicated in the PHB, but he does not follow up on payments as his other sources pay him much better and he cannot be bothered.

9 TANNER/LEATHERWORKER

Baird
F0 hp3

Sally
F0 hp1

Baird is a fat jolly man who flirts outrageously with the girls at the Inns - but he does not mean harm for he is happily married. Sally puts up with his drinking, as no matter how much he consumes it seems to have no effect.

10 CARPENTER

Curtis
F0 hp10

Caroline
F0 hp6

Daughter, Maybeline
F0 hp5

Curtis can build almost anything out of wood. He is, however, a perfectionist and will not be hurried. He charges five times the prices in the PHB.

11 TAILOR/WEAVER

Shaun the weaver is a skilled worker who makes fine clothes at ten times the PHB costs. Many years ago he was a sage in the special areas of agriculture and animal husbandry. There is a 65% chance that he will have specific knowledge in these areas.

12 THE MARKET SQUARE

The Market Square is filled with the usual hustle of any Town Square, and comprises up to 50 general stalls covering a variety of goods and services. Here can be found:

- Amanda** the Gypsy Fortune Teller
- Carl Thunderfist** the tatooisit
- Sable Mink** the "masseur"
- John the Pious** the Cleric of Tymora
- Prunesquallor** the Doctor
- Matthew** the Cleric of the Maiden of Pain
- Phoebe** the Illusionist
- Lord Nigel of Verbobonc** a beggar
- Vin'Cent** the Mystic
- Abdul** the Potion Seller
- Siznal Torc** the Money Changer
- Paul** the Minstrel
- Morodin** the Dwarven Healer
- Shylock** the Barber
- Alice** the Old Bag

If general goods are sought, there is a 30% chance that a day in the market will prove successful. Magical goods may be found 1% of the time. In the market there is a 5% chance of being

The Township of Dragonstone

marked by a thief and a pickpocket attempt may be made. PCs are not subject to this as they are too well known.

13 THE THIEVE'S GUILD

Once the Headquarters and contact point for a small thieves guild, this building was long ago taken over by Topper and is secretly marked as such.

There will be 1-4 members of Topper's organisation here on any one day, but the building does not look exceptional in any way. Only a Thief or Assassin would recognise it for what it is.

14 THE MONEY CHANGER

Siznal Torc runs his business from here. He charges 1% to change foreign coinage to Dragonstone currency or Starvenian currency.

Siznal Torc

F0 hp8 Ring of Invulnerability

The Macedonian

F20 AC-10 hp 198

Dagger +5 | THACO -7 D 1-4 + 14

#AT 3 The Macedonian protects Siznal at all times.

The coffers contain at any one time:

10-40,000sp

10-30,000gp

100-1000pp

10-100 gems of assorted values 5-500gp each

15 VILLAGERS HOUSES

There are approximately 80 villagers houses in the Town, each one containing 1-4 adults and 0-9 children.

Adult Villager

AC 10 F0 hp 1-6 D1-3 (Knife)

Child Villager

AC 10 F0 hp 1-3 D1-2 (Knife)

16 GRAVEYARD HILL

This low hill in the south-eastern corner of the village contains hundreds of graves. It is a sacred area and because of enchantments cast by the PCs many years ago no undead can approach or enter.

17 TRAINING GROUND

As well as the troops found at the Castle and at the various Garrisons around Dragonstone there is a major Barracks in the training area. Any surplus troops can be billeted here.

There is also a large Stables complex for the housing of Cavalry horses.

Training is carried out by higher level NPCs and also the PCs.

18 GOFFONEN'S GATE

The gateway into Castelle Moshere is designated Goffonen's Gate and is manned by the Village contingent of the Dragonstone Army.

There is normally free movement through this gate, but it is closed at night.

19 THE SOUTH GATE

Most traffic heading for the Castle comes through this gate, which consequently is more secure. Searches may be made and gate closure is earlier in the evening.

Again, this is manned by Infantry from the Village Army.

20 CROPS

In case of attack, there are substantial crops grown within the boundaries of the Outer Town. Being so close to the Tree of Life, yields are 10-60% above average here, and disease is non-existent.

The grain stores to the east of the growing area contain enough grain reserves to feed the whole vale for an entire winter. This ensures that the depredations of previous severe winters are not repeated.

21 THE DRUIDS GROVE

Aquilla runs her Druids Grove here around the Tree of Life. At any one time 2-8 Druids of various levels may be found here, plus 2-8 Elven Protector Knights.

22 THE TREE OF LIFE

The Tree of Life has two main functions. Firstly, while it exists in the vale all of Demonkind is banished from entering, by order of Bahamut, the Platinum Dragon. Secondly, the beneficial effects of the tree nurture and encourage the growth and life of the entire vale.

The tree attracts and supports its Elven Protector Knights, and in return they protect it with their lives.

The power of the tree extends through Mother Earth throughout the valley, making it verdant and cultivating life and growth.

The climate of Dragonstone, as previously noted, is particularly mild because of the influence of the tree.

23 THE CHURCH OF ATHENA

This is Lady Claire's church, dedicated to the ideals of Athena. A new type of blessing has been created

here, and the clerics can perform madrigals that protect and defend the Church from Evil. The Orc family also joins in these performances from time to time, taking advantage of their polyphonic voices to create ever more complex and beautiful vocal blends.

The Church roster:

Lady Claire Moshere, Cleric 27
Lady Jocelyn, Cleric 12
Lady Cusker, Cleric 9
Lady Katherine, Cleric 8

Magic items are generally not worn within the Church, but the following are available for use by the Clerics. These are in addition to Claire's own personal items.

Plate mail +3
Shield +4
Mace +5 of Disruption
Ring of Protection +3, with Protection from Evil 10' radius
Potions of healing (16)
Potions of Extra Healing (24)
Rod of Resurrection (16 charges)
Silver Rod 6" long, being the first part of a Rod of Seven Parts

24 OSWALD'S DOME

This strange domed building is the creation of Oswald. Using his 10th level spell "Interdimensional Access" he has created a sort of interdimensional maze that is a challenging testing ground for the intelligence of Magic Users.

To find your way in and out of this maze requires an intelligence of 17 or more, plus a successful Intelligence check.

Failure means being lost in other dimensions for 1-10 days, after which another check may be made.

BEAUMARIS GATE

The northernmost gate into Dragonstone carries the North Road over the Cut, a canal built to improve defence.

The garrison is also drawn from the Village contingent of the Dragonstone militia.

CASTLE WELCOME

This is a holding area for would be visitors to the castle. Horses can be stabled here and facilities exist to stay overnight in reasonable, cheap accommodation.

CASTELLE MOSHERE

This is the home of Lady Katie Moshere herself. Full details of the Castle will be presented in the Castle Appendix, as soon as completed.

CLERICS HOUSE

This house is the home of the Lady Claire and the Clerics of Athena. There is also an area here for healing the sick.

BARRACKS

This barracks houses the troops of Lady Claire's Elite Squad. Facilities for housing, feeding and training these Holy soldiers are found here.

KEY TO DRAGONSTONE VALE

25-BEAUMARIS

Situated on the intersection just North of Dragonstone, this is a natural way station for traffic heading North.

Detailed on the appropriate maps, there is a Chapel to St Cuthbert, an Inn (owned and run by Topper) and three large warehouses for the safe storage of trade goods.

The Chapel of St Cuthbert is run by Anastasia, Cleric 4, hp 25, THACO 16 D 2-7 +2 (Mace +2)

The Inn of the Last Hope is run by Abigail, Fighter 2, hp 20, THACO 17, D 1-8 +5 (Longsword +3) together with assistance from Harold the Barman (hp4) and Ernest the Cellar Worker (hp6). Barmaids are Lucy (hp1) and Ellie (hp4)

The Warehouses are owned by the Dragonstone trading Company and manned by 10-40 Dragonstone Guards at any one time. Guards have the same statistics as found in the patrols.

26-FORD BRIDGE

At the site of the former Ford a recently built bridge now spans the River. There is no charge for crossing the bridge.

27-THE SOUTH TOWER

The ruins of an old tower lie here, together with the remains of an ancient jetty. There is no current information on the tower and this may attract adventurers at some future time.

28-CARROG MANOR

Built upon an artificial island in a widening of the river, this ruin was the ancestral home of the ancient von Beck family. The ruins moulder away peacefully enough, but for the future this is where the adventure DRAGONMAZE will begin.

29-VERDANT FARM

Situated on the west bank of The Lake, Verdant has been abandoned for many years. The reason is not clear, as the farmland is, as the name implies, of excellent potential.

The PCs have been here, but have not yet discovered the unusual nature of the gateposts into the property. These appear to be made from the claws of an immense Dragon.

30-GOFFONEN'S TOWER

Goffonen has built his tower over the dungeons of an ancient Castle. The old name for this site is the Dragon Seat.

Which Dragon used this niche as a seat is lost to modern knowledge.

31-TOWER OF WIZARDRY

This tower in the mountains is the seat of Oswald's Council of Wizards, to be detailed in an Appendix.

32-DRAGON LAKE

Do Dragons still play in this mountain lake? The PCs have seen Silver-whites at play on the icy cold water. The tale of Dragon Lake is for another tome and another time. See the adventure DRAGONMAZE, coming soon from Dragonsfoot!

33-WINFOLD'S PARADISE

Winfold was an ancient Mage, also known as Gibson Grunhalle, "Gibby" to his friends.

Gibby (Magic User 11)

AC-3 MV 12" THACO 16 (Base) Age 94 AL N

S8 I17 W14 D17 C15 Ch12

Spells: 4/4/4/3/3

Dagger +2	THACO 14	D1-4/1-3 +2
(+5 vs Golems)	THACO 11	D 2-16 +5
Staff	THACO 16	D1-6/1-6

Ring of Water Walking
Wand of Cold

By some miracle of fate, Gibby still lives here. He can be hard to locate, but in a paradoxical way is both well known and yet never in anyone's thoughts. To find Gibby, PCs must first save vs spells at -5 or forget that they intended to look for him. There is a 5% chance per day of searching that Gibby can be found.

34-THE MOUNTAIN CAVE

This mountain cave is the transient home of various monsters and can be the death of unwary low level adventurers. It is rumoured to be the entrance to an ancient tunnel under the

mountains.

35-THE RUIN

This small ruin is the one time home for a secluded hermit called Jack the Lonely. Mountain bears ate him many years ago, but the house still remains.

36-MAIDEN'S LEAP

In more primitive times it was important for young girls of marriageable age to be virginal and pure. If it was suspected that this was not the case the girls were brought to Maiden's Leap. They were taken to a ledge on the cliff face and commanded to jump. If they were killed they were impure and not grieved for. If they survived they were suitable for marriage.

It was generally advisable to be seen as purer than pure at all times, or to have magic user abilities.

This is a sad place and on bleak nights when the moon is full the hopeless cries of falsely accused girls can be heard echoing across the mountainscape.

37-SERENDIPITY MOUNTAIN

Serendipity Mountain gains its name from the Dwarven Clerics of Tymora, who claim that it is most fortunate that the mountain separates Dragonstone Vale from the lands of the Elves to the west.

Praise be to Tymora.

38-TOWER ARAMIS

Following the return of the PCs from the Abyss, the ruins of Tower Aramis remain at the centre of a half mile diameter circle of dead ground. Within this circle there are the following effects on magic. Magic Items: Function normally except for Druid items, which do not function at all.

Magic Weapons: As for items.

Magic User Spells: Operate at an efficiency of -20 to +100% in terms of both range and effect.
Illusionist Spells: Operate at an efficiency of -50 to +10% as above.

Cleric Spells: Operate normally unless related to nature.

Druid Spells: Do not function.

Potions: Only work 25% of the time, and not at all if Druidic in nature.

39-BEDFORD FARM

Once ruined, but now used as storage by the owners of Appleyard Farm. A ferry has been reinstated for the benefit of the farm community at Appleyard.

George the Ferryman

AC10 HD2 hp9 THACO 20 D 1-4 (Dagger).

Fee per person crossing: 10sp, 1gp return.

40-INSCRIBED CLIFF

This magical rock shows all the names, occupations and distinctions of those involved in the Dragon wars. If they look, the PCs will find their own names inscribed along with current levels and abilities. It is possible to find one's own name 35% + Int Score of the time. Those of evil alignment are unable to look at this rock.

41-TROLL BRIDGE

Yes, there once was a Troll under this bridge, until it was discovered to be a mischievous polymorphed Halfling. The 10gp charge for crossing is therefore no longer levied.

42-UNIVERSITY ESTATE WOODLAND

Forming an excellent windbreak at the northern end of the Valley, the extensive woodland of the University includes a SawMill. This managed woodland provides timber for building and a profitable sideline to help finance University projects.

43-THE NORTH GATE

A wall and Gatehouse protect the pass into the wastelands. A standard Dragonstone Garrison protects the pass.

44-HILL WOOD

Hill Wood is a small isolated woodland, home only to small mammals and birds. Students from the University sometimes visit the woods on dark nights, for purposes that we can only speculate about.

45-LILY POND

The contamination that was killing the area around Lily Pond has now neutralised and in time life will return to the area. The University and the Druids continue to attempt to hasten the clean up, but it will be many years yet before the area is back to normal. This is pollution on a serious scale and it is fortunate that the PCs removed the source of contamination.

46-THE UNIVERSITY OF DRAGONSTONE

Oswald has financed the University from his considerable adventuring fortune and his more considerable continuing income from a variety of sources. Profits from the University are now helping to finance magical research and the running of a Council of wizards in the mountains. The University is built on the site of the former "Kingdom of Gan."

The land for the University and the University Estate Woodland is leased from the Township of Dragonstone by arrangement with Lady Katie Moshere.

For further information regarding the University, please refer to Appendix 2.

47-BLUE BOAR FARM

South of Blue Hills lies Blue Boar farm was the home of the Cottrell family. The Cottrells have now died out and the farm is run by the Appleyards, who are the most affluent farmers in the Valley.

48-APPLEYARD FARM ESTATE

The Appleyard family are the most affluent and effective farmers in the vale

Jack, 30, F5 hp50

Samantha, 28, Wife, F4, hp45

Alan, 27, Brother, F4, hp45

Anna, 24, Sister, F0, hp6

Oswald, 15, Son, MU1, hp4

Robert, Son, 14, F0, hp5

Phoebe, Daughter, 13, I1, hp2

Sarah, 10, Daughter, F0, hp1

Samantha, 5, Daughter, F0, hp1

John, 50, Grandfather, R10, hp100

Celine, 46, Grandmother, MU4, hp20

At any one time, there will also be 20-80 farm workers, increasing to up to 150 at harvest time (August).

There are no regular guards at Appleyard, the family welcoming the attention of the Dragonstone Patrols. Patrols may call at the farmhouse, where they will be rewarded with refreshments.

Anna is very friendly with one of the Dragonstone guards and hopes to marry within the next few months. This guard is the last remaining member of the old Cottrell family.

49-DAISY FARM

Daisy Farm has fallen into disuse, mainly because of the excretions of the Lake Monster, which is hibernating nearby.

The ground floods as its breathing deepens into sleep, but periodically rises again to reinstate the land. Robert Appleyard comes here to fish (when there is water) and also meets a girl called Mable from the Village. There is a 45% chance to find the two of them here on any given day.

50-WARD FARM

Run by James and Sandra Ward, both F0 and 5hp. This is a small farm growing special herbs and spices for magic users. Their main point of sale is to the University, but sales are also made to the shops in Castle Moshere.

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They have 15,000gp worth of stock and a cash reserve of 22,546gp.

51-DRUMMOND FARM

Drummond Farm owns all the land to the south down to Dragonstone itself, that is, all the land lying to the west of the road.

The owner is Francis "Bulldog" Drummond
AC-10 F15 THACO 0 hp 175 Age 45 AL NG

Longsword +3 D 1-8/1-12 +12
Dagger +5 D 1-4/1-3 +11

Second part of a Rod of Seven Parts
Ring of Wishes (5 charges)
Plate mail +5
Shield +5
Elven Chain Mail +5

35,000gp
6,650pp
100 gems of 650gp each

Tome of Understanding

Bulldog was a mighty adventurer once, but has settled down to farming and rules his 45 workers with a military like precision. But he pays well, and for that his excesses are forgiven. Bulldog will only talk about his past with great reluctance, although he would respect a fighter or paladin of high level.

52-FOUR LANES END

Four Lanes End is the convergence of the roads to and from the Moradar Dwarves, the Svirfneblin Mines and Dragonstone. This gives it an importance as a stopping point and this is reflected in the provision of two Inns of high quality.

Both owned by Topper, Anna's Inn is at the crossroads and The Tickled Dwarf is on the Mine Road.

