

VER2-02



GRANITE KEEP

A One-Round D&D[®] LIVING GREYHAWK[®]
Verbobonc Regional Adventure

Version 2

by Scott Furlong

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

A Lortmils area shepherd boy in the far southwest portion of the Viscounty has been telling stories of the “great fortress” that he saw while tending to his sheep in the mountains. Word of this has reached the ears of Thuldon in house Asbury. He sends word for adventurers especially those who have helped him in the past to investigate these rumors, as he cannot abandon his forge on the words of a child. An adventure for characters level 2-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 system License, please visit www.wizards.com/d20.

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA[®] are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. Scenario detail copyright 2002 by Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. You cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	1	
1/3 and 1/2	0	1	1	
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialee, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Verbobonc. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

Lia Songbird, a bard friend of Armount, Seneschal of House Asbury, visited Asbury Manor last month. Lia related an amazing story during her visit that has the ears of Thuldon Rockspitter buzzing. It is told, that in the western reaches of the Viscounty, south of Fortress Hagthar, there is a tavern named Beggar's Beast in the Hamlet of Quavaero. In this particular tavern, tales are told of a lad that tends sheep in the valleys of the Lortmils who stumbled upon an ancient fortress of granite worked in the stone face of a mountain that cannot be seen from the other side of the valley it watches over. This fortress is reputed to be older than the spires of Verbobonc City. Now the boy's father only visits the Beggar's Beast on occasion because he and his family are shepherds and don't feel at ease in the "bustling city life" of the Hamlet Quavaero.

Thuldon realizes that this tale is most likely blown way out of proportion, especially since it started with a child and most likely has been retold by those not able to even find their way in the wilds of the Lortmils. However, this portion of the Lortmil Mountains rests in an area never searched by the Sons of Rockhall, and because of this, Thuldon cannot ignore the possibility of there being some truth to the tale. Thuldon is duty bound to remain with Asbury Forge for another 4 years as he trains the apprentices including Cito the son of Thoma.

Thuldon asks Thoma to seek out the adventurers who assisted him and his clan in VER1-07 *Knocking on the Keep* to travel to Quavaero and see if they can discover more information for him about the boy's tale. Thoma agrees to take on this task as he is a friend of Rockhall and wishes to show his thanks to Thuldon for taking on his son as an apprentice at Lady Asbury's Forge.

INTRODUCTION

Lia Songbird visits the thorp of Loren's Ford and entertains at the Inn where the characters are eating. She tells the tale of a lad from Quavaero and a Granite Keep hidden in the wall of the stone valley. She introduces Thoma as a friend of Rockhall that is looking to meet with adventuring heroes with this story in mind.

ENCOUNTER 1: YOU LOOKIN' AT ME?

The characters can approach Thoma and ask questions, which Thoma is willing to answer. Thoma recognizes any character that has played VER1-07 *Knocking on the Keep* as he was at Asbury manor the morning that the characters were sent off on that journey. If none of the characters have played VER1-07 *Knocking on the Keep* he finds a character that looks heroic.

ENCOUNTER 2: SEARCHING FOR QUAVAERO

An eccentric dwarf named Rukar lives just outside of town and has traveled the area of the Lortmils where Quavaero is located. Getting past his guard dogs and dealing with his eccentricity makes for an interesting roleplaying conversation. Rukar does know the area around Quavaero, as well as what is needed to survive there without freezing to death.

ENCOUNTER 3: WAY STATION OF THE WANDERER

Loren's Ford is home to a way station of the Church of Fharlanghn. Pioneer Traveler Tama is in residence and is always available to assist travelers. Unfortunately, she doesn't have maps that detail the Lortmils in her catalog. She does know of the eccentric dwarf Rukar and tells the characters of his eccentricity as well as his expertise in the mountains near Quavaero.

ENCOUNTER 4: FORTRESS HAGTHAR

The character' arrive at Fortress Hagthar after about five days travel by horse from Loren's Ford. This mountain fortress is the southwestern military post of the Mounted Borderers and the Army of Verbobonc. It is here that the party can equip for the journey into the high mountains.