Anna's Inn

24Guest rooms

Run by

Zazoo

33, MU 15, hp61, CN, "The Boss"

Frankie (The Cosh)

38, F13, hp140, CN

Anna

28, T10, hp60, CN, "The Owner"

Zak

35, F0, hp6, CN, "The Barman"

Manny

28, F0, hp3, CN(E), "The Cellarman"

Hek The Poisoner

40, A6, CN, "The Cook"

Mary

18, F0, hp5, "Barmaid"

Shelley

17, F0, hp5, "Barmaid"

Zazoo used to employ Elven guards, but since the Tree of Life lures their attention he now employs 24 Standard Dragonstone Guards.

The Tickled Dwarf

12Guest rooms

Run by Boromir the Dwarf and frequented by Dwarves travelling to and fro the mines, who are tickled by the jolly picture of a dwarf with his boots off, feet being tickled by a large feather in the hands of a splendidly buxom human wench. They are also tickled by the fine Dwarven ale, aided by an interesting substance from Ward Farm that induces Dwarves to sing loudly and drink prodigious amounts. This is very profitable.

Boromir

95, Dwarf F10, hp100, N, "The Owner"

Boromina

90, Dwarf F9, hp 95, N, "The Wife" (Look, no beard!)

Sally

16, F0, hp5, "Human Wench"

Mindy

15, F0, hp4, "Human Wench"

The rest of Four Lanes End comprises rich merchants houses and warehouses. There is a strict policy of no admittance to these other properties, which are heavily guarded.

53-LITTLE SASHA'S INN

One of the few inns not actually owned by Topper, Little Sasha's Inn was designed and built by Goffonen out of respect for his little friend. The exterior of the Inn is designed to look like a gigantic fungoid growth, as are the interior rooms and fitments. Sasha is actually quite fond of the Inn named after her, and can be found here in the evenings 50% of the time. She has a room here.

Goffonen, Owner

Sasha, Permanent Guest

Liam, Barman, F6, hp60, N

Sandra, Liam's wife, F3, hp25, LN

Anna, Bar wench, F0, hp3, N

Cerise, Bar wench, F0, hp2, N

Caryl, Bar wench, F0, hp2, N

The motif of this Inn is “Fungoid with pretty wenches” and may reflect something of Goffonen’s innocent style.

54-GOFFONEN’S PITS AND MOUNDS

These marl pits were excavated by Goffonen using “Stonesplitter” his Axe, and the material excavated of course was used in the building of Little Sasha’s Inn. When Goffonen gets depressed, he may come here to do some more digging and there is a 1% chance to find him doing just that at any time of the day or night.

55-GOFFONEN’S WALL

Goffonen’s Wall houses the South Gate and represents the southern defence boundary of Dragonstone. A Standard garrison defends the area and the troops are always vigilant.

South of the Gate we enter Brandenburg and the road carries on south into Starvenia or east towards the Dwarven stronghold of Ironstone.

OTHER DRAGONSTONE COMMUNITIES

We now turn our attention to the other communities in Dragonstone.

The Moradar Dwarves

Ruler: Dwalin, Clan Chief, F8
Deity: Morodin
Population: 650 +
Reaction adjustment: + 20-80 %

The alliance with Dragonstone has made the Moradar Dwarves very rich and very happy. They are skilled miners, stonemiths, and metalworkers and there has been much profitable work in the valley.

These are good times for the dwarves of Dragonstone.

The Centaurs of Aspen

Ruler: Gee, R8
Deity: Earth Mother, Tymora
Population: 300
Reaction adjustment: + 10-60 %

The Centaurs of Aspen are well disposed towards Dragonstone. They are happy to share their ancient knowledge of the vale and its peoples, to defend the southwestern mountain approaches and to care for and develop a growing herd of Dragonstone Cattle on the southern plains.

Rutland

Ruler: Arach the Brave
Deity: St Cuthbert
Population: 225
Reaction adjustment: + 1-10 %

Only a modest positive reaction adjustment here because of the uncertainty regarding their sovereignty. Actually a part of Pinnock, but effectively cut off and looking to Dragonstone for succour. This is a small farming community with essentially Dragonstone ties but an ancient Pinnockian inheritance.
 An unsettled community.

The Lancer Shire

Ruler: Principal Halfling Harold
Deity: Any convenient
Population: 1000
Reaction adjustment: + 1-10 %

The Halflings are relatively unscathed by the tribulations of Dragonstone and really rather too busy to adventure just now.
 Nonetheless, when the chips were down the Halflings fought side by side with everyone else, but they are rather glad it’s all over.

The Svirfneblin Mines

The source of wealth for all in the vale, the mines are a very profitable concern.

The dragonstones are much sought after in all the realms. They are a deep green, almost black stone with flecks of red that look like the flames from a dragon’s breath.

The base for income from the mines was taken as Nil in 1145 and was 790,000gp in 1146 after the resolution of the conflicts in the area.

Terms were agreed between parties as follows:

10% to the Moradar Dwarves for mining skills
 25% to the original PCs
 Balance to the Dragonstone treasury. The Svirfneblin lease the upper mines to the vale and only mine the deepest levels themselves.

This income is different to the profit/Loss calculation for other Dragonstone businesses because the costs are already set up and the mines can be freely exploited. The mining costs as such are borne by the dwarves, who make quite a considerable income anyway.

Therefore, only the gross turnover calculation is

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used as per the table on page 16. After making the calculation, then deduct the commissions and transfer the balance to the Dragonstone reserves.

The figures for 1146-1163 are in the following table:

Year	Gross	Balance to Treasury
1146	790,000	513,500
1147	845,300	549,445
1148	912,924	593,401
1149	775,986	504,392
1150	900,143	585,094
1151	1,035,164	672,857
1152	942,000	612,300
1153	998,520	649,038
1154	1,078,401	700,961
1155	1,175,457	764,136
1156	1,093,176	710,565
1157	1,191,561	774,515
1158	1,417,957	921,673
1159	1,276,162	829,506
1160	1,339,970	870,981
1161	1,473,967	958,080
1162	1,665,582	1,082,629
1163	1,915,419	1,245,024

Gross turnover. Mines. 1146-1163

The Svirfneblin

The Deep Gnomes must not be forgotten as they assist in the mining, allow access through their lands and form a barrier against any infringements by the Drow Elves. Dragonstone handles the Svirfneblin gem mining and takes a 10% commission. The Svirfneblin turnover has been as follows:

Year	Turnover
1146	650,000
1147	500,500
1148	550,550
1149	649,649
1150	656,145
1151	636,461
1152	560,086
1153	599,292
1154	635,249
1155	597,135
1156	6,000
1157	6,360
1158	6,932
1159	7,833
1160	8,302
1161	8,551
1162	9,577
1163	9,194

Svirfneblin turnover, 1146-1163

1156 was the year of the disastrous Svirfneblin plague, which caused them to suffer a death rate of 90%.

The assistance and intervention of Dragonstone in this disaster saved the Svirfneblin race, one of the great untold tales of recent history.

Further tales follow in the second part of this work, but first a look at the heroes current and past.



Hall of Heroes: Adventures the First



MONDAY NIGHT ADVENTURES

Created around 1985, our Monday Night Dungeon Group was assembled with the sole objective of playing the newly released TEMPLE OF ELEMENTAL EVIL. The log of adventures actually completed ran as follows:

The Temple of Elemental Evil (T1-4)
Scourge of the Slave Lords (A1-4)
Queen of the Spiders (Q1-7)
The Forgotten City of Al-Arin (JR2)
Bloodstone Pass (H1-4)
Nightmare Keep (FA2)
Isle of the Ape (WG6)

In between, some of the players ran adventures of their own and the whole team ran on for in excess of ten years. Special mention must be made of the other two DMs John Parker and Vincent Hendrick, both different in style and both brilliant in their own right.

Main PC's

Here are the details of the main PCs and also a few interesting NPCs as well.

SIR FOLDRI DAYDO
Good Knight of Veluna, Lord Marshall of the Vesve Forest, Lord protector of Dragonstone Pass.

Created and Played by John Parker

Cavalier 19, CG, AC-10, hp147

Longsword +5 Chaos Avenger "Babbler" Extra +10 Damage on chaos planes MR 50%

Sir Foldri is the archetypal Cavalier, brave and commanding. It is rumoured that he once slew ten black dragons in but two rounds of combat. It is well known that he also faced down ten red dragons in the desert, who retreated rather than face this formidable foe.

LADY ROWENA OF THE SILVERBROW
Lady Marshall of the Vesve Forest

Played by John Parker

Ranger 17, NG, AC-9, hp128

Lady Rowena is Foldri's wife and the mother of his son. It is rumoured that Baby Foldri (as he was

affectionately known) was born in full plate armour, although tales of arriving into the world on a miniature war-horse are somewhat fanciful.

GRANDOR (The Grand)
Cleric of St Cuthbert

NPC Played by John Riley

Cleric 14, LG, AC-6, hp70

Nourishing and caring for the party, Grandor (The Grand) made his name for his gleaming armour and his fastidious attention to detail. Later in his adventuring career, chastened by events and wiser to the pain and suffering in the world he became known just as Grandor

SIR SCODGE BLACKTHORN of Veluna
Bard Laureate of Dragonstone

Created and Played by Mark Scollon

Bard 20 (Fighter 6, Thief 8), CN, AC-9, hp105

Sunsword, Extra 10 damage vs Vampires.

Sir Scodge survives as an NPC in the current campaign, living out a quiet retirement in a small farm south of Dragonstone. He shares the farm with a very pretty widow and her teenage daughter and appears to be happy and content to live thus. Needless to say, Sir Scodge is undisturbed by anyone and has enough skill and power to ensure that this remains as he wishes.

FABIAN
The Great Druid of Dragonstone

Created and Played by Vincent Hendrick

Druid 14, N, AC-7, hp65

Fabian is the true neutral champion of nature and all things natural and the keeper of the Tree of Life in the original scenario.

ARAMIS GUNDAN III
Created by John Riley, Played by Vincent Hendrick

Magic User 14, CG

Aramis has several claims to fame, including the time he discovered a wand. "Oh, look it says STRIKE!" he exclaimed, unleashing a lightning bolt,

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destroying a group of orcs who were just about to rush round the corner and attack and killing the owl familiar that was on his shoulder. Hence the frequent lament "I had an owl, once...."

Later on, a powerful godly deceit led the PCs to believe that Urdlen had destroyed Aramis in the abyss. This was not true, and, mysteriously, Aramis reappeared some time later at the North Gate, naked and confused but otherwise unharmed.

GABRIELLE

Familiar to Aramis

Created by John Riley

Gabrielle was apparently a Magic User who became Aramis's new familiar, with some unusual abilities:

As a Large Black Owl

ACO MV18"/36" HD 4 + 2 hp 27 #AT 3 D 2-8/2-8/2-5 MR 25% Int Ave AL NG SZ S THACO 15

As a Black Cat

MV 18" #AT 3 D 1-2/1-2/1-4 SA If both front claws hit, rakes with back claws D 1-3/1-3

As a Black Dog

MV 18" #AT 1 D 2-8

Special Abilities

Turns Undead as Cleric 8 (+2 vs Abyssal Creatures)

Hit only by +1 or better weapons

Protection from Evil 10' radius

Detect Evil 7"

Nocturnal, heals all damage whilst ethereal during daylight

Gabrielle still exists in the new campaign, but so far the PCs have not discovered her, nor has she revealed herself. No doubt if the need arises, the powers of good will find another purpose for Gabrielle.

GORT

Baron of Dragonstone

Played by Les Scollon

Fighter 21, N, AC-10, hp130

Only fully represented in the original group, Les made Gort his very own character and made a solid contribution to the eventual success of the Dragonstone forces.

OTHER CHARACTERS

Meredith the White, Magic User 18, played by John Parker

Sirrumus, Cavalier 13, played by John Parker

Colwyn, Thief 13, played by Les Scollon

Furyondy Bones, Wild Elf Fighter 14, played by Mark Scollon

Sod, Barbarian 11, played by Les Scollon

Gawain, Halfling Fighter 13

Barlimue, a hopeless Cavalier follower who was the bane of Sir Foldri's life.

He started his adventuring by leaving his sword propped up against a wall "I didn't realise we weren't coming back". Later, in the Temple of Elemental Evil the party were down a pit. Looking up at Barlimue, they called, "Throw us a rope, Barlimue!" Barlimue did, he threw the entire coil down.....

Sasha, Thief 9, played by Michelle Parker.

Sasha's technique is to choose a very powerful party and leap down in front of them, saying, "Surrender or die!"

They usually find this slip of a girl rather amusing and generally take her on. In this way, Sasha remains safe and has access to lots of treasure. As such, she survives the first scenario and is a fully featured NPC in the current campaign.

Finally, as a just and fascinating insight into the quality of play and inventiveness of that first group of players, I present a document prepared by John Parker as part of his campaign activity:

LEGION OF LIGHT UPDATE

1	Sir Foldri Daydo, Cav 19
2	Sir Sirrumus Elkenhold, Cav
3	Sir Erwin Grey, Cav 11
4	Lord Eric of Dragonstone, Cav 10
5	Sir Bruce of Hillsway, War 8
6	Lord Gordie of Dragonstone, War 8 (Dwarf)
7	Mathew of Selentil, Pri 7
8	Barharren Ghee, Ran 8 (Centaur)
9	Sir George Goldbane, Cav 6 (Given leave due to birth of 7 th son)
10	Sir Harrick Redfist, Cav 6
11	Sir Burton Drumgaron, Cav 6
12	Sir Mark the Magnificent, Cav 6
13	Cpt. Sir Barras Warforge, Cav 6
14	Cpt. Sir Ford of the Flame, Cav 6
15	Tok Su, Sam 6
16	Din Ho, Sam 6
17	Sir John the Justifier, Pal 6 (currently on a quest to find a horse)
18	Sir Luke D'vere XIV, Cav 6 (captured and held for ransom)
19	Sellice, War/Wiz 7/5 (Elf) Female
20	Martiyar of the True Wind, War 8 (Elf)

	Female
21	New: Keirhirren Neigh, Ran 6 (Centaur) (Acting under Barharren Ghee)
22	New: Birriden Thane, War 6 (Dwarf)
23	Under consideration: Took Crispin, War 4, Rogue 3 (Halfling)
24	Under consideration: Sarah of Capitalia, War 5 Female

Important Minutes from last Meeting:

1. Barharren Ghee has given an in depth report on his last mission. It has come to light, because of this, that we should consider retaining thieves for such future ventures. He gave reports on each of the following, from the party: Bobby, Horatio, Jelico, Colwyn and Zorba. Apart from Colwyn, whom we have had dealings with in the past, they were all totally irresponsible and held little or no virtue for the cause. Freak instances of luck kept them all alive.

Tok Su informed us that our problems have a solution. Since thieves are necessary for political reasons, but honour is of utmost importance, there is only one answer. Ninja. He explained in detail their origins and noble art.

Next spring Tok Su, Din Ho and four other members (to be decided) should travel far to the east in search of such men and to offer them employment in Dragonstone.

2 Regarding Luke D'vere. Being of noble descent his family have offered the money willingly for the return of their son. However, the dilemma faces us: do we take the gold to the

Zhentarim?

Vote - 15 against 2 for

It is unanimous within the Legion that we should not. These situations have a tendency of repeating themselves, and there is honour to be considered. We can not afford a war at this time, with so many troops deployed elsewhere. Instead a small group will leave soon in an attempt to capture him back.

N.B. Sir Sirrorum has volunteered to lead a party (but a decision was not reached on whether he should or not).

3 Barharren will be knighted under the new laws of Dragonstone. This is in respect of his well-executed mission in the cause of uniting New Starvenia.

4 A big welcome and congratulations to the two new members. They are of true Dragonstone origin and passed all initiations devised by Meredith, Grandor and Sir Foldri.

5 Seventy-four applications have been received for membership into the legion, by officers of the military. These will be discussed and considered when a halt is brought to the recent disruptions.

6 Sir Foldri is to summon Vaux Celebricis (Silver Dragon) and suggest he travels with Sirrorum and Meredith to take part in a battle against the dragons to the north.

Sir Foldri Daydo



Hall of Heroes: Adventures the Second



SATURDAY NIGHT ADVENTURES

Originally a Sunday night group, this current campaign consists of Sue Riley, Michael Riley, John Dwyer and Jackie Dwyer and for many years has been running on Saturday nights. The playing sequence has been similar:

The Temple of Elemental Evil
Scourge of the Slave Lords
Queen of the Spiders
The Forgotten City of Al Arin
Bloodstone Pass
Nightmare Keep
Mordenkainen's Fantastic Adventure (WG5)
The Return to Dragonstone (the adventure continues.....)

Again special mention of our two other DMs, Sue Riley for her exquisite sense of style and rare understanding of her players' objectives. And of course John Dwyer, creator of a rich and sublimely detailed milieu and adventures that challenge the best of AD&D.

So here are the details of our current PCs, with a few of the major NPCs detailed as well:

Main PC's

OSWALD A. WINTHROP-SMYTHE III
Previously Kheldar, Prince of Capitalia, Bard Laureate of Dragonstone Vale.

Created and played by Michael Riley

Magic User 23, CN, AC-10, hp 87

Special Cloak of Protection +4, conceals all magic, protects vs Psionics

Oswald lives in an extra-dimensional space similar to a Mordenkainen's Magnificent Mansion, but connected to the Citadel of the Githzerai by an interdimensional link.

Oswald has the ability to survive changes of body via an arcane necromantic procedure that involves preparing a body that has been killed by a special potion. The instructions have been passed down from Almin, Knellic, Kheldar and now Oswald and some memories of all these personae survive.

These were the documents that Oswald received:

My Dear Son,

I, Knellic, welcome thee to thine heritage. For thee hast been born of my magick and thee must inherit thine destiny and thine curse.

Thou hast penetrated the inner sanctum of our home, and it is imperative that thee prepare for thine passage unto thine own son.

Instructions for the casting of the magick are prepared within the library - study thee first the preparation of the clone body and the methode of preservation until thine essence be of strong enough demeanour to spare and transfer the core construction of our being. The eighteenth level of magedom will suffice or be thee a bard be of twenty-third and no less.

Together we live on and live as has been decreed and only by thine own passing will thee survive for eternity. Prepare well my son and be of fine heart and sound mind.

Beware the temptation to live on as a separate entity after the passing - this is the path of evil and will be of poor reward.

Beware the Githyanki and their threat to our home.

Beware the Lich King for he hateth Almin.

Beware if thee be of the name Kheldar of the temptation of a Demon Lord - if thee surrender it will be the end of us all.

Your loving father.

Instructions for the Prolongation of Existence by Lord Kheldar Melshimber of Dragonstone

- 1 Prepare the body for the cloning procedure - see Spell the First*
- 2 Obtain a willing recipient be it a friend of great closeness, a wife or a criminal already doomed to death*
- 3 Slay the recipient with the potion described in Spell the Second*
- 4 The recipient must be preserved by Spell the Third*
- 5 Perform the ceremony detailed in Spell the Fourth, intoning the words of power for the prescribed forty days and forty nights*
- 6 Slay the prior host with the potion described*

in Spell the Fifth

7 *Upon completion of the rites of death the essence will be transferred and may rise to life from the depths of abyssal torment*

8 *United in common knowledge will survive the being of all prior hosts and recipients. None will die. All will live.*

9 *Beware the temptation to co-exist - this is not permitted and will lead to mutual insanity. Beware the voices!*

10 *Redemption is the reward of truth and purity*

These documents are cryptic but refer to spells that do exist and to procedures that do work, as exemplified by the transformation of Kheldar into Oswald. There are still many unanswered questions about Oswald - time may yet reveal new surprises.

EL'MORDET

Lady Protector of Dragonstone and Protector of the Tree of Life

Created and played by Michael Riley

Elven Protector Knight 18, LG, AC-6, hp 180

Attracted to Dragonstone by the power of the fledgling Tree of Life, El'Mordeth was victim to a magical curse and transformed into the female version of himself, becoming El'Mordet as was the custom of names. Now she has been female for some years, and it seems totally natural, all desire to change back having long slipped away.

This new character class has a somewhat similar structure to the UNEARTHED ARCANA rules for Heirophant Druids and it is not surprising that the Protector Knights of the Tree of Life and the Druids of the Druid's Grove intermingle freely.

LADY KATHERINE MOSHERE

Baroness of Dragonstone, Lady Commander of the Baronial Army of Dragonstone

Created and played by Susan Riley

Paladin 19, LG, AC-10, hp 157

Lady Katie and her twin Lady Claire have been the backbone of the honour and prestige of the Dragonstone Lands. Magnificent and totally effective, they cast evil to the winds and the hordes of unworthy souls tremble at their wrath. And yet tempered with compassion and mercy, the Twins are revered by all in the vale. Even evil respects them, so much so that to Katie's embarrassment she has even ended up with undead following her inspiring example.

Katie rules Dragonstone in fair and full co-operation and consultation with the other PCs. She

may be found in residence at Castle Moshere.

It is worth reproducing here the letter sent by Lady Katie to the other Baronies in Starvenia, which led to their considering Dragonstone "a problem". This was resolved by way of an unexpected meeting and a lot of profitable trade, as detailed in the section on Politics.

Greetings on behalf of the Baroness Katherine Moshere,

We are pleased to inform the Starvenian Nobility of the successful conclusion of intense negotiations with the Grandfather of Assassins and Orcus Prince of the Undead, which resulted in the cessation of all influences by the aforementioned parties.

Baroness Katherine expressed great displeasure, however, upon returning to Dragonstone to find the Duke of Pinnock's armed forces in her lands after an unsuccessful assault on the vale. This assault caused great damage to her land and her people and Baroness Katherine found it to be a great insult to herself personally that such a respected personage would behave in such a misguided fashion. Negotiations will soon be under way with the Duke of Pinnock to discuss suitable reparations. Assuming these negotiations do not intensify, there will be no retributive war.

The Baroness offers the hand of friendship to all in the boundaries of Old Starvenia and hopes that a stable relationship with the aforementioned parties will result in a great volume of trade passing through all lands making the Old Kingdom of Starvenia a rich and prosperous place to live once more.

The Baroness expresses her deep concern for all Starvenians and wishes them well in this endeavour. Sincerely,

Baroness Katherine Moshere, Commander of the Baronial Armies of Dragonstone, Holy Paladin of the Great Goddess Athena and Sleeping Partner of the Svirfneblin Mines Trading Corporation.

LADY CLAIRE MOSHERE

Abbotess of the Church of Dragonstone

Created and played by Susan Riley

Cleric of Athena 27, LG, AC-10, hp 75

Lady Claire is Katie's twin sister, as noble and pure as Katie and the other half of a partnership fighting the cause of Lawful Good. Claire is dedicated to Good and can be found performing valiant deeds in support of her sister and indeed as a character of note in her own right. Claire is tolerant of all religions and creeds and supports all the churches in Dragonstone. She has personally met and discoursed with such mighty personages as St Sollars himself.

GOFFONEN THE DWARF

Ambassador Plenipotentiary and Extraordinary of the Barony of Dragonstone

Created and played by John Dwyer
Barbarian 23, CN(G), AC-10, hp 322

Goffonen is a Half Frost Giant and as such is a very large dwarf indeed. He is totally honest and trustworthy and as gentle as a lamb, whilst in combat against an enemy he is a force hard to resist. He has a number of summoning stones, which he gives to his friends so that they can call on him in times of need. This is how he arrived in the Dragonstone Lands, and may yet be the way he will leave. But if he is ever called away to duty he will surely miss his little friend Sasha. Goffonen has a Ring of Time, a special magic item that allows him to cast 36 levels of time related spells per day. With his ability to affect time, it was he who saved the PCs at the end of "Return to Dragonstone" and put right the time lines, repairing history and ensuring the stability and the future prosperity of the realm. There is a lingering thought that perhaps he was trying to save Sasha, but the result was what counted.....

TOPPER

Seneschal of the Barony of Dragonstone, Grandfather of Assassins

Created and played by John Dwyer

Magic User 11, Assassin 15, LN, AC-7, hp 82

Topper, actually of the Andolini family, is the archetypal Family Don. With a firm and fair contract Topper will do the job but woe betide anyone who tries to welch on the deal or ask him to behave in a way that is not honourable in relation to family codes. He can be your best friend, but if he is employed to kill you, well, *it's only business...*

More details on Topper's organisation will be found in the Player's Appendices. Topper's original contract with the old baron Gort read as follows:

I, Vincenti Andolini de Algana, do hereby sign this contract undressed and of my own free will. For the agreed sum of five silver pieces per day my services are hired by the Baron Gort of the Township of Dragonstone. In return for my fee I will endeavour to perform the following three tasks. Firstly, to bring about the downfall of the Guild of assassins operating in the mountains northeast of the vale. Secondly, To re-open the Svirfneblin Mines. Thirdly, to secure the North Pass. This contract is valid for twelve months under the following rules: failure to complete all three tasks within twelve months will result in the return of all fees received. Kidnappings and the application of physical or mental torments will not be performed.

Counter contracts are never accepted. Treachery will be dealt with swiftly and irrevocably.

Signed, Gort
Signed, Vincenti Andolini

FOEDUS UNUS

Master of the Hunt of Dragonstone Vale

Created and played by Jackie Dwyer

Monk 20 (4th Dan), LN, AC-4, hp 62

Foedus was originally very, very ugly. Shunned by his family and local villagers because of his dreadful face, he called himself Foedus Unus, literally "ugly one." He left to find his own path and destiny. Now he is very, very striking in appearance, thanks to magic, and also very, very violent. Now that the optional rule has been created, monks can progress beyond Grand Master of Flowers. This level is now 1st Dan, and progression to 10th Dan (26th level) is possible. Foedus returned eventually to his monastery in the mountains and slew all the errant monks there. He starts again looking for followers, and details of these follow later.

LADY AQUILLA

Protector of Life, Heiropant of Dragonstone Vale.

Created and played by Jackie Dwyer

Druid 16, N, AC-4, hp 80

Aquilla is the head of Druids in Dragonstone and may be found based at the Druid's Grove. However, her influence spreads all over the vale as the Guardian of Nature. With such high level patronage, plus the renovating effect of the Tree of Life, Dragonstone has a very mild climate for its latitude. This beneficent effect brings power and life to the land, tending the crops, feeding the vitality of the animals and indeed the intelligent inhabitants of the vale.

Nurture is not the only purview of Aquilla. In her own right she is a formidable opponent, both with her scimitar and with her incisive sharpness.

Thus are the PCs of the current Dragonstone Campaign. We will now turn our attention to the major NPCs in the scenario. Other NPCs will be described in the appropriate sections of the Key to Dragonstone. Those presented here are major characters who may be encountered anywhere in the vale.

DRACO

Created by John Dwyer

Fighter 13 AC -10 THACO 0 D 1-8 + 11(Longsword + 5) Age 35 AL LN hp 142

S 18/00 I 16 W 16 D 18 C 18 Ch 10

Plate Mail + 5, Shield + 5, Ring of Regeneration (1hp/turn), Ring of MR 30%, Cloak of Displacement, Necklace of Contingency(1 Neutralise Poison per day if needed), Helm of Detection of Invisible objects or creatures 10' radius, Dagger of Venom (save or die), Longsword + 5 Mammal Slaying (save vs death at -5 or die)

Draco started life as a Paladin and achieved 7th level before becoming an alcoholic and turning to highway robbery to feed his addiction. Lynched by wagon guards after a botched hold-up he was found and cut down by Topper. He is now cured of his addiction and knows his sins. Draco opted not to take what he deemed a cowardly way out by taking his own life and serves topper devotedly. Each day he lives with the memory of his crimes, he never seeks or works towards forgiveness, but accepts the shame of his past deeds as his due punishment till death. He is secretly in love with Lady Katie Moshere, but only has the nerve to worship her from afar.

GEOFF ("The Executioner")

Created by John Riley

Assassin 8 (152,648xp) AC -3 THACO 17 D 1-4 + 2 (Dagger + 2, Longtooth) Age 24 AL N hp 44

S 11 I 16 W 12 D 15 C 18 Ch 17

Bracers AC2, Cloak of Protection + 4

Geoff was met as part of a gang of youths in the early adventures in Dragonstone. He was very much in awe of Topper and dedicated himself to the art of assassination. So far, he has 10 successful kills to his name. He charges 1000gp per level of the victim and has the philosophy "Strike without Trace". He is known in the assassin's guild simply as The Executioner, and he is very good at what he does.

WAT TYLER

Created by John Riley

Ranger 8 (178,327 xp) AC -6 Age 30 AL NG hp 52

S 18/82% I 13 W 14 D 17 C 14 Ch 10

Longsword + 2	THACO 10	D 1-8/1-12 + 6 #AT 3/2
Long Bow	THACO 12	D 1-6/1-6
Dagger + 1	THACO 11	D 1-4/1-3 + 5

Bracers of Defence AC0, Ring of Protection + 3, Bag of Holding, Ring of 2 wishes, Silver Star Badge of Veluna, Gold Crown Badge of Furyondy
Wat is a free spirit, but is happy to support the ideals of Dragonstone by travelling and reporting back on a variety of issues. Wat is friendly with Sasha, but unlike most males is not besotted with her. A fairly taciturn but nevertheless not unfriendly character that the PCs can depend on.

ALICE THE OLD BAG

Created by John Riley

Thief 10 (198,772 xp) AC -8 Age 32 AL CE hp 59

S 14 I 13 W 10 D 18 C 18 Ch 13

Dagger + 5	THACO 11	D 1-4/1-3 + 5
Shortsword + 2	THACO 14	D 1-6/1-8 + 2
Garrote	THACO 16	D 1-4/1-6

Bracers of Defence AC 0, Ring of protection + 4
PP 90% OL 82% F/RT 70% MS 88% HIS 63% HN 30% CW 99.1% RL 50%

Alice frequents the inns and back alleys of Dragonstone looking for victims. She can be employed, and will take jobs seriously, but is more likely to refuse. She appears as an old crone, but is actually a very attractive 32 year-old.

SASHA

Created by John Parker, Michelle Parker and John Riley

Thief 9 (120,204 xp) AC 0 Age 26 AL NG(C) hp 55

S 15 I 10 W 10 D 19(18) C 16 Ch 18

Longsword + 2	THACO 14	D 1-8/1-12 + 2
Dagger + 3	THACO 13	D 1-4/1-3 + 3

Studded Leather + 1 (Protection from Normal Missiles), Cloak of Displacement, Ring of Protection + 1, Gauntlets of Dexterity, Boots of Elvenkind, Platinum Mirror (Scry 1 person or item per week), Stone of Goffonen Summoning

PP 85% OL 82% F/RT 70% MS 82%(95-100%)
HIS 62% HN 30% CW 98% RL 45%

Hall of Heroes: Adventures the Second

As previously detailed, Sasha seeks out high level parties and endeavours to join them for protection and wealth. She is blatant in her attentions to the males of a party and equally irritating to the females who can see right through her and are exasperated that the men fall for it every time. She attached herself to Goffonen after a brief attempt at Topper (who she thought was too dangerous and unpredictable) and despite teasing him dreadfully she actually is rather fond of him.

When Sasha has had enough of the PCs she will move on, but for now she is happy as Goffonen's friend and as Oswald's "runner". (See Appendices for details of Oswald's business interests).

PITTATAH ("Pity")

Created by John Parker, played and developed by John Riley

Human/Quasit AC 0 (Base AC 2) MV 15" HD 3 hp 21 THACO 16 D 1-2/1-2/1-4 MR 25% AL CE Only harmed by +1 or better weapons (half damage from cold iron). Immune to cold, lightning or fire.

Sp. Ab: Can polymorph into a bat or wolf, but only at night

Detect Magic 3/day
Detect good at will
Regenerate 1hp/round
Stoneskin, renews once per day

Items: Ring of protection +2
Drow Ring of regeneration
Everhate Silver Daggers, pair

Pity was originally the quasit familiar of Falzar Everhate of the House of Everhate, a Drow. Falzar travelled the world seeking to understand the nature of good and why good folk made seemingly irrational sacrifices for each other. He never quite understood, but a glimmering passed on to Pity. Falzar was killed adventuring and is gone for good, but Pity was re-incarnated as a strange Human who is really part Quasit. Some of his abilities remained, some did not. As he could not approach Dragonstone (he is Demonic) the PCs made him some gifts of Falzar's belongings and he went on his way, north into the wastelands. When he departed, Topper cast a *Stoneskin* spell on Pity, and by some strange chance it renews itself once per day.

We may yet see Pity again, but certainly not within the boundaries of the aura of the Tree of Life. Pity is well disposed to the PCs for their kindness to "Master" and to himself, but he is still fundamentally CE, acting appropriately towards others.

As mentioned, these NPCs are used in more detail. Others will be in their appropriate locations with abbreviated details or in the Player's appendices if that is more appropriate.



Hall of Heroes: Followers & Retainers

LADY KATIE

GERALD
Horseman (Herald) xp -1000

Cavalier 0 hp 3 AC4 (Chain + Shield) AL NG

S12 I13 W11 D13 C13 Ch15

Longsword	THACO 20	D1-8/1-12
Light Lance	THACO 20	D1-6/1-8

Gerald is reliable and hard working and has good potential.

EBERON
Lancer (Guard) xp -250

Cavalier 0 hp 6 AC4 (Chain + Shield) AL LG

S14 I11 W14 D7 C12 CH13

Longsword	THACO 20	D1-8/1-12
Light Lance	THACO 20	D1-6/1-8

Eberon is slightly less dextrous than desirable, but otherwise is a sound performer.