ENCOUNTER 5: A BREATH OF MOUNTAIN AIR

The first signs of life in the mountains are found when the party happens upon two sets of tracks. The first are from a large humanoid that is being tracked or hunted by a pack of four legged creatures. The party must decide to move forward with haste or caution. More experienced heroes are attacked by trailing winter wolves.

ENCOUNTER 6: MOUNTAIN'S PASS

The party follows the tracks and discovers a battle sight of wonder. An elven dragon disciple locked in combat with the pack of hunters. The dragon disciple is nearly overcome and the party is drawn into the combat.

ENCOUNTER 7: FINALLY QUAVAERO

Descending into the valley after the combat, the characters find Quavaero and the Beggars Beast Inn. The hardy mountain folk confirm parts of the tale and fetch the lad Astar that found the Granite Fortress. Astar spins the tale of his summer and provides the characters with directions to the Valley. He offers to accompany them if they allow him. Astar's father gives his permission and the lad is off for adventure. He is excited that they want to go, because none of the adults believed his tale or investigated it.

ENCOUNTER 8: GRANITE FORTRESS?

Whether guided by young Astar or his directions, the characters enter the tiny valley where the air is sweet and the early spring grass is lush. Looking over the valley reveals no dwarven fortress, and the characters descend into the valley. Crossing the valley to the rock face of the opposite side, they find what appears to be a natural passage that is hidden from view by reflections of shadow and light. Without the boy's directions or guidance, there is no way they would have found the passage. It doesn't appear to be a fortress for hundreds of dwarves but warrants investigation.

ENCOUNTER 9: GATES OF GRANITE HALL

Entering the passage reveals a massive working of stone that depicts a large granite gate with dwarven runes and pictures. Statues of dwarves are carved into the walls and there are three indentations in the wall that look as if they should hold something. This is an exact replica of the gate at Granite Hall. The indentations in the replica are the handle of an axe, a shield and a holy symbol of Moradin.

ENCOUNTER 10: LIVING AND DEATH QUARTERS

The back wall of the chamber has a statue holding a stone Shield of Rockhall. This statue is the entrance to the chambers of master stoneworker Obon Rockbreaker of Clan Rockhall, separated from the clan as he fled Granite Hall. The statue can only be moved aside by placing items in the three indentations. In Obon's living quarters the characters find a dust-covered tome bearing the symbol of Rockhall and a diary. The dwarven words in the diary appear to be written in some form of code, and the tome refers to the indentations in the wall found outside. It indicates that the indentations are a replica of those used to gain entrance to Granite Hall.

ENCOUNTER 11: IT AIN'T OVER UNTIL WE SAY

This final combat encounter is with the beast(s) from the hunt in Encounters 5 and 6.

CONCLUSION

The characters return the tome and book to either Thuldon or Rockhall.

INTRODUCTION

Loren's Ford has been bustling with excitement all day. The excitement and expectation has built up to the moment that is soon to come. The town has a surprise visitor of some renown. Lia Songbird a bard of great fame in Verbobonc is about to share her gift of story telling with the people of Loren's Ford as only a true virtuoso can. The tavern known as the Mountain Sting is

full to capacity and beyond. The barmaids are busy beyond belief and Cota, the innkeeper, can't seem to wipe the profit-making smile off his face. A hush comes over the crowd as a portly attractive woman steps to the makeshift stage. She clears her throat and begins to speak.

"I have two tales for you this fine evening. The first, even I find hard to believe. The second seems to have its origins only a few days from this very Inn. Before I begin, who'll buy me an ale?"

Cota ducks as he is pelted with coppers from almost every patron in the bar and one of the barmaids brings Lia a cask of ale and a large plate of food.

"Good, now that the formalities are taken care of and I am in no danger of losing my many curves, I will begin with my first tale."