ABRAHAM
Armiger xp 350

Cavalier 1 hp 14 AC3 (Chain + Shield + Dexterity)
AL LG

S14 I17 W11 D15 C17 Ch9

Longsword	THACO 20	D1-8/1-12
Light Lance	THACO 20, 19 mounted	D1-6/1-8

Abraham is extremely intelligent and has a high constitution.

PAUL
Scutifer xp 2740

Cavalier 2 hp 24 AC7 (Chain + Shield + Dexterity)
AL LG

S14 I5 W13 D4 C17 Ch14

Longsword	THACO 20	D1-8/1-12
Light Lance	THACO 20, 19 mounted	D1-6/1-8

Paul is strong, good looking, has a strong constitution but is dreadfully clumsy. He is not the brightest of Cavaliers either.

JAMES
Esquire xp 7422

Cavalier 3 hp 29 AC4 (Chain + Shield) AL NG

S12 I13 W9 D14 C13 Ch6

Longsword	THACO 17	D1-8/1-12 #AT 3/2 (Weapon of Choice)
Light Lance	THACO 18, 17 mounted	D1-6/1-8

James may not be good looking and lacks wisdom, but has a good heart and works extremely hard to better himself. He originally came from a very poor background in the town and uses any money he earns to help his family.

Also available to Lady Katie are the following horses:

19 LIGHT WARHORSES

AC7 MV 24" HD 2 THACO 18 #AT 2 D1-4/1-4 SZL
AL N Int Animal
Hp 12 each

1 MEDIUM WARHORSE

AC7 MV 18" HD 2 + 2 THACO 16 #AT3 D1-6/1-6/1-
3 SZ L AL N Int Animal
Hp 16

LADY KATIE'S WARHORSE

AC7 MV 15" HD 5 + 5 THACO 13 #AT 3 D1-8/1-8/1-
3 SZ L AL LG Int 7
Hp 45
This fine Paladin's Warhorse awaits to be claimed,
somewhere beyond the North Gate, perhaps in
Sunderland.

LADY CLAIRE'S ELITE SQUAD

All are 0 Level men-at-arms
THACO 20 hp 6 each

6 Heavy Cavalry

Plate Mail + Shield	AC 2
Heavy Lance	D 3-9/3-18
Broad Sword	D 2-8/2-7

Mace	D2-7/1-6
------	----------

4 Medium Cavalry

Chain Mail + Shield	AC 4
Medium Lance	D 2-7/2-12
Horseman's Flail	D 2-5/2-5
Short Sword	D 1-6/1-8

20 Light Cavalry

Studded Leather + Shield	AC 6
Light Crossbow	D 1-4/1-4 (20 Quarrels)
Horseman's Pick	D 2-5/1-4

15 Heavy Infantry

Splint mail	AC 4
Battle Axe	D 1-8/1-8
Longsword	D 1-8/1-12

17 Heavy Infantry

Chain Mail	AC 5
Halberd	D 1-10/2-12
Hand Axe	D 1-6/1-4

15 Heavy Infantry

Ring Mail	AC 7
Heavy Crossbow	D 2-5/2-7 (20 Bolts)
Shortsword	D 1-6/1-8

35 Light Infantry

Padded + Shield	AC 7
Spear	D 1-6/1-8
Club	D 1-6/1-3

112 Troops in total, of which 30 are Cavalry and 82 are Infantry

20 Light Warhorses

AC 7 MV 24" HD 2 THACO 16 #AT 2 D 1-4/1-4 hp 8 each

4 Medium Warhorses

AC7 MV 18" HD 2+2 THACO 16 #AT 3 D 1-6/1-6/1-3 hp 12 each

6 Heavy Warhorses

AC 7 MV 15" HD 3+3 THACO 16 #AT 3 D 1-8/1-8/1-3 hp 21 each

30 Horses in total

GOFFONEN'S BARBARIAN HORDE

Should Goffonen wish to summon a Barbarian

Horde at any time, and for a definite purpose as per the entry in UNEARTHED ARCANA, then suitable Ice Barbarians may be called together in the Northern wastes.

It will take 10-14 days of travel to reach the appropriate area, 7 days to assemble the Horde and 10-20 days to move a considerable number of Barbarians back to Dragonstone.

This is not a process to be undertaken lightly, but it does put at the vale's disposal a huge potential reinforcement. The Horde will consist of the following:

2	Leader Barbarians of level 12
2	Assistants to the leaders of level 6
78	Level 5 Barbarians
78	Level 4 Barbarians
234	Level 3 Barbarians
393	Level 2 Barbarians
7,082	Level 1 Barbarians

Barbarian horde

Total force: 7,869

This will improve in level and is calculated on the basis of xp total divided by 1000. The exact composition of the force is determined by the DM.

THE ASSASSINS GUILD

The details of the assassins' guild will be presented as a Player Appendix and obviously has its confidential aspects. However, presented here are the bare bones of the details of the Guild Roster of characters:

Lower Level Assassins

	Race	Level	hp
1	H	3	8
2	1/2O	5	18
3	H	4	11
4	H	4	13
5	H	2	9
6	H	5	22
7	H	6	18
8	1/2O	7	28
9	E	3	10
10	1/2O	1	2
11	H	4	20
12	1/2O	4	11
13	H	3	12
14	H	3	9
15	Dw	4	15
16	H	1	3
17	1/2O	4	15
18	H	3	15
19	H	4	13

20	Dw	A5/F7	33
21	H	1	3
22	H	7	24
23	1/2O	5	17
24	1/2O	4	17
25	1/2O	6	23
26	1/2E	5	17
27	Gn	A5/F6	22
28	H	5	12
29	H	1	2
30	H	5	15
31	H	5	15
32	1/2O	6	22
33	H	1	2
34	H	6	24
35	1/2O	1	2
36	H	5	18
37	E	1	3
38	H	6	21
39	H	4	19
40	1/2O	3	9

Roster for the Assassin guild

Specials

The following characters have special significance to the Guild. If no details are given, they are detailed elsewhere:

Sasha may or may not be accepted because of her relationship with Oswald's organisation.

Alice the Old Bag sometimes can be employed for a specific purpose, but in any event she knows better than to cross the Guild.

Geoff "The Executioner" is a fully featured NPC and part of the Guild.

Draco is also a fully featured NPC and is the personal bodyguard for Topper's family.

Frankie (The Cosh) is to be found in Four Lanes End and is "family".

Zazoo is Topper's 2nd in command and is also found at Four Lanes End.

Topper's Family

Maria Andolini, Wife, 52

Antonio Andolini, Son, 32

Anna Marie Andolini, Daughter, 31

Tomasino Andolini, Son, 27

Margarita Andolini, Sister, 64

Roberto Andolini, Nephew and Godson, 39, Assassin 9

Alberto Andolini, Nephew and Godson, 36, Fighter 8

Associate Family Members

The following employees of the Family accompanied Draco and the Andolinis into Dragonstone:

Magic User 9

Cleric 9

Cleric 5

Thief 9

Fighter 12

2 Fighters 9

5 Fighters 6

Please refer to appendices for fuller details of the Assassins Guild and development of the NPCs involved.



Followers of Foedus Unus



After a clean start, the following monks are now followers of Foedus at the Monastery of the Platinum Dragon.

Details about the Monks of Foedus

16 1st Level Monks, “Novices”

AC10 MV15” THACO 20 #AT1 D 1-3 Special Abilities: None AL LN

Name	hp	Specials
Min	8	S18 THACO 19 D 1-3 + 2
Thomas	7	
Simon	6	
Can-Li-Sin	8	Female
Sing	5	
Chen	6	
Pylar	6	
Abu	6	
Ming	5	
Sulu	5	
Soolin	7	Female
Po-Chin	5	Female
Lan	7	
Chen-Sui	8	
Charles	5	
Eswina	5	Female

Details of 1st Level monks following Foedus.

3 2nd Level Monks, “Initiates”

AC9 MV16” THACO 20 #AT1 D 1-4 Special Abilities: None AL LN

Name	hp	Specials
Feng-Chu	14	
San-Chi	14	
Su-Lin	15	

Details of 2nd Level monks following Foedus.

1 3rd Level Mink, “Brother”

AC8 MV17” THACO 20 #AT1 D 1-6 Special Abilities: A AL LN

Name	hp	Specials
Po-Lan	15	Female

Details of 3rd Level monks following Foedus.

2 4th Level Monks, “Disciples”

AC7 MV18” THACO 18 #at1 D 1-6 Special Abilities: A, B AL LN

Name	hp	Specials
Kane	25	
Rasputin	36	S18 THACO 17 D 1-6 + 2 C18

Details of 4th Level monks following Foedus.

Arundel the Meek

M1 AC10 MV12” THACO 20 #AT1 D 1-2 Special Abilities: None AL LG

Hp 70

Monks are covered in tattoos, every level increase adding new designs to depict the rise in level. All the monks are tutored in the skills of tattooing.



Oswald's Team of Magic Users



Oswald employs several magic users at the University of Dragonstone, but here we are concerned only with his specific assistants.

The Team

BABY ORC

AC6 MV9" THACO 20 D 1-4 (Dagger) AL LG Int 19

MU 5 30,050 xp Thaumaturgist

Hp 13

Spells 4/2/1

SA: Can cast up to 2 spells per round (polyphonic voice) provided one spell is verbal only.

Spell Book:

Level	Spells
1 st	Read Magic, Detect Magic, Comprehend Languages, Friends, Unseen Servant, Write
2 nd :	Detect Invisibility, Knock, Rope Trick, Wizard Lock
3 rd :	Dispel Magic, Fly, Suggestion

NESTOR THE GUNDERMAN (Personal Bodyguard)

F14 MV12" THACO 8 (Base) Age 35 AL N(C) xp1,600,043

AC 7 (Leather) S16 I16 W12 D15 C13 Ch12

Hp 70

Weapon	THACO	#AT	Dmg	Note
Broad Sword	5	5/2	2-8/2-7 + 4	Double Specialist
Bastard Sword	8	2	2-8/2-16 + 1	
Long Sword	8	2	1-8/1-12 + 1	
Short Sword	8	2	1-6/1-8 + 1	
Two Handed Sword	8	2	1-10/3-18 + 1	
Battle Axe	8	2	1-8/1-8 + 1	
Hand Axe	8	2	1-6/1-4 + 1	
Hand Flail	8	2	2-7/2-8 + 1	
Spear	8	2	1-6/1-8 + 1	
Spear (Thrown)	8	1	1-6/1-8 + 1	

Nestor's weapons proficiencies

6' 2" tall, with brown hair and hazel eyes, Nestor the Gunderman is a mercenary fighter of impressive looks and skill. He is proficient in a large number of weapons, all of which are non-magical. In fact, Nestor does not use magic in any form, which makes him both an unusual companion for Oswald and yet perhaps rather useful as an undetected Bodyguard. Nestor actually rather likes Oswald, and protects him against physical attack wherever he goes. He feels that Oswald courts danger with all this magic and seeks to protect him from others and from himself. Perhaps in the same way that Barbarians can, Nestor can hit creatures normally only hit by +5 weapons.

KERSANA RINGLOW (Elven Sorceress)

MU9 MV12" THACO 19 (Base) Age 177 AL CG xp143,044

AC 5 (Cloak + 1, Dexterity) S16 I16 W16 D18 C9 Ch13

Hp 21

Spells 4/6/3/2/1

Level	Spells
1 st	Read Magic, Burning hands, Comprehend languages, Detect Magic, Magic Missile, Protection from Evil, Sleep, Ventriloquism
2 nd	(Doubled by Ring of Wizardry) Darkness 15' Radius, Detect Evil, ESP, Invisibility, Knock, Mirror Image, Web, Wizard Lock
3 rd	Dispel magic, Explosive Runes, Gust of Wind, Haste, Lightning Bolt, Protection from Normal Missiles, Suggestion
4 th	Dimension Door, Fire Trap, Minor Globe of Invulnerability, Wizard Eye
5 th	Animate Dead, Hold Monster, Monster Summoning III

Magic Items:

Chime of Opening (Myrtle hollow tube)

Potion of Undead Control

Cloak of Protection + 1

Ring of Feather Falling

Ring of Wizardry (Doubles Second Level Spells)

Weapons:

Dagger | THACO 19 D 1-4/1-3 + 1

Staff | THACO 19 D 1-6/1-6 + 1

Kersana's weapons.

Oswald's Team of Magic Users

Kersana is from the Elven lands to the west, although she does not specify exactly where she is from. She arrived in Dragonstone attracted by the emanations from the Tree of Life, but found Oswald's University first. She was attracted to the sense of timelessness from Oswald and she suspects that he is far older than he looks. Perhaps he is of Elven origin, she wonders, but whatever the reason she feels a bond.

RAOUL PERON ("Mr Fantastic") Spellbinder

Illusionist 9 MV12" THACO 19 (Base) Age 37 AL N xp164,000

AC 1 (Bracers AC6, Ring +2, Dexterity) S10 I16 W16 D17 C9 Ch11

Hp 29

Spells 5/3/3/2

Level	Spells
1 st	Detect Invisibility, Phantasmal Force, Gaze reflection, Hypnotism, Wall of Fog, Detect Illusion
2 nd	Blur, Deafness, Ventriloquism, Invisibility, Mirror Image, Misdirection
3 rd	Continual Darkness, Invisibility 10'r, Spectral Force, Rope Trick, Fear, Suggestion
4 ^t	Dispel Exhaustion, Shadow Monsters, Confusion, Emotion

Magic Items:

Ring of protection +2
Bracers of Defence AC6
Dagger +1
Boots of Levitation
Ring of Warmth

Weapons:

Dagger +1	THACO 18	D 1-4/1-3 +1
Dart	THACO 17 #AT 3	D 1-3/1-2

Raoul's weapons.

Raoul plays lute and pan pipes, writes poetry, uses trick cards, dice and a wand that sprays coloured paper, and entertains on stage as "Mr Fantastic". He is a little detached from reality and rather laid back in approach, a typical Illusionist. He is happy to help out Oswald and rather likes his detached intensity. He thinks Oswald has the ability to become an Illusionist, but has so far failed to convince him to change the direction of his studies.

There may well be other magic users available to Oswald at any one time, but they do not fall into the category of "followers". The above NPCs are likely to put themselves at some personal risk to protect Oswald, and would expect him to do the

same in return.

These NPCs are actually based upon fully developed characters that have been used in other campaigns, from where they have travelled by many routes to arrive in Dragonstone

THE DRUID'S GROVE

Aquilla presides over the Druid's Grove, which is a relatively small but dedicated enclave. The Tree of Life is very choosy as to who it attracts and therefore the small number of druids present represent more the highest quality of purpose rather than the highest levels.

The roster of Druids is as follows:

Aquilla, Druid 16

Almon, Druid 8 (Half Elf)

xp68,878

AC3 (Leather +Shield, Dexterity) MV 12" THACO 16 (Base) Age 47 AL N(G) hp 47

S13 I11 W14 D18 C10 Ch15 (18 vs Neutrals)

Spells: 6/6/4/3

Dagger +2	THACO 14	D 1-4/1-3 +2
Scimitar	THACO 16	D1-8/1-8
Club	THACO 16	D 1-6/1-3

Almon's Weapons

A simple and dedicated man, Almon Granton has dedicated himself to the defence and nurture of the Tree of Life. He will do whatever is necessary to defend his principles.

Robyn, Druid 7

xp45,621

AC2 (Bracers AC4, Dexterity) MV 12" THACO 16 (Base) Age 26 AL N(G) hp 50

S14 I16 W18 D16 C16 Ch17

Spells: 6/6/4/2

Staff +2	THACO 14	D 1-6/1-6 +2
Dagger +4	THACO 12	D 1-4/1-3 +4

Robyn's weapons

Robyn has travelled a long way to reach Dragonstone. Leaving the Leman Isles at the age of 14, she has spent the last 12 years finding her path to what she now knows is her destiny - the Tree of Life. Here for Robyn is the meaning of all things, and she rejoices in the raw power and joy of Life.

Elize, Druid 5

xp15,742

AC5 (Leather + Shield, Dexterity) MV 12" THACO 18 (Base) Age 24 AL N hp 32

S11 I9 W11 D16 C13 Ch8

Spells: 4/3/2

Club +3 | THACO 15 D 1-6/1-3 +3

Dagger +1 | THACO 17 D 1-4/1-3 +1

Elize's weapons

Elize is a big, friendly but not overly attractive girl. She is very much hands on with her druidic work and has a special interest in improving crop yields.

Lerissa, Druid 5

xp 13,600

AC-5 (Leather +5, Shield +3, Dexterity) MV 12" THACO 17 (Base) Age 27 AL N hp 50

S18 I15 W18 D18 C18 Ch16

Spells: 6/5/3

Club +1 | THACO 16 D 1-6/1-3 +3

Staff | THACO 17 D 1-6/1-6 +2

Lerissa's weapons

Lerrisa is from the Northern Ice Wastes and is a strong healthy girl. She has shown considerable wisdom and will one day go far. Her only problem is that she is fundamentally lazy and hence has progressed relatively slowly. However, she is a Druid of very high quality and ability.

Shane, Druid 3

xp5,600

AC10 (No armour) MV 12" THACO 20 (Base) Age 22 AL N(G) hp 21

S11 I14 W17 D8 C5 Ch15

Spells: 5/4/2

Scimitar | THACO 20 D 1-8/1-8

Dagger | THACO 20 D 1-4/1-3

Shane's weapons

Shane is an extremely likeable local lad, already doing well in his druidic studies. He has yet to go on a major adventure to acquire magic or experience, but hopes to be sent on temporary release as soon as an opportunity arises. He intends to use any experience to return and take up a permanent post at the Druid's Grove.

Abraham, Druid 2

xp3,650

AC8 (Leather) MV 12" THACO 20 (Base) Age 19 AL N(G) hp 13

S11 I9 W14 D13 C10 Ch10

Spells: 2/1

Staff | THACO 20 D1-6/1-6

Dagger | THACO 20 D 1-4/1-3

Abraham's weapons

Abraham is another local, keen to progress and further himself. He rather hopes that one day he will be a famous adventurer and aspires to be like Almon, who has had his fair share of fame. For now, Abraham is doing quite well with fairly limited abilities.

THE ELVEN PROTECTOR KNIGHTS OF EL'MORDET

Closely tied to the Tree of Life and the Druid's Grove are the ever increasing number of Elven Protector Knights. Currently only the following Knights are present as Elves never seem to be in a rush about anything (they do live a very long time) but more will undoubtedly be on the way.

El'Mordet (Protector Knight 18)**Carla (Protector Knight 7)**

xp102,000

AC2 (Chain +2, Shield) MV 12" THACO 13 (Base) Age 194 AL CG hp 49

S17 I13 W18 D12 C16 Ch10

Spells: 5/5/2

Elven Force Wand +2 | THACO 10 D 1-8/1-12 +3

Longsword +2 | THACO 10 D 1-8/1-12 +3

Dagger +4 | THACO 8 D 1-4/1-3 +5

Carla's weapons

Scroll: Protection from Demons

Potion of Flying

Anya (Protector Knight 6)

Xp 52,500

AC-1 (Chain +3, Shield, Dexterity) MV 12" THACO 16 (Base) AL NG hp 35

S14 I14 W14 D16 C13 Ch14

Spells: 5/3

Oswald's Team of Magic Users

Elven Force Wand +2	THACO 14	D 1-8/1-12 +2
Bastard Sword +2	THACO 14	D 2-8/2-16 +2
Dagger +1	THACO 15	D 1-4/1-3 +1

Anya's weapons

Ring of Warmth
Gauntlets of Swimming and Climbing
Rope of Climbing
Boots of Striding and Springing
Philtre of Love

Dorian (Protector Knight 5)

xp 31,605

AC-3 (Plate +2, Shield +1, Dexterity) MV 6"
THACO 15 (Base) AL NG hp 36

S17 I17 W14 D16 C15 Ch11

Spells: 5/2

	THACO	
Elven Force Wand +1	14	D 1-8/1-12 +2
Longsword +3/+6 (Frost Brand)	12	D 1-8/1-12 +4
Mace +3/+6 (Vs Dwarves)	9	D 1-8/1-12 +7
Long Bow +3	12	D 2-7/1-6 +4
	9	D 2-7/1-6 +7
	11	D 1-6/1-6 +3
		(#AT 2 (20 arrows in quiver))

Dorian's weapons

Magickar (Male Faerie Dragon)

AC5/1 MV 6"/24" HD2 THACO 16 hp8 #AT 1 D 1-2
SA Breath Weapon and Spells as

MU 8 SD Invisibility MR 48% AL CG SZ S

Spells: Charm Person, Dancing Lights, Message, Ventriloquism, Audible Glamer, Forget, Phantasmal Force, Dispel Magic, Haste, Suggestion, Charm Monster, Confusion

Magickar is a young male who has recently moved away from his parents' home in the vale. He has been attracted by the aura of the Tree of Life and by the magical energy of the ever-increasing number of Elves. Although normally rather mischievous, and even a nuisance, this Faerie dragon is quite excited to be part of the defence of the Tree of Life and as such has become relatively responsible.

The Elven Wand of Force

At third level, Elven Protector Knights create a special Wand of Force that draws its energy from the forces of nature, and specifically the Tree of Life. This wand increases in power as the Knight increases in level, according to the following progression:

Level of Knight	Bonus of Wand
3	+1
6	+2
9	+3
12	+4
15 and up	+5 (Maximum bonus)

Elven Wand of Force (Bonuses)

In the Druids Grove at Dragonstone, and within one mile of the Tree of Life, or any other compatible Tree of Life, the Elven wands will always strike as a +5 weapon and on rolling a straight 20 will do double damage to evil opponents.

The Elven Protector Knight

The Knights are an order of Elves whose specific task is to protect the Trees of Life. When a Knight reaches 10th level, it is time to go out into the world to adventure. This brings experience of the wider realms, which benefits the long-term survival of the Trees. At 18th level the Knight will return and continue to Protect and to train the lower level Knights.

The Knights have the special ability to *Transport via Trees* with a maximum range of one mile per level of the Knight. This transport must be via trees of the same species.

Up to level 15 Elven Protector Knights are treated as Rangers, although at 7th level they do acquire the Druidic *Shapechange* ability.

From 16th level up, they are treated as Heirophant Druids.

At all levels Elven Protector Knights use the Bard spell progression list, with the usual bonuses for high wisdom scores. Spells are, of course, taken from the Druid Spell lists.

The Elven Protector Knight character class is based upon an original design by Michael Riley, they appear in full in the Manual of Professions, available from Dragonsfoot.



Armed Forces of Dragonstone



Proposal by Lord Oswald:

To create an Armed Force of 600 Troops, 18 Officers and create 4 Garrisons.

Sites:

The Contingents will be sited at:

- | | |
|---|-----------------------|
| 1 | Dragonstone Town |
| 2 | The North Gate |
| 3 | Goffonen's Wall |
| 4 | The Svirfneblin Mines |

Proposed sites for armed forces

Each Garrison will consist of 100 Men, two sergeants and one Leftenant. There will be four patrols of 25 men patrolling the lands of Dragonstone. The remaining 100 men and 3 officers are set to permanently guard the caravans of dragonstones heading south into dangerous territory. The troops will consist of 0 level fighters. The sergeants are to be 1st level and the leftenant of 3rd level.

Each trooper will have this equipment.

Chain mail
Medium Shield
Spear
Long Sword
Dagger

Thick Blankets
Waterskin
Thick boots
Tabard Of Dragonstone

Each Patroller will have this equipment.

Leather Armour
Short Bow
Short Sword
Dagger

Thick Blankets
Waterskin
Rope 50'
Thick Boots
Quiver
Tabard of Dragonstone
Light Horse

The Township of Dragonstone owns:

11 Magical Long Swords
6 Magical Plate Mail (5 + 1, 1 + 3)
50 Military Picks + 1
70 Long Swords
205 Short Swords

123 Daggers
20 Spears
5 Quivers of 20 Arrows
60 Staves
20 Broad Swords
4 Bastard Swords
1 2HD Sword
50 Suits of Plate mail
10 Medium Shields

I propose that Dragonstone should run a system of Honour for her soldiers. This legion of Honour should be awarded to soldiers who have acquitted themselves in battle, i.e. attained the equivalent of 1st level.

This elite squad of Soldiers will be given a prefix "Legionnaire" and be awarded with a suit of Plate Mail and a Military Pick +1. The soldiers will remain with their original garrison and continue their duties with an added respect of being of the Vale's Finest and used for the most prestigious of occasions and as the Lady Katherine's personal troops on foreign visits. The maximum size of legion of Honour is 50 as dictated by the resources available

STANDARD DRAGONSTONE GARRISON

All are 0 Level men-at-arms
THACO 20 hp 6 each

100 Heavy Infantry

	Chain Mail + Shield	AC 4
	Spear	D 1-6/1-8
	Long Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

2 Sergeants (F1, hp10)

THACO 20	Chain Mail + Shield	AC 4
	Spear	D 1-6/1-8
	Long Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

1 Leftenant (F3, hp 20)

THACO 18	Chain Mail + Shield	AC 4
	Spear	D 1-6/1-8
	Long Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

STANDARD DRAGONSTONE PATROL

All are 0 Level men-at-arms

THACO 20 hp 6 each

25 Light Infantry

	Leather Armour + Shield	AC 7
	Short Bow	D 1-6/1-6
	Short Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

1 Sergeant (F1, hp 10)

THACO 20	Leather Armour + Shield	AC 7
	Short Bow	D 1-6/1-6
	Short Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

26 Light Warhorses

AC 7 MV24" HD 2 THACO 16 #AT 2 D 1-4/1-4 HP 8 each

STANDARD CARAVAN GUARD

All are 0 Level men-at-arms

THACO 20 hp 6 each

100 Heavy Infantry

	Chain Mail + Shield	AC 4
	Spear	D 1-6/1-8
	Long Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

2 Sergeants (F1, hp10)

THACO 20	Chain Mail + Shield	AC 4
	Spear	D 1-6/1-8
	Long Sword	D 1-8/1-12
	Dagger	D 1-4/1-3

1 Leftenant (F3, hp 20)

THACO 18	Chain Mail + Shield	AC 4
	Spear	D 1-6/1-8
	Long Sword	D 1-8/1-12
	Dagger	D 1-4/1-3



Appendix 1 : The White Network



Created in -2835NR by the Capitalian Royal family, The White Network was a spy net which helped to locate political threats to the Royals of the time.

The Network was created in a time when the Imperial Capitalia was in a decline. It staved off the destruction of the Royal Family for nearly fifty years.

Eventually the internal politics, in the form of treacherous nobles, and external invasions from the North Orc and Goblin combined tribes eventually destroyed the Imperial Capitalia, reducing her lands to that of a city state over a period called the Hundred Kin Wars. None of the histories now mention Capitalia as anything other than a powerful City. None other than the author remember the horrors.

The war that destroyed the Capitalian Royalty was called the Hundred Kin Wars as the nobles of Imperial Capitalia all clamoured for the throne, Civil Wars broke the country at a time when the half starved Orc and Goblin Population in the North Range swept through garrisons weakened by rebellious treachery.

As King Augustus Melshimber XIV attempted to halt the external invasion all his noble houses abandoned him on the field of battle leaving the King with only his Royal Household Guard to the mercy of the Invaders. The King and his finest all died on that field which is, even to date called "Scars Field". The invaders then swept through the North Lands destroying several important Dukes and Barons before being repelled by an uneasy truce from the rebel Nobles. The appointed heir Peirgiron Melshimber, who was a small boy at the time, was never allowed to take the throne. The Kin fought over the throne none coming close to beating the combined might of all the others.

Peirgiron Melshimber trained as a Magic User upon reaching the standards of the Capitalian University of the Magical Arts. With his fathers trusted retainer he ran the White Network and kept most of his close relations safe though several of his sisters and brothers were assassinated. Eventually though his mother died as well, many suspected of a broken heart, and Peirgiron Melshimber was the last of the true blood Royals.

It is interesting to note that the terms "Mother" and "Father" remained prominent titles in the Network right up until its collapse in 1165NR.

Peirgiron Melshimber swore to restore his Family to the throne and had to flee the city for his ideals. The White Network was ruled with an iron discipline, as it was the only defence against his enemies. In -2775, at the age of 60, Peirgiron knew he would not restore his family or his Empire. The Empire had sunk into a dark age of barbarity where all of the cultural advancements had been destroyed by the almost constant waging of war.

Peirgiron retreated to a strong hold and used the remains of his incredible wealth to research a way of extending his life. He discovered that the Human body basically wears out over time and could use replacing completely; he reasoned that all he had to do was force his consciousness into a new body and retain all his knowledge and power at the same time.

In -2745NR, after thirty years of intensive study and some dangerous usage of Elixirs of Youth, he made a breakthrough and discover what is now the spell "*Clone*". Combining this spell with some of his other discoveries he successfully transferred his consciousness to a new body with only a minor loss of his memories and abilities. Peirgiron called this new incarnation Almin "Blackstaff", due to the black *Staff of Power* he wielded to deadly effect.

Almin continued to run the network fastidiously towards his gains and discovered that the body he had created was able to last centuries longer than a conventional human. Needless to say, as rich and as powerful as the White Network was, it was unable to restore his Empire and Throne. At the time of his next body (-2145NR), a surprise degradation of its form happened so quickly he nearly died before transferring his essence. There was nothing left to restore, all of the Duchies and Noble families had settled into their respective lands as self styled Kingdoms with no knowledge of their treacherous past.

Acerack was the 3rd incarnation of the Melshimber Prince. Acerack is well remembered for the folly of trying to co exist with his replacement body. He ran the White Network forcibly but started to lose interest and pass more responsibility onto the various "Fathers" of the Network when he started to build his secluded tomb.

His tomb was designed to be a secure hide away to experiment on his special transformations. He was obsessed with the realisation that each new

incarnation held different views and personalities - thus he became obsessed with death. When his time came for rejuvenation, in -1545NR, he transferred his life essence and refrained from killing himself to complete the process. The 4th incarnation Ardaban Rockwalled escaped from the dark and dismal tomb as soon as he regained consciousness and left Acerack to a shocking fate, that of a Demi Lich. Acerack, ironically, became that which he obsessed about, death. Without his life essence he shrivelled to a husk and haunted his tomb for many centuries.

Ardaban Rockwalled fled to a remote corner of the world and remotely ran the Network removing himself from its day-to-day administration. Devoted to study and meditation he reluctantly lived out his time adding to the study of rejuvenation. He wrote extensively about the horrors of co existing with a Demi Lich and warned future incarnations never to be tempted. His life produced one great masterpiece, his home. Once when travelling he began to wish, as he lay under a small blanket, cold and wet, it would be lovely to take all the creature comforts of home with him whilst he travelled. When he returned home he scanned the planes of existence and located a Githzeri Fortress of the ethereal plane. He created a handkerchief portal to a part of the thick walls and burrowed rooms into their defences. The rooms were then furnished and Adaban realised that when he had his home with him he rather enjoyed travelling.

In -945NR a new body was needed and Kranock the benign was created. The 5th Prince was Lawful Good and would have made an excellent Paladin. To atone for the wrongdoing he felt bound to commit at the end of his life he cared for the poor, healed the sick and mortgaged every business the Network used as cover so heavily it nearly collapsed. At the end of his life the tradition of self-preservation made him transform and again take a new body.

In -345NR Almin was created. Almin "the sage" brought the White Network back on track and devoted a lot of time to its development and to helping the organisation find its feet. Almin was well known for his knowledge and his compassion and was said to fight for Mythramth before it fell to invasion. Almin lived in apparent poverty though, renting a tower in Solastar and living in Ardaban's rooms. Eventually this grandfather figure rejuvenated into Knellict.

Knellict, the 7th Prince, was twisted from the beginning. In fact Knellict was probably the biggest mistake Almin ever created. He devoted his considerable life to experimenting with Acerack's misfortune in an attempt to co exist with the next

Prince. The human life lost to his experiments would probably account for that of a large-scale war of the time as he killed over 10,000 people between the years of 255NR to his death in 855NR. To his credit he succeeded but the cost was huge. The Network lost its finely honed edge and became more a financial empire than a secret organisation of spies. It was racked with infighting with several factions attempting to find Mother but more importantly the creation was almost a half-wit.

Kheldar Melshimber the 8th Prince had only a vague recollection of the last three and a half centuries. Although he ran the Network with an iron will and great intelligence he had a warped sense of time and believed that Capitalia was still a huge and powerful Kingdom. He adventured and tried to expand the Network as an organisation for the first time since its creation and used the information it located to a good profit. He was the only Prince to ever train as anything other than a Magic User, Kheldar was a Bard with the sinking suspicion he was also Almin the sage - he believed that Almin actively aided his advancement which although true in a sense he was really only a schizoid.

Kheldar Melshimber adventured in the realms extensively as Bards have a want to do. This adventuring career was to eventually lead to the downfall of the Network.

Kheldar was adventuring when he made an unscheduled visit to Ravenloft. At the time his disappearance was at a crucial time for the Network and although Father, his second in command, was loyal many of the other spy's started to think beyond the Network. It took 7 years to eventually return to the realms.

Kheldar made his reappearance on the other side of the world from his Network in a small Kingdom called Starvenia. Though a hurried communiqué was sent to the Network and senior figures rushed to Starvenia to alert Mother to the danger of dissolution Kheldar was off again adventuring and disappeared yet again. Many of the Network went home but Father stayed desperately searching for Kheldar.