Story 1

"Minions of Iuz, evil beyond hope of any means, Murderers, burner of crops, nightmares of children's dreams. The green-skinned vermin who seek to destroy and spread havoc. Yet out of these, from the fruits of their loins, rises up a tribe called Bigz.

A secret tribe, no more, because their heroic deeds begin. They enter the temple to the east to destroy the evil within. Willing to give their lives for those not as strong of axe and sword.

Shunned by many because of their lineage and yet ignoring the scorned word.

Many of the tribe fight in the big northern forest where they are hated most.

Yet, still they fight for those who mistrust them against the evil host." (End)

"A toast to those who speak with their deeds and not their parentage."

The crowd lifts their mugs, and with shouted toasts, empties them all. The barmaids hurriedly try to refill them as Lia wolfs down half of her ale and clears the plate in front of her.

Lia begins to speak again. "Cota, you better make sure this plate gets refilled soon or I'll have to ask who is buying the next round."

Cota, who now has visible welts from all the coppers that were thrown at him before, hurries to the kitchen.

Lia speaks again. "My second tale this evening is one of local interest especially to you adventurous types. I know that it piqued the interest of the son of Rockhall when I was visiting house Asbury."

Story 2

"A shepherd boy from Quavaero high up in the Lortmils goes seeking,

A respite from well known and long used pastures for something fonder.

This lad finds a high shelter vale with lush grass for his flock's eating.

Valley walls protect his charges from predators and prevent their wander.

Idle times make an inquisitive young boy search every cranny and nook, throughout his wondrous discovery of sheer rock, grass, aspen, and pine.

One day beholds he numerous pebbles strewn near a cliff by a gentle brook.

Skipping stones across the water reveals dwarven stonework chiseled so fine,

That without the chance tossed stone none would know the passage in the rock.

Yet, believing not his find at first, he ventured forward into living granite.

Not stopped by cold stone's touch, a centuries old cave offered no block,

through the living stone into flanking dwarven carvings and a figure ornate.

But, darkness holds more secrets and dread charges the youth to go hither.

Out of the stone runs he into the light, through the water, boulders, and bush.

As aspens' golden leaves within the vale signal early set of winter,

The young shepherd leads his flock from the high valley down toward home in a rush.

His tale shared eagerly with many, yet none think it more than child's banter." (End)

"I know this may seem like a pitiful tale of an imaginative youth that I would usually not deem worthy of retelling. However, a dwarf I met recently, one Thuldon by name seems to believe that there may be more to this tale than the made up story of one who wishes to come into his own. A friend of this Thuldon has been traveling with me in hopes that some might investigate this matter for the Son of Rockhall."

She points out a well-muscled human who is obviously trying to look dwarven. "Thoma is more than willing to meet with those among us who are well traveled adventuring types. I tire now and must eat if I am to perform here again tomorrow. Who is buying the next round?"

Cota is again pelted with coppers from every corner of the inn and Lia steps down to a fully loaded table in a private area of the bar. The crowd immediately begins to thin out. After a few minutes, you see that maybe a dozen patrons, Thoma and yourselves are the only ones left here. The area where Lia went to is completely closed off to everyone except the tavern staff.

ENCOUNTER 1: YOU LOOKIN' AT ME?

At this point, give the players the opportunity to initiate a dialogue with Thoma and possibly each other if they have not adventured together before. If they do not approach Thoma, Thoma approaches them.

For those who have not Played VER1-07 Knocking on the Keep: Thoma greets the group and lets them know that a little of his favorite dwarven ale (5 sp) would do well in helping him remember more about Thuldon and the dwarven fortress.

For those who have played VER1-07 Knocking on the Keep: Thoma greets any who have played VER1-07 Knocking on the Keep by name. The character does not remember him as he saw them leaving Thuldon's forge on their way to

assist clan Rockhall and later asked Thuldon about them. Thoma is a friend of Rockhall and the father of Thuldon's apprentice Cito. If any character acts as if he remembers Thoma, Thoma treats that character just like someone who has not played VER1-07 Knocking on the Keep. Characters that are honest or silent of the fact that they have never met Thoma are able to ask Thoma questions without liquoring him up.