Unfortunately Kheldar had fallen in love with the daughter of the Baron of Dragonstone, who was murdered by a local Assassin's guild in the employ of the Lich King Zanak. Kheldar attempted to travel back in time to save her but discovered his actions eventually led to her being captured and assassinated in the first place. Upon return Kheldar's body started to age rapidly and through the fortune of having a clone available was able to make the transfer to the latest incarnation Oswald

A. Winthrop-Smythe III .

Thus the 9th incarnation was created. Oswald adventured successfully in the Dragonstone region gaining a share of the Svirfneblin mines in the process. After the adventures had been completed and a member of the party had been made Baroness, he decided to stay and build a University in the North of Dragonstone using his wealth found and generated by the network. To his credit he managed to keep the White Network alive for the 17 years after Kheldar's return but in 1165 the Network collapsed in much the same way that the Capitalian Empire did 4000 years ago into squabbling fragments.

Oswald had spent those 17 years consolidating his powers in Starvenia and had set up a small network called the Starvenian Intelligence 4 (SI4) with the 4 standing for the 4th millennia of running spy networks. He also created the University of Dragonstone, a highly successful education facility popular with all of Starvenia. He also has grand plans for cutting a canal through the mountains to a newly discovered Kingdom as a way of increasing the importance of Dragonstone, which is already famous for its Mines, University, Goffonens Wall, The North Gate and the Council of Wizardry, which is another of Oswald's creations.



Appendix 2: The University of Dragonstone



Overview

Within Dragonstone Vale, near the North Gate, lies a large tract of land that has been leased from the Barony by the High Wizard Oswald A. Winthrope-Smythe the third for building a University dedicated to the advancement of knowledge.

The University Campus is located on a piece of land that was once owned by the Gan Family and ostensibly called the Kingdom of Gan by an eccentric old man. The old man eventually died after being tolerated by Lady Katie, leaving the land in ruin and a derelict building.

Near what is now the University Campus there is a poisoned lake that was contaminated by the Wizard Aramis by waste chemicals, this lake is also in care of the University and experiments are being carried out on the lake water in an attempt to neutralise its poison and reverse the damaging effects on the surrounding lands. At this stage in time, seventeen years later, the poison has stopped spreading just short of reaching the main river running into the Barony.

The University is financially maintained by the vast wealth of Lord Oswald at this stage as it matures but in the fullness of time the University Estate is designed to cover the expenditures of such an institution.

The Estate is a large forest that is being managed in an ecological manner to produce a range of young and old wood for use in the vale. Various departments in the University also use the Estate as a training ground.

The University trains students in two ways. The first is through the classical level advancement of adventuring parties. The second is via a Primary, Secondary and Higher education available to those who can afford it.

Primary Education is available to children of 6 to 10 years of age. Secondary Education is available to children of ages 11 to 14. Higher Education is available to adults of any age though the majority are of 15 to 18 years of age. This education runs three terms through the year, each term is 11 weeks long with a three-week break in the depths of winter and spring - Harvest time makes up the final 11 week period in the year.

It is rumoured that Lord Oswald also created this

University to increase the Political power of Dragonstone by creating a powerful institution where the ruling elite of Starvenia send their children.

Characters of Note

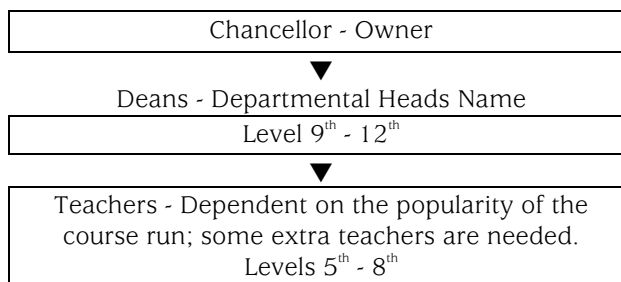
Chancellor Oswald A. Winthrope-Smythe III (Magic User 23)

Also the High Wizard of the Council of Wizardry, which is based in the mountains. Oswald owns the University and has supplied the finances to support the start of the institution from his businesses and the many treasures from his adventures.

Baby Orc (Student)

Is a genius, has passed the test to become a Dean of the University. Born scientist and highly respected by the other Deans - if with a small amount of jealousy. Has a polyphonic voice that is being trained to cast several spells per round.

Organisation



There are several departments -

The Department of...	
the Magical Arts	(Magic Users)
the Illusionary Arts	(Illusionists)
Agriculture	(Druids, Bards, Rangers)
Martial Arts	(Paladins, Fighters)

Departments in the University of Dragonstone

Although the university could also teach for Clerics, Monks and Thieves this would infringe on other strongholds of the other players -

The Monastery of the Platinum Dragon can train Monks and is welcome to send a representative if they feel the need, so far the monastery has not felt the need to send anyone.

The Church of Athena and the Church of St Cuthbert are prominent in Starvenia and are invited to set up Chapels to care for the spirits of

the students.

The Druids Grove in Dragonstone has kindly sent a druid to teach in the University and help care for the Estate.

The Department of Magical Arts

This department consists of several schools of Magic each headed by a Magic User under the general guidance of the higher level Dean (12th).

The Schools;

Abjuration - 7th

Alteration - 8th

Conjuration/Summoning - 6th

Divination - 6th

Enchantment/Charm - 7th

Evocation - 5th

Illusion/Phantasm - 6th

Teachers are well versed in their schools spells - each teacher has their preferred area but can easily cast spells from other schools. A Magic User from a certain School has a higher percentage of that type of spell in his/her personal spell book.

The Department of Illusionary Arts

This department consists of several schools of Magic each headed by an Illusionist under the general guidance of the higher level Dean (12th).

The Schools;

Abjuration - 6th

Alteration - 7th

Conjuration/Summoning - 8th

Divination - 8th

Enchantment/Charm - 7th

Evocation - 5th

Illusion/Phantasm - 6th

The Illusion/Phantasm School is the most popular with the others being covered by the same tutor. Both the Department of the Magical Arts and the Department of the Illusionary Arts are affiliated with the Council of Wizardry in Dragonstone.

The Department of Agriculture

This department is designed to have two uses for the University. The first is to train Druidical arts, such as those used by Druids, Bards and Rangers. The second and only slightly less important is to help maintain the Estate and keep the trees healthy and prevent poaching etc.

The Dean of this Department is always a Druid (12th). There are eight other posts available in this department,

Bard Laureate of Dragonstone

(Magna Alumnae, 23)

Bard of Ollamh Collage (20-22)

Bard of Anstruth College (17-19)

Bard of Cli College (14-16)

Bard of Canaith College (11-13)

Bard of Doss College (8-10)

Bard of Mac-Fuirmidh College (5-7)

Bard of Fochlucan College (2-4)

Chief Forester of the Estate (8th)

The Bard Colleges run the Primary, Secondary and parts of the Higher Education Program. Which teaching college you receive depends of the tuition fees paid.

The Department of Martial Arts

This department is run for Paladins and Fighters and has the Honour and Privilege of holding one of Lady Katie Moshere's Paladins as Dean (10th) but also the Lady Katie Moshere herself occasionally teaches and is an Honorary Founding Member of the University.

This Department has two other posts,

Cavalier Commander (7th)

Lord Marshal (7th)

This department is responsible for two things, providing Martial training for the ruling elite of Starvenia and also protecting the University and Estate from bandits and scoundrels. In aid of this the department can employ up to 20 soldiers of 2nd level, the soldiers can only be Fighters or Rangers and are commanded by the Dean with the help of the Commanders.

Part Three - Financial Concerns

Charges

For training adventurers there are some rules in the DMG on page 86, I will reiterate them here.

For most characters below name level they have to spend 1-4 weeks training, this is usually decided by how characters behave during the adventures. However I propose that Non player characters should be decided on a simple 1d4 roll which will dictate how many weeks training they need.

The charge for training is the standard.

1,500gp x level of trainee = charge per week

For the Bard Colleges the bard needs to donate 50% of all earnings to the University and a further cost of 1000gp per level. Only one week is ever needed to train the Bard.

Appendix 2: University of Dragonstone

For Primary education the Bard from the Fochlucan college provide the teaching and is paid 75gp per pupil, per term. The maximum class size is 10 pupils per level of the Bard.

For Secondary education there are two classes one taught by the Bard of Mac-Fuirmidh and the other by the Doss College.

The Mac-Fuirmidh teaches at a charge of 125gp per pupil per term. The maximum class size is 5 pupils per level of the Bard.

The Doss College is a higher class of Secondary education teaching a broader range of subjects to a greater depth. The charge is 200gp per pupil per term and the maximum class size is 3 pupils per level of the Bard.

In Higher Education there are several types of education. The first is a straight intellectual advancement of four years study, as in the Primary and Secondary system. Or there is the advancement to a vocation, as in Magic User, Paladin etc, which is mainly reserved for the ruling elite.

The straight education has two classes one taught by the Canaith College and the other by the Cli College.

The Canaith College teaches to an easier spectrum with a charge of 300gp per pupil per term. The maximum class size is 2 pupils per level of the Bard.

The Cli College teaches an intense course of in depth subjects at a charge of 500gp per pupil per term. The maximum class size is 1 pupil per level of the Bard.

The Anstruth College works towards the vocational subjects this is the easier of the two vocation courses. This type of advancement teaches a pupil to a character class with the background training needed to rule a powerful trading family or petty aristocrat. The charge is 800gp per pupil per term. This charge includes the charge for training towards the vocation as well. The maximum class size is 1 pupil per level of the Bard. The pupil will leave the college as a 2nd level character.

The Ollamh College teaches the most involved course of them all. It reaches towards a vocation at the end of the four years but the subjects are more involved and in depth. The charge is 3500gp per pupil per term. This includes the training towards the vocation as well. The maximum class is 0.25 pupils per level of the Bard. The advantage of this college is the vocation class will start at 3rd or 4th level after the four years.

The Final Bard College does not teach but it is rumoured that the Bard Laureate is being retained to teach one specific pupil but the Chancellor Oswald has not yet reviled whom that pupil will be.

The cost of maintaining the building and the students is valued at 2% of the building cost per month. The cost of the teachers is valued at 100gp per level per month.

The Estate costs 150000gp over the first 15 years to run, including labour and land, excluding specialist characters. After the first 15 years the Estate starts making a turnover of 60000gp per year. The profit loss table is then used to work from that point.

Teaching costs are valued at 100gp per level per month. There are a total of 175 levels in tutors not including the Bards who are paid separately via the education system.

$175 @ 100gp = 17,500$ per month
 $17,500gp * 12 = 210,000$ per year

The chance of an exceptional student arriving, such as an adventurer wishing to advance in level, is worked out like this.

Number Arriving = $d20 + 20$ per year

90% of which are 1st - 9th level, this is worked out by rolling a d10.

0 = 1st

1 = 1st

2 = 2nd

3 = 3rd etc.

The remaining 10% are high-level characters that train themselves but need the facilities and are created using this table using percentile dice.

01-60 = 10th - 12th (use d6 to pinpoint)

61-84 = 13th - 15th (use d6 to pinpoint)

85-97 = 16th - 18th (use d6 to pinpoint)

98-00 = 19th + (Always class as 19th)

The charge is 3000gp per Level.

The university also runs satellite schools in Starvenia. A school teaches a more basic education than the Primary education and is a lot cheaper. The schools in Starvenia are in Dragonstone Town (100), Pinnock (100), Brandenburg (100), Estavia (100), Gwent (100), and Moravia (200). There are also schools in Solastar and The far Lands. Each of the above schools runs its courses for 15gp per year but the University subsidises the cost in Dragonstone and charges 10gp per year.

There are also school's in Helicon, the capitol of Starvenia, in Moravia and Solastar's capital, which teaches a 10-week course for 50gp that allows

students to leave as 1st level Fighters, Thieves or Magic Users. For further training they need to journey to the University where the full charges for level advancement is applied. This school was originally opened to 312 pupils per year on a basis of 1d6 arriving per week; in 1164 and 1165 the school was expanded to meet a surge in demand and now accepts in 624 pupils per year on the basis of 2d6 per week.

Grants

The university is active in research. It is affiliated with the Wizards Council in funding spell research.

Magic Users and Illusionists that belong to the Council may approach Chancellor Oswald for a grant to research spells.

Chancellor Oswald will, if the grant is approved, provide a strong, well-supplied laboratory in the Wizards Enclave for the research to be conducted. A monetary subsidy is also allowed to the tune of 4,000gp per level of the spell per month.

The process of researching a spell is found in the DMG including times and results.



Appendix 3: The Andolini Family



Where exactly the Andolini family originates from no one knows for sure, although it is widely speculated that they come from an unknown kingdom far to the north. What is known for certain is that Vincenti Andolini (AKA Topper) arrived in Dragonstone in 1145, where he procured hire under the then ruler Baron Gort.

Along with other high level adventurers drawn to Dragonstone at this time, a powerful group was assembled with but one objective in mind, to lift the yoke of oppression from the vale. These adventurers are detailed elsewhere in this gazetteer, as are their heroic adventures.

It cannot be denied that great fortunes were indeed won during the liberation of Dragonstone. However,

It has long been claimed, that Topper, is in fact, the Grandfather of Assassins and the head of the local thieves guild. Both claims are vehemently denied by the Andolini Family, who claim that their personal fortune has been amassed by Toppers great success as an adventurer coupled with a keen business mind and sound financial investments. Indeed, over the years, Topper has opened many inns at major towns and merchant routes across the vale. Having achieved his goals in the immediate area he has now turned his attentions to neighbouring realms, where his influence is said to be slowly but surely taking a firm hold.

Topper currently resides in the Baronial Manor within the Township of Dragonstone, he claims to be a retired businessman leaving the running of his affairs to other members of his family. The truth of this statement is difficult to prove and it is widely believed that very little happens without the blessing of the Don (the head of the family).

The family trades under the name of "Andolini Enterprises". Apart from the network of inns, the company also has a major shareholding in the Svirfneblin Mining Corporation. The company activities appear to be perfectly legitimate. Taxes and levies are dutifully paid to the coffers of Dragonstone, and generous contributions are regularly paid into the charitable trust "The Andolini Scholarship Fund".

All in all, the Andolini Family has built a successful business empire in an area that, until recently, suffered great financial hardships. The company has generated regular employment for many local folk and has of course paid its due to the coffers of Dragonstone. The net result being that the Andolini

family, especially Topper, is treated with the greatest of respect. To such a degree in fact, that it is not unknown for a stranger to the area, to inadvertently make offensive remarks about the Andolinis and to receive a sound thrashing for his troubles.

The following is a list of the Andolini Family members currently residing and working in the Dragonstone area:

Sir Topper, seneschal of the barony of Dragonstone

aka **Vincenti Andolini** aka **The Don**

Head of the Andolini Family and founder of the Andolini Business Empire. Topper claims to be a magic-user of 11th level, but as stated earlier, he is also rumoured to be the Grandfather of Assassins. Toppers statistics are unknown but he has been seen freely casting spells of up to 5th level, adding weight to the magic-user claims. He currently lives in retirement in the old baronial manor within Dragonstone. He also has chambers inside Castelle Moshere that are used during official engagements and during times of war.

Maria Andolini

(age 52)

Long-standing wife of Topper and mother of his 3 children. Maria is seldom seen, except at official engagements, preferring the quiet home life. That she manages to retain this semblance of normal life, despite the notoriety of her husband, is in itself an achievement. Though if the truth were known, Topper makes sure that his business life does not interfere with his home life. And woe betides anyone that tries to make it otherwise.

Antonio Andolini

(age 32)

The oldest son of Topper, Antonio has followed the path of the mage. Unlike other members of his family, this mild mannered man has no interest in adventuring. He has devoted himself tirelessly to his studies and is currently 8th level. He spends increasingly large amounts of time at Oswald's University, however, nearly every Sunday he can be found at home with The Family.

Antonio appears to have little to do with the running of the family business and is generally left to his own affairs.

Anna-Marie Andolini

(age 31)

Toppers only daughter, Anna-Marie, is the classical high society lady. Extremely beautiful and constantly sought after by an endless stream of eager males. So far, none of her potential suitors have met with approval from either Anna-Marie or the Andolini Family.

Rumours have it that she is in fact an 8th level assassin and is probably the most dangerous member of the family. With her high intelligence and keen grasp of commerce it is quietly speculated that she would become the true head of the family if anything ever happened to Topper.

Tomasino Andolini

(age 27)

The youngest of Toppers children is a 10th level fighter and is already a seasoned adventurer carving a name for himself across Dragonstone and the surrounding lands. However, his aggressive nature and vicious temper have caused Topper many problems over the years. It is widely known that Tomasino's recklessness has caused the death of several adventuring comrades, yet he still continues to act in the same irresponsible manner.

Tomasino is expected to take over the running of the family business, yet if he is to do this successfully he must learn to curb his erratic nature. Topper loves his son but it is rumoured that he despairs of Tomasino ever becoming a suitable Don.