What Thoma knows:

Thoma will freely provide the information below if specifically asked questions. Without specific questions each character may attempt one Gather Information (DC 10) check or (DC 15) if Thoma believes they lied.

Each successful check garners a single bit of information starting from the top of the list then working down.

- Thuldon has a life quest given to him by his clan. As the first son, he is honor bound to search the Lortmil Mountains for the lost Dwarven citadel.
- Thoma is not to travel to Quavaero. His task is to find those who will.
- The stonework on the citadel makes it nearly impossible to see unless you know what you are looking for.
- Thuldon has agreed with Lady Asbury to build her forge and train apprentices for five years as a thank you for sending the heroes that saved his life. This commitment demands, by dwarven tradition, that he put his life quest on hold until the commitment is fulfilled.
- Quavaero is located somewhere to the south of Castle Hagthar in the northern Lortmils south of Ironwood. That's the best directions he's figured out.

Upon seeing the interest of the characters in following the tale of the shepard boy, the innkeeper suggests that the characters talk to the priestess of Fharlanghn or a dwarf named Rukar who lives just south of town. They have to meet Rukar at night, as he never hangs around his place during the daytime.

☛ **Thoma:** Male human Ftr3.

ENCOUNTER 2: SEARCHING FOR QUAVAERO

When the characters arrive at Rukar's place, they find it dark and apparently empty. The run-down cottage has only a single unlocked door. There are sounds of several guard dogs in the house. If the characters enter the house without Rukar, the dogs attack them. Rukar arrives as the characters are about to leave and go to enter the house. Opening the door he commands his dogs to attack the trespassers saying, "powerful termites attack these wooden warriors!" The dogs get an automatic surprise action as Rukar suddenly commands them to attack. The

dogs trip characters with their surprise action and begin to lick or otherwise play with the character in a non-hostile manner. If any of the dogs yelp in pain, all dogs begin hostile combat. The dogs may be calmed with a Handle Animal check (DC 15). Rukar does not attack the party in any way and may be convinced to call his dogs off with a successful Diplomacy check (DC 15). Rukar is mentally unstable, mourning the loss of his dogs long enough to realize that they would probably taste good with carrots and onions.

ALL APLS

➔**Rukar:** Male dwarf Drd3/Rgr2; hp 52; see Appendix 1: NPCs.

➔**Guard Dogs (6):** hp 13, 13, 13, 13, 13, 13; see *Monster Manual*.

A friendly ending with no deaths here is not a bad thing. This is a roleplaying situation where the characters should be able to overcome the dogs without killing them. If they kill any of the dogs award half experience for the encounter.

If Rukar is attacked during this combat, he takes a five foot adjustment away from attacks, saying, "Help, help, I'm being repressed!" and casts *tree shape* on himself. If players attack the tree, he dismisses the spell, throws down his weapons and surrenders.

If Rukar is not attacked during this combat, he yells out one-liners that display his eccentricity. Here are a few examples. Feel free to make up your own.

- The chickens of Malloy will be avenged.
- Woof! Woof!
- That bunny has a mean streak in him a mile wide.
- Four score and seven years ago our forefathers brought forth on this continent...
- Here fishy, fishy, fishy.
- Less filling. Tastes great.
- I can't feel my toes! I don't have any toes! I think I need a hug.
- A change of underwear would be very refreshing right now.
- The French judge proclaims you the winner.

After the dogs are taken care of, Rukar treats the party like they are his best friends. In one of his moments of clarity, he tells them of the dangers of the mountains and the gear that they need for the cold weather once they reach Fortress Hagthar. He also lets them know approximately where Quavaero is and that they could find better directions if they went to Fortress Hagthar. He belittles the party for not knowing where Fortress Hagthar is. If the party does not insult Rukar (50% chance an insult won't even register as such in his mind) he provides them with a map (charcoal drawing on a rabbit pelt) to the fortress and to Quavaero.

If asked he says the journey takes:

- 12 days journey by camel
- 4 days as the land shark digs
- An eternity by ship

ENCOUNTER 3: WAY STATION OF THE WANDERER

The Way Station of the Wanderer consists of three buildings. A one story ranch type house that has a large foyer area with maps on the walls and a display case with various 'traveling necessities' such as collapsible cups, fine quality walking shoes, etc. The tending Pioneer of Fharlanghn is Tama, a mapmaker with great talent. She is personable and friendly to all that come through her doors. The second building is a blacksmiths shop manned by a gruff looking human man named Korlander. Korlander is kind and gentle with animals but has a shorter tone with those that ride them. His work is exceptional and he can lend healing aid to animals for long term care. The last building is the stable that can support up to 10 horses at a time. There are currently five light riding horses for sale.

Tama doesn't have any maps of the area the characters are heading but is familiar with the eccentric dwarf named Rukar. He once promised to bring in some of his own maps of the area, but he never remembers. She warns them that his dogs have a really bad bark and it has been enough to date to keep those that are not welcome at bay. She recommends that they visit Rukar to get the information they need to survive a mountain trip with the possibility of late snows and cold weather.

➔**Tama:** Female human Clr5.

➔**Korlander:** Male human Exp4.

ENCOUNTER 4: FORTRESS HAGTHAR

After five days rough travel through the Kron hills, the foothills of the Lortmils and a mountain pass, you are glad (or (would have been glad if) that you brought winter gear to keep you warm. You are tired and cold and nearly exhausted as you near the gates to Fortress Hagthar. You realize that carts and wagons no longer suffice in this snowy region and that you need sleds to carry any extra gear further into the mountains. That is not your main concern right now. Not with the warming fires of an inn beckoning to you. The guards at the gate of the fortress stop you, asking for your names, and a solemn oath that you will cause no trouble if they allow you inside.

Fortress Hagthar is the southwestern military post of the Mounted Borderers and the Army of Verbobonc. Commanded by Knight Commander Egret. The fortress is open to all that don't break the laws. Due to the nature of this outpost, almost any Mounted Borderer in the

fortress can tell the party the location of Quavaero. Quavaero is one of the thorps that they patrol during good weather.

The fortress has a full-service inn, a military and a civilian stable, a barracks, a post commander's office, and two merchants that have sleighs and other necessary equipment for a journey into the high mountains. Equipment can be rented for 10% of the actual cost with a full cost gp deposit that is refunded when the equipment is returned. There is not much else to do in this secluded outpost in the southwest portion of Verbobonc.

The merchant has twelve alchemist's arrows available for sale at the book cost of 75 gp each. See Appendix 2: New Rules for further information.

The party should leave the fortress with the proper equipment for their travels. Without the proper equipment (sleigh or sled, snow shoes, cold weather clothing, and provisions) the party runs the risk of not surviving a 4-hour trek to Quavaero without frostbite or worse. Horses and mules are not able to travel in the current snow conditions. Riding dogs have difficulty carrying their riders in the deep snow but are able to move rather easily without their rider and could easily pull sleds.

For this portion of the adventure, refer to the DUNGEON MASTER'S Guide's section "Cold Dangers" for detailed information on how to adjudicate travel in conditions of cold and extreme cold.

Parties that leave Hagthar without the proper equipment move at 1/4 movement and need to make a successful Fortitude save once every 10 minutes (DC 15, +1 per previous check) taking 1d6 points of subdual damage on each failed save. A character with the Wilderness Lore skill that make a successful check (DC 15) receive a +2 bonus to Fortitude saves against severe weather while moving up to 1/2 their normal overland rate. They may grant the same bonus to one other character for every point by which the check result exceeds 15.

A character that sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia. These characters are fatigued, suffer an effective penalty of -2 to Strength and Dexterity, and cannot run or charge. Upon finding warm shelter, characters are able to heal one point of subdual damage per level per hour.