Margarita Andolini

(age 64)

Toppers sister in law was widowed nearly 30 years ago when a rival business family murdered Toppers brother, Favio Andolini.

Since then Topper has cared for her and her children, Roberto and Alberto.

Unfortunately she has never recovered from the shock of finding her husbands dismembered body parts scattered about their home in various rooms. Margarita has been a hapless alcoholic ever since, Topper tolerates her indulgences with compassion for she is still the mother of his brothers children, his godsons.

Roberto Andolini

(age 39)

Toppers godson is heavily involved in the running of the family business, especially in acquisition. For many months of the year he is absent, travelling to distant parts of the kingdom. He always travels alone but never seems to come to any harm. It has been speculated that he is in fact a 9th level assassin.

Whatever the truth, Roberto is always treated with the utmost respect by the Andolini family. He has private chambers within the baronial manor that

are always kept prepared for his brief visits.

Alberto Andolini

(age 36)

Toppers other nephew is a sensible, reliable, hard working member of the family. Alberto has devoted himself to the protection of the family, he is currently an 8th level fighter but spends many hours each day in training, constantly honing his skills. He hopes one day to replace Draco by Toppers side but he knows he has a long way to go yet to reach that venerated position.

Last year, Alberto married a local girl called Lorna. She has recently given birth to twin boys named Favio and Vito. These are the first children born to the Andolini family since they arrived in the Dragonstone area.

A great baptism party is to be held shortly by Topper who is to be godfather to both boys. Alberto and his family live with Topper in the old baronial manor. It has been said that Topper hopes the example set by Alberto will rub off on other members of his family, but only time will tell.

Francis Andoliniaka **Frankie the Cosh**

One time bodyguard to topper, Frankie can now be found at Four Lanes End with Zazoo.

Frankie is Toppers cousin and was the first Andolini to arrive in Dragonstone after Topper. Frankie's choice not to wear any type of armour can sometimes lull enemies into a false sense of security, usually to their folly. Although he appears some-what dim-witted Frankie is in fact sharp of mind and a dangerous man to have about. He is utterly ruthless and loyal unto death; if you ever cross this bull-necked man, beware! For he will dog your steps until one of you breathes no more.

Others: At present there are no other members of the Andolini Family in the Dragonstone area, but as is all to often in these parts a rumour is abroad that Topper comes from a large and powerful family from a distant kingdom. The truth of this statement remains for the unforeseeable future nothing more than a fanciful rumour, but who knows? Even now there may be more family on the way, only time will tell!

Close Associates**Zazoo**

A high level mage, Zazoo arrived in Dragonstone with Frankie the cosh. Together, they set up the inn Zazoo's in the town. Currently they reside in Anna's inn at Four Lanes end.

What ties Topper to Zazoo no one quite knows for sure, what is known is that Zazoo is a mathematical genius and was Toppers right hand man.

Over the last few years Zazoo and Topper appear to have gone their separate ways due to Toppers supposed retirement, however, rumours do persist that their friendship and business ties are as strong as ever and that Zazoo still works for Topper.

Draco

Toppers personal bodyguard started life as a paladin actually attaining 7th level until excessive drinking bloomed finally into alcoholism. A life of crime ensued, even turning to highway robbery in attempts to fuel his addiction. After a botched hold-up Draco was lynched and left for dead by enraged wagon guards, it was in this sorry state that Topper found him and cut him down.

Draco is now cured of his addictions and knows his sins, he opted not to take what he deemed a cowardly way out by taking his own life. He lives with the knowledge of his crimes, never seeking or working towards forgiveness. He accepts the shame of his past deeds as his due punishment till death.

Draco serves Topper devotedly, secure in the knowledge that he is probably the only person that Topper truly entrusts the safe keeping of his family to.

Geoff

(age 24)

After his arrival in Dragonstone, Topper and other high level adventurers acquired a certain notoriety within the village. Geoff and several of his young friends attached themselves to Topper, following him whenever possible (much to Toppers amusement). Eventually Topper set them small tasks to perform, even at an early age Geoff showed great potential.

Despite Geoff's young age, Topper has the greatest of faith in him, frequently sending him on delicate business negotiations. As of yet, Geoff has never let Topper down. The affection in which the Andolini Family holds Geoff is well known and their protection extends to him.

He is frequently a guest of the Andolini household, sharing many family meals with them. On several occasions he has chaperoned Anna-Marie to official functions, they enjoy a good friendship but it is assumed that, that is as far as it goes.

Several unconfirmed rumours have hinted that Geoff is in fact the 8th level assassin known as The Executioner. The Andolini family fiercely guards Geoff's reputation, as they do their own. Anyone caught stating such scurrilous claims will be dealt with most harshly.

Others: There are of course many more people associated with the Andolini Family; to name them all in their entirety would be impractical at this time. It is felt however, that the above 3 deserved a special mention in this appendix.

Toppers Inns in the Dragonstone area

The Inn

Situated in the heart of The Township of Dragonstone, this inn was one of the first acquisitions of Topper. It is still run by the original owner Stephan, so to all outward appearances nothing has changed. It is linked by a secret passage to the thieves guild a short distance away. It is unknown whether Topper knows of this link or not.

Zazoos

Originally set up in Dragonstone by Zazoo and Frankie, this raucous fun bar was bought by Topper several years after its opening. Its wild and innovative style is most popular, especially with the armed forces of Dragonstone, though all are welcome. All manner of entertainments are said to be available at Zazoos, but the exact details are a closely guarded secret. It is widely speculated that although Zazoo and Frankie were the original owners, it was Toppers money that funded the enterprise.

Zazoos is currently run by Ropek Gambit, a human male aged 32.

Anna's Inn

The largest Inn at Four Lanes End is a relatively new building as the original Anna's Inn burnt down in an apparent accident. Zazoo and Frankie reside here and Anna is named as the owner. Beneath the Inn there is said to exist an extensive thieves guild linked to other buildings in the town via secret passages.

The head of the thieves guild is claimed to be a 12th level human thief called Rob McCall.

It is suspected though that the real head of the guild is Zazoo who in turn answers to Topper.

The Tickled Dwarf

The 2nd Inn at Four Lanes End is on the mine path and is primarily run by a dwarf for dwarves.

Although Topper is the registered owner of the Inn he generally leaves Boromir the dwarven landlord to his own devices, content in the generous profits that The Tickled Dwarf delivers.

The Gateway Inn

Situated just inside the South gate at Goffonons wall the Gateway Inn is a large fortified building capable of handling the large amounts of traffic that travels the most important trade route in the whole of Dragonstone. The inn is run by a 10th level human fighter called Deklan Ironhelm.

The Red Dragon

The most northerly of Toppers inns within the barony of Dragonstone is situated at the North gate.

A heavily fortified building due to its isolated position; it is most commonly used by members of the garrison. Although profits are currently quite poor at this locale, Topper has great hopes for the future as trade with the northern kingdoms grow. The Red Dragon is currently run by Jack Slade, a giant of a man perfectly capable of dealing with any bawdy guards or clientele that get out of hand. Jack has worked for Topper for many years, usually at properties where a strong hand is needed. Once good business has been secured he usually moves on to his next challenging project, although it must be said that Jack is not a young man any more and the word is, that once the Red Dragon becomes a stable environment he will retire to Dragonstone. Maybe even setting up a small inn of his own (with Toppers blessing of course).

The Bearded Dwarf

Sturm Hammerfist, a dwarven 10th level fighter, runs this low-thick walled-sturdy inn, proudly stating that there is not a single step or stair within the building to trip the unfortunate! Combined of many small interconnecting taprooms there are an abundance of corners for the patrons to slump into, where on most days you can usually find at least a dozen dwarves in peaceful disarray. The Bearded Dwarf is situated on the Morodar Road about half a mile west of Troll Bridge.

The Inn of the Last Hope

Situated in the centre of Beaumaris, the Inn of the Last hope is currently being extended. When complete the inn will offer the finest accommodation in Dragonstone, catering to all races with themed quarters such as cave like rooms for dwarves and burrow styled chambers for halflings.

During these extensive alterations only a small portion of the inn remains open, under the control of a 2nd level fighter named Abagail and her staff.

Whether or not Abagail will continue to run the inn after completion remains yet to be seen.

Other inns

The only inns to have been mentioned so far are the ones within the Dragonstone area, these being of the most interest to the current campaign. Toppers Business Empire has however extended into neighbouring kingdoms, he currently owns a grand total of 22 inns (including the 8 in the vale),

last year the total stood at 24 but for reasons unknown 2 have ceased trading.

The Andolini Scholarship Fund

Topper set up this charitable fund after the forming of the Svirfneblin Mining Corporation in which he holds an equal share with other party members.

Every year Topper pays 10% of his income from the SMC to the Andolini Scholarship Fund.

The fund is managed by Topper and his daughter Anna-Marie on a charitable basis; the fund is solely used for the benefit of deprived families wishing to set their children onto a better path of life. That is not to say purely on an adventuring basis, funds may be released to sponsor an individual wishing to become a stonemason or a smith or in fact any chosen profession.

The fund is not designed to completely finance setting up individuals in business endeavours but more to enable them to receive the appropriate training to start them off.

However, those wishing to receive a more comprehensive financial backing can apply in person to Topper for an Andolini Enterprises business loan. Recipients are required not to divulge the intimate details of their financial arrangements. It has been reported however that Topper is exceedingly generous in these agreements, even going so far as to provide backing on an interest free basis. What financial benefits there are for Topper in such arrangements can only be wondered at. It is common knowledge though that Topper values friendship and loyalty most highly and when asked about such business arrangements he merely states that "he is helping a good friend". Topper must have great many good friends, one must wonder though what position you would be in if you were suddenly NOT a good friend!

The following is a year-by-year list of donations made to the Andolini Scholarship Fund from Toppers share holding in the Svirfneblin Mining Corporation.

1145	NIL
1146	2,625 GP
1147	2,613 GP
1148	2,832 GP
1149	2,589 GP
1150	2,906 GP
1151	3,224 GP
1152	2,915 GP
1153	3,095 GP
1154	3,331 GP
1155	3,535 GP

Appendix 3: Andolini Family

1156	2,738 GP
1157	2,985 GP
1158	3,551 GP
1159	3,198 GP
1160	3,358 GP
1161	3,693 GP
1162	4,173 GP
1163	4,797 GP

Donations to the Andolini Scholarship Fund

TOTAL DONATIONS TO THE FUND SO FAR ARE 58,158 GP

What the current available finances are in the fund at the moment is unknown; any persons wishing to know the exact details of the fund are requested to direct their enquiries to Topper himself.

Toppers Inns Profits

YEAR	TOTAL INNS	TOTAL PROFITS
1151	9 (INC 8 IN DRAGONSTONE)	2,227
1152	10	2,660
1153	12	2,736
1154	14	3,486
1155	16	3,216
1156	17	3,060
1157	14	1,862
1158	15	1,845
1159	16	2,096
1160	18	2,556
1161	20	3,040
1162	24	2,976
1163	22	2,904

Toppers Inns profits

PROFITS FROM INNS ARE CURRENTLY RUNNING AT 132 GP PER INN PER YEAR.

LOWEST PROFITS WERE 123 GP IN 1158.

HIGHEST PROFITS WERE 266 GP IN 1152.

THE STARTING POINT FOR GENERATING PROFITS WAS 1151 THE PRIOR 6 YEARS CAN BE ASSUMED LOST IN SETTING UP TIME.

THE BASE ANNUAL PROFIT MARGIN IS ESTIMATED AT 250 GP PER INN.

THIS FIGURE IS SUBJECT TO FLUCTUATIONS USING THE PROFIT AND LOSS TABLES CREATED BY JOHN RILEY.

Guild profits.

Thieves Guild

YEAR	MEMBERS TOTAL	TOTAL LEVELS
1145	16 (INC TOPPER)	73 (INC TOPPER)
1146	15 (INC ZAZOO & FRANKIE)	103 (INC ZAZOO & FRANKIE)
1147	27 (INC FAMILY MEMBERS)	193 (INC FAMILY MEMBERS)
1148	29	208
1149	34	238
1150	43	264
1151	45	250
1152	49	277
1153	44	320
1154	52	370
1155	55	399
1156	63	423
1157	97 (INC NEW GUILD)	528 (INC NEW GUILD)
1158	111	579
1159	101	639
1160	116	738
1161	118	850
1162	130	709
1163	140	805

Member details about the Thieves Guild

Thieves Guild Profits

YEAR	MEMBERS CONTRIBUTIONS	LEVEL TRAINING
1145	7,300	9,000
1146	9,167	6,000
1147	18,335	6,000
1148	20,384	6,000
1149	25,466	7,500
1150	30,360	7,500
1151	29,250	3,000
1152	33,517	15,000
1153	42,240	7,500
1154	51,800	9,000
1155	61,047	6,000
1156	60,066	6,000
1157	68,112	27,000
1158	67,743	36,000
1159	83,070	52,500
1160	118,080	111,000
1161	123,250	102,000
1162	92,879	43,500
1163	114,310	145,500

Thieves Guild profits (1145-1163)

MEMBERS CURRENT CONTRIBUTIONS ARE RUNNING AT 142 GP PER LEVEL PER YEAR.

LOWEST CONTRIBUTIONS WERE 89 GP IN 1146.

HIGHEST CONTRIBUTIONS WERE 160 GP IN 1160.

Assassins Guild

YEAR	MEMBERS TOTAL	TOTAL LEVELS
1145	2 (INC TOPPER)	18 (INC TOPPER)
1146	3	23
1147	7 (INC ROBERTO)	42 (INC ROBERTO)
1148	10	60
1149	12	64
1150	14	72
1151	17	82
1152	18	83
1153	21	94
1154	23 (INC ANNA-MARIE)	106 (INC ANNA-MARIE)
1155	24	107
1156	26	119
1157	29 (INC GEOFF)	137 (INC GEOFF)
1158	31	147
1159	35	163
1160	37	170
1161	39	177
1162	41	183
1163	44	196

Member details about the Assassins guild

Assassins Guild Profits

YEAR	MEMBERS CONTRIBUTIONS	LEVEL TRAINING
1145	1,800	9,000
1146	2,346	9,000
1147	3,234	3,000
1148	4,140	10,500
1149	4,992	9,000
1150	5,832	12,000
1151	6,724	13,500
1152	6,557	10,500
1153	8,930	10,500
1154	12,402	7,500
1155	10,165	16,500
1156	12,257	9,000
1157	15,481	18,000
1158	18,228	9,000
1159	18,582	13,500
1160	21,080	15,000
1161	19,647	18,000
1162	23,424	25,500
1163	26,852	7,500

Assassin Guild profits (1145-1163)

MEMBERS CURRENT CONTRIBUTIONS ARE RUNNING AT 137 GP PER LEVEL PER YEAR.

LOWEST CONTRIBUTIONS WERE 69 GP IN 1148

HIGHEST CONTRIBUTIONS ARE THIS YEARS FIGURE OF 137 GP.

Toppers Holdings Inc

The below figures shown are year end profits only, annual turnover is many, many times greater, running into millions of gold pieces. Living expenses have already been incorporated in the annual turnover accounts; this means that the profits shown are pure profit.

YEAR	A/E	T/I	T/G	A/G	TOTAL
1145	NIL	NIL	16,300	10,800	27,100
1146	23,625	NIL	15,167	11,346	50,138
1147	23,524	NIL	24,335	6,234	54,093
1148	25,496	NIL	26,384	14,640	66,520
1149	23,304	NIL	32,966	13,992	70,261
1150	26,158	NIL	37,860	17,832	81,850
1151	29,019	2,227	32,250	20,224	83,720
1152	26,235	2,660	48,517	17,057	94,469
1153	27,860	2,736	49,740	19,430	99,736
1154	29,981	3,486	60,800	19,902	114,169
1155	31,822	3,216	67,047	26,665	128,750
1156	24,651	3,060	66,066	21,257	115,034
1157	26,867	1,862	95,112	33,481	157,322
1158	31,967	1,845	103,743	27,228	164,783
1159	28,784	2,096	135,570	32,082	198,532
1160	30,224	2,556	229,080	36,080	297,940
1161	33,241	3,040	225,250	37,647	299,178
1162	37,562	2,976	136,379	48,924	225,841
1163	43,180	2,904	259,810	34,352	340,246

Toppers Holdings Inc, year end profits

Abbreviations:

A/E	Andolini Enterprises
T/I	Toppers Inns
T/G	Thieves Guild
A/G	Assassins Guild

Setting up Thieves guilds

The following tables and ideas have been created to give a relatively simple way of starting up a thieves guild, Inc' members and yearly fluctuations in profits and membership levels. Some of the tables are taken from the DMG{ 1st edition }, profit tables have been created by John Riley, while his concept has been modified by myself to create the remainder of the tables.

Upon a player wishing to set up a thieves guild please follow the appropriate rules in the DMG regarding rival guilds before using these tables to generate the guild specifics.