ENCOUNTER 5: A BREATH OF MOUNTAIN AIR

For the most part, your journey has been one of seclusion except for the occasional hare or mountain goat off in the distance. There is nearly a foot of new snow that is quickly freezing, on top of the packed snow from storms past. You begin to see footprints in the snow of a lone individual. They come from a side trail, and a wizard with his nose stuck in a book could easily follow them. About a quarter of a mile further along the path, several others, that seem to be trailing the first, join these prints.

It appears that you won't be ambushed by whatever came down from the hills, but you don't think that the first individual will be so lucky. You hear howling coming from the direction in which the footprints lead.

Characters looking over the tracks that make a successful Track check (DC 15) estimate the tracks to be about 30 minutes old. Observant characters that make a successful Spot check (DC 23) notice movement of wolf like creatures to their flank. The wolves are at a distance of about 105 ft.

APL6 (EL5)

☛ **Winter Wolf:** hp 51; see *Monster Manual*.

APL8 (EL7)

☛ **Winter Wolves (2):** hp 55, 51; see *Monster Manual*.

Tactics: The wolves only attack at higher APLs. At lower APLs they shadow the characters. The wolf or wolves, attempt to surprise the characters and attack the weaker party members while avoiding characters wearing large metal weapons or armor. They charge the weaker characters, bite and at APLs 6 and 8, use their breath weapon as they bite.

The winter wolves are able to speak common and taunt the characters if they can. If there are no missile weapons being used, they even use a circle and attack pattern to keep the metal wielding characters away while they concentrate on the weaker members. If a party member goes down a wolf charges in and attempts to make off with the body.

ENCOUNTER 6: MOUNTAIN'S PASS

Tracking the prints is easy and it is quite obvious that a single large humanoid with booted feet is being hunted by a large pack of four-legged creatures with three pads and 3 claws per foot. Characters can tell with a Wilderness Lore (DC 15) check that these are large wolves. Characters capable of Tracking (DC 12) can tell that the hunt is almost over as the booted figure is becoming tired due to his stride becoming smaller and faltering once in a while.

At this point the characters have a choice that determines the condition of the humanoid being hunted. They can move ahead cautiously so that they are not ambushed or move forward with haste. If moving forward with haste, they maintain a movement of hustle without penalty.

You follow the trails for another few hundred yards and realize that the group from the hills has caught up to the lone individual at this point. Assessing the scene, you realize that they may have gotten more than they were prepared for. You see a 5 ft. wide 60 ft. long trench area that was once snow that has been

melted and is now forming into slush. In this two-foot deep trough, you see the charred remains of several things that are no longer recognizable. The tracks here indicate that the group has scattered in an effort to get away from the booted humanoid and that the booted humanoid has continued along down the path. The group seems to have mustered to a retreating point and is now back in pursuit of the individual. Once again, you hear howling off in the distance.

As you follow the tracks you enter a valley pass. There is a stench of burnt flesh and the yelping of creatures ahead. You see several slush pools of snow about forty feet in diameter. Most of these circles contain charred bodies of large wolf type creatures. You see a rather large humanoid creature with distinctive features of an elf with bronze skin surrounded by several wolf like creatures. The humanoid falters a bit and gets bit and tripped by a wolf attack as some of the other wolf like creatures turn on you.

DM map 1 positions the fire blast circles and Shannus as the characters enter the combat. Shannus is nearly exhausted and depending on how quickly the characters get there he has one of two hit point totals remaining.

Characters that have hustled to get there to aid the lone humanoid arrive as Shannus falters to recover his breathe and suffers a bite and trip attack. Shannus has 42 hit points remaining as shown by the 'hustled' indicator.

Characters that have moved there cautiously arrive as Shannus is in melee with the wolf like creatures and suffers a bite and trip attack. Shannus has 28 hit points remaining as shown by the 'fatigued' indicator.

ALL APLS

☞ **Shannus:** Male elf Sor6/Dragon Disciple* (Brass)5; hp 65 (42 – hustled or 28 – fatigued); see Appendix 1: NPCs.