The first step to take is to generate how many followers the new guild-master attracts to the guild. This starting figure is created using TABLE 1. For example, 4 d6 are rolled and the total shown is 17, therefore the new guild has 17 members, not counting the guild-master.

To generate the individual levels of the 17 new members use TABLE 2.

Appendix 3: Andolini Family

If you wish, you can use TABLE 3 to determine the races of the individual members, or you can fill the guild with races of your own choosing.

Guild growth

Having now created your 17 thieves, levels and races, you can move onto the next stage of your guild; Annual Growth. The following tables will generate totals including fluctuations in members, total numbers of skill levels and profits. This system is not designed to give exact details but to give an approximation of guild performance, for those wishing to give an exact account of all members, profits, levels etc etc... stop reading now and get a life!

NB round UP all fractions to the nearest whole.

To generate membership growth go to TABLE 4. For example; % are rolled and 68 is rolled, this means that the guild increases in size by 1- 10 %, a d10 is rolled and a 10 is indicated, 10% of 17 is 1.7 rounded up to 2 makes the new guild total 19. Now, this is not to say that only 2 new thieves have joined the guild. Due to the very dangerous and illegal nature of their profession it is fair to assume that existing members may have been lost through death, imprisonment or in fact any number of other reasons. Suffice it to say that the new total has incorporated all of these variables.

To generate total level growth in the guild use TABLE 5. The base starting point for this table is the current total of levels in the guild. For example; your 17 thieves have a total of 56 experience levels between them plus the guild-master, say 14th level, this gives you a base starting point of 70 levels. Using table 5 you can now create annual fluctuations in level totals. This is not totally linked to existing members, but is designed to reflect the possible member fluctuations throughout the year, however, level totals must increase or decrease by 1 per gained or lost member to prevent guild imbalances occurring (i.e. 17 members must have at least 17 levels between them, 19 members at least 19 levels etc... The new total created will be the base starting point for the following year.

Guild funds

The following section is designed to generate an approximation of funds earned by the guild from members and training fees.

Members contributions:

For simple purposes it can be assumed that each guild member will generate profits for the guild at the rate of 100 GP per level of experience per annum. For example; A 3rd level thief will earn 300

GP profit for the guild per year. Although the DM can alter this figure to suit his particular game setting.

For subsequent years use TABLE 6 to estimate changes in figures, each years new total becoming the following years starting point. For example: Blag the 3rd level thief earns 300gp profit for the guild in year 1. In the following year he rolls on table 6, the rolls indicate an increase of 10%, bringing his new total profit to 330 GP, this figure now becomes the starting point for the following year.

TABLE 6 can be used to generate individual members performances or the entire guilds performance for the year. For example: Your guild has a total of 70 experience levels @ 100 GP per level this equates to a grand total of 7,000 GP profit in the 1st year.

In the next year take the new current level total and multiply it by the new figure generated in table 6, IE 100 GP + or - the indicated amount.

Training fees:

TABLE 7 is to be used to generate the amount of profit the guild makes from training members and adventurers etc...

It is to be assumed that profits will be 1,500 GP per level trained, (additional money earned from multiple week costs are assumed as being used up by the guild for running costs and are not considered as profit.)

Table 7 is used to generate exactly how many levels are trained by a guild in any 1 year regardless of size until total guild membership tops 100, the figures then shown become percentiles, once a guild starts using percentiles proceed in the following manner.

To create the starting base for use with table 7, first take the grand level total of all members including the guild-masters. Then roll on table 7, the figure indicated is the amount of levels trained in that year.

For example; the starting base is 210 levels of experience, a roll of 78 indicates an increase of 10%, which equates as an increase of 21, meaning that this year the guild trained people a total of 21 levels @ 1,500 GP profit per level. A grand total profit of 31,500 GP.

The following years starting point must be worked out again using the new total level of the guild.

Again, the figures generated here are not only linked to guild size or membership levels, as not all members automatically go up in level every year, some never even get any better. It is merely a way of simulating earnings incorporating unknown variables. Thus it is possible for guild members and total levels to have decreased whilst actually earning greater sums from outside sources.

Order of use of tables

Step one: Create initial starting guild using table 1.

Step two: Create levels of members using table 2.

Step three: Create races of guild members if required, using table 3.

Step four: To generate annual growth of guild members use table 4.

Step five: To generate annual growth of total guild experience levels use table 5.

Step six: To generate annual growth in individual or all members profits use table 6.

Step seven: To generate annual profits from level training use table 7.

Table one

4d6 Result	Level Modifier Percent
4	add +20% to each roll
5-6	add +15% to each roll
7-9	add +5% to each roll
10-15	no adjustment
16-20	subtract -5% from each roll
21-24	subtract -10% from each roll

Starting Guild modifiers

Table two

1 d 100 Result	Levels
01-20	1 st
21-45	2 nd
46-65	3 rd
66-80	4 th
81-90	5 th
91-95	6 th
96-0	7 th

Generating levels of guild members

Table three

1 d 100 Result	Race
01-10	dwarven*
11-20	elven*
21-25	gnomish*
26-30	half-elven*
31-35	halfling*
36-55	half-orcish*
56-00	human

Generating races of guild members

*Non-human thieves have a 25% chance of being multi-classed, see page 17 of the DMG.

Table four

1 d 100 Result	Member Total*
1	complete collapse of guild
02-10	minus 5-30 %
11-20	minus 4-16 %
21-30	minus 2-12 %
31-70	plus 1-10 %
71-80	plus 2-12 %

81-90	plus 4-16 %
91-99	plus 5-30 %
00	gain new guild with 5 - 50 members

Generating annual guild growth of members

- Each new member equals +1 level to the level total, like-wise each loss = -1 level.

Table five

1 d 100 Result	Total Levels*
1	minus 8-80 %
02-10	minus 5-30 %
11-20	minus 4-16 %
21-30	minus 2-12 %
31-70	plus 1-10 %
71-80	plus 2-12 %
81-90	plus 4-16 %
91-99	plus 5-30 %
00	plus d % + 30 %

Generating annual growth of members xp

*Total levels can never drop below 1 per member of the guild.

*Add or deduct 1 level per member gained or lost before rolling on this table.

Table six

1 d 100 Result	Guild Profits*
1	minus d % + 30 %
02-10	minus 5-30 %
11-20	minus 4-16 %
21-30	minus 2-12 %
31-70	plus 1-10 %
71-80	plus 2-12 %
81-90	plus 4-16 %
91-99	plus 5-30 %
00	plus d % + 30 %

Generating annual profits of individual or guild members

*This table can be used to generate individual or complete guild figures.

Table seven

1 d 100 Result	Levels Trained*
1	nil
02-10	1-4
11-20	1-6
21-30	1-8
31-70	1-10
71-80	2-12
81-90	4-16
91-99	5-30
00	d % + 30

Generating annual profits from training

*For guilds of over 100 members change the numbers gained into percentiles.



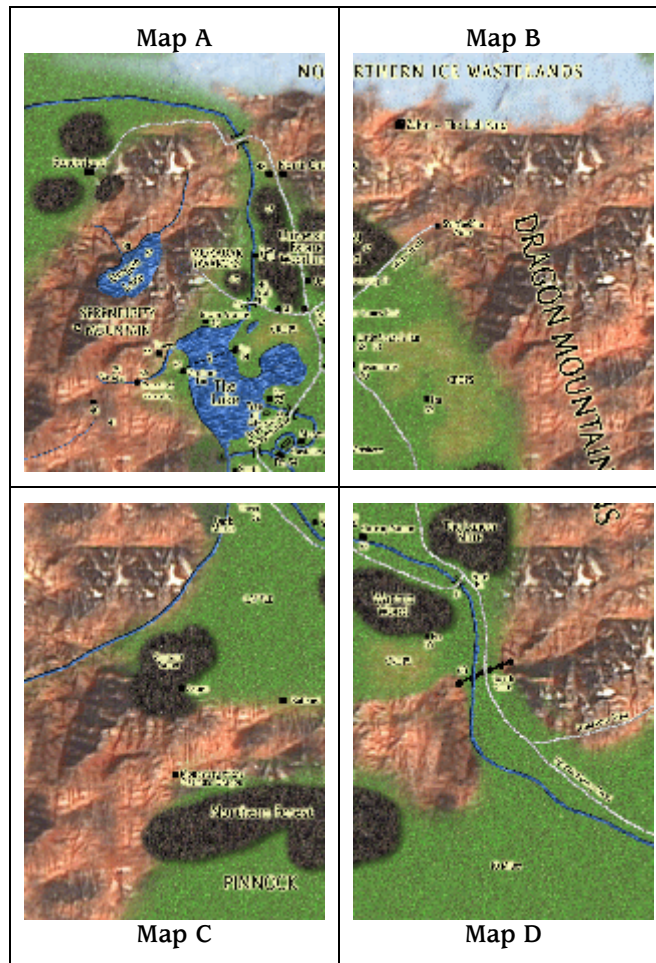
Dragonstone Maps



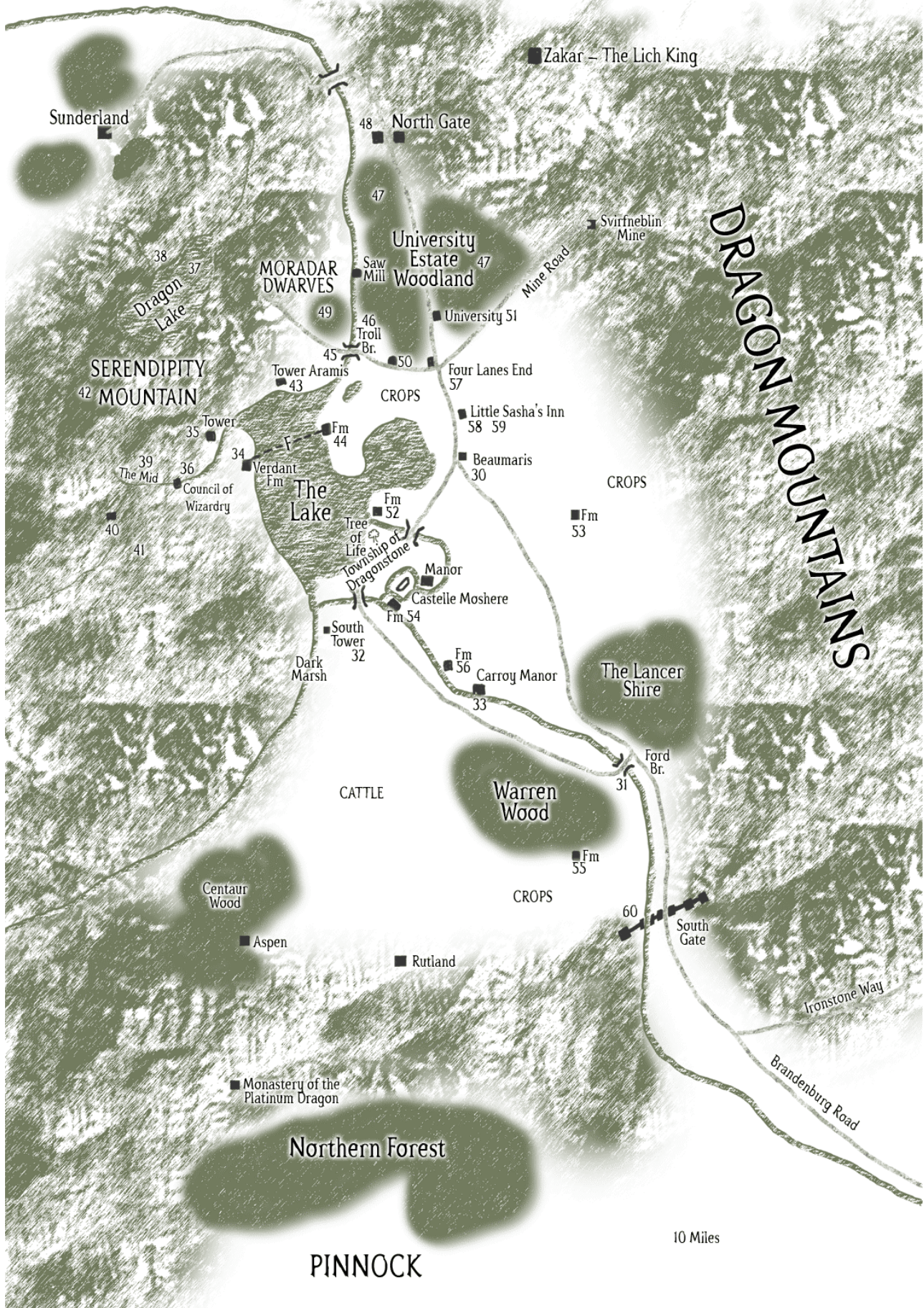
Greetings from the Dragonstone Mapping Company.

There are two maps supplied with this tome, the first is an A4 sized Black and White rendering of the Dragonstone vale, the second is a larger colour version.

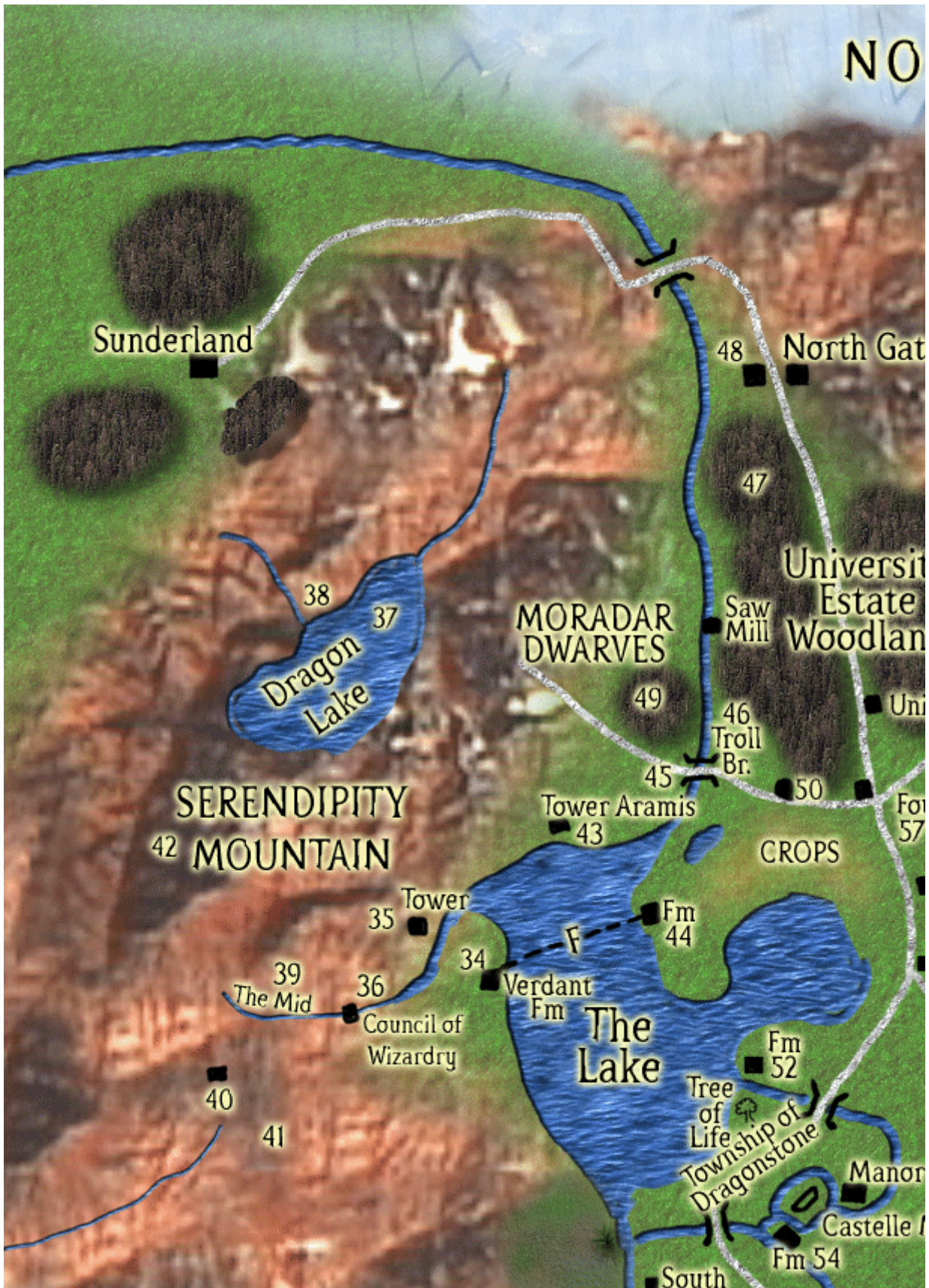
To use the larger version, first print out the necessary pages and attach them together as detailed below.



NORTHERN ICE WASTELANDS



Colour Map A



Colour Map B



Colour Map C



Colour Map D



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