APL 2 (EL 4)

☞ **Worgs (3):** hp 30, 30, 30; see *Monster Manual*.

Tactics: The worgs turn on the party, and Shannus who is literally exhausted, collapses into the snow.

APL 4 (EL 6)

☞ **Worgs (3):** hp 30, 30, 30; see *Monster Manual*.

☞ **Barghest:** hp 33; see *Monster Manual*.

Tactics: The worgs turn on the party, and Shannus who is literally exhausted, collapses into the snow. The Barghest attacks from ambush once battle is joined. He uses *emotion (fear)* and *charm person* to keep opponents off balance and attacks with claw and bite. If things look bad, he casts *dimension door* and flees combat.

APL 6 (EL 8)

☞ **Winter Wolf (2):** hp 51, 51; see *Monster Manual*.

☞ **Greater Barghest:** hp 58; see *Monster Manual*.

Tactics: The winter wolf's turn on the party, and Shannus who is literally exhausted, collapses into the snow. The greater barghest attacks from ambush once battle is joined. He uses *emotion (fear)* and *charm person* to keep opponents off balance and attacks with claw and bite. If things look bad, he casts *dimension door*, fleeing combat.

APL 8 (EL 10)

☞ **Winter Wolf (4):** hp 51, 51, 51, 51; see *Monster Manual*.

☞ **Greater Barghest (2):** hp 60, 58; see *Monster Manual*.

Tactics: The winter wolf's turn on the party, and Shannus who is literally exhausted, collapses into the snow. The greater barghests attack from ambush once battle is joined. They use *emotion (fear)* and *charm person* to keep opponents off balance and attack with claw and bite. If things look bad, they cast *dimension door*, fleeing combat.

Development: Surviving the battle, Shannus rewards the party with his gold necklace that has bronze dragon inscribed with an elven symbol, (Value 450 gp) and escorts the party the last mile of the way to Quavaero. If the party asks, Shannus reveals the following information:

- Shannus has not heard anything about a dwarven fortress and his interests are not in that pursuit at this time.
- Shannus is from an elven clan in the Ironwood.
- Shannus is a Brass Dragon Disciple and is willing to teach a worthy character. But, this will have to wait until his hunt is over.
- Shannus is hunting a powerful werewolf and cannot return to his clan until he has vanquished the beast. He has to hunt and vanquish the beast alone or he loses his standing in the clan.

Not surviving the battle, Shannus can be spoken to using a *Speak with Dead* spell where he provides the following information:

- Shannus has not heard anything about a dwarven fortress.
- Shannus was from an elven clan in the Ironwood.
- Shannus was a Brass Dragon Disciple.
- Shannus was hunting a powerful werewolf and has failed to survive the wilds of the Lortmils and therefore remains at eternal rest with the elders of his clan.

ENCOUNTER 7: FINALLY QUAVAERO

The valley you are in seems to extend for several miles. After you walk for about 15 minutes, you begin to see smoke rising from chimneys up in the distance. You approach the hamlet and

know that this must be Quavaero. The main area of this small hamlet consists of three connected buildings. The entrances to the building on the right and left are boarded up but light still comes from the inside. Above the entrance to the center building is a sign that reads Beggars Beast.

The three connected buildings were once a tavern, a supply shop, and the meeting hall. Due to lack of interest in the other two, the Beggar's Beast has taken over their space and some of their previous business. Most of Quavaero's business dealings are done over a meal and many tankards of ale. The barkeep, Jarest, runs a small supply shop out of one corner of the Beggars Beast. He can offer items from Table 7-7 in the *Player's Handbook* that are found under the heading Adventuring Gear and that have a gp value of 100 gp or less.

The Beggar's Beast is your typical small community bar where all the locals hang out. The friendly folk of Quavaero welcome their visitors and even buy the first round of drinks for the weary travelers. They are a bit leery of any non-humans, but warm up to them in a hurry. If the party mentions Lia Songbird's tale of the dwarven fortress, the people in the bar begin laughing loudly and send for the dreamer Astar so he can tell his own tale. These simple folk enjoy a good story, but they find it hysterical that people would travel so far because of the story of young Astar. The boy has a history of telling imaginative tall tales. Astar truly believes what he is saying.

The boy arrives at the tavern in about 15 minutes and is more than willing to retell his story to the adventurers, which starts more laughter from the patrons of the Beggar's Beast. His story is a bit more subdued than the one told to them by Lia, which began this journey of discovery.

- Astar claims to have found an underground dwarven outpost.
- No one from Quavaero has believed him or investigated his claim.
- Others have, in years past, been in the valley that he summered in and have seen nothing.
- Astar is willing to take the characters to the valley and can get his father's permission to do so.
- The valley is at least a day's walk from Quavaero.
- Astar is willing to take the characters to the valley and show them the entrance to the keep. Astar's father allows him to guide the party but hints that the boy is about to become of age and would do good to get a stake (20 gp for a flock of his own) but doesn't press the issue.
- If the party does not take Astar, he gives them directions and tells them "you've got to take a step of faith."

ENCOUNTER 8: GRANITE FORTRESS?

Following Astar (or his directions) you arrive in a tiny valley that has been protected from the weather by its high walls. Inside the valley, you see several areas where snow has not covered the ground and early spring grass is visible. If you lived in this area of the Lortmils, you would think this to be an ideal place to wait out the harsh winter weather. As you descend into the valley, you see nothing to make you think that there is a cave here. All you see is the rock faces that make up the valley and boulders strewn about the area.

Astar moves to the south wall, points and says, "There it is!" In front of you is nothing but a granite wall. Astar, seeing your perplexed looks, tells you "you've got to take a step of faith." He then looks at you expectantly.

The stonework here has been crafted with such skill and detail that the shadows and reflections don't reveal the opening right before their eyes. (Think Indiana Jones here.) The entry has several small turns at the beginning that help with this visual effect. If the characters ask him how to get in or where the entrance is he keeps repeating "you've got to take a step of faith". After awhile, Astar picks up a stone and throws it at the rock face. It disappears right before the adventurers' eyes. The sounds of the rock can be heard to bound off walls and then down a stone floor. Astar then says, "step of faith." If this doesn't get the party to step through, Astar enters the cave out of the adventurers' sight. He then taunts them from inside by saying, "step of faith" in a loud whisper.

Characters not taking a 'Step of Faith' need to roll a Will Save (DC 15) or miss the narrow opening and bang into the wall face first. Reaching forward with a hand, they find the wall just where they truly see it to be. There is a small opening in the rock face so well carved that the entire wall appears to have no gaps. Yet, stepping forward at the right spot leads through the opening and into a quick left hand turn.

ENCOUNTER 9: GATES OF GRANITE HALL

Entering the passage on your "step of faith" you find everything initially dark until Astar or someone else lights a torch. There is a quick left turn just after the opening, which leads into a tunnel. After you travel a short way down the tunnel, your eyes are treated to a masterpiece of dwarven artistry and stonework. The wall has been transformed into a miniature depiction of some dwarven battle long past. You study the work and notice that three of the figures in the very center of the picture stand out above all the rest because they seem to be incomplete in some way. Each is missing something that they should have. On the opposite wall is a life-sized statue of a servant of Moradin. Something is written above the statue in a language that is not Common.

See DM handout 2 for layout.

If players wish to make a Search Check on the life-sized statue they may do so.

- DC 10** There is a one-inch inoperable slot on the bottom of the servants' holy symbol.
- DC 15** There are sliding plates of stone beneath the statue. (They only move when the puzzle is solved).
- DC 20** There is an actual secret door behind the statue.
- DC 25** The statue of Moradin's servant is actually part of the secret door.

The wording above is written in ancient Dwarven. Any who read Dwarven can make this out, "Fill the two elements and Moradin lends his aid for the third". The wall carving is a puzzle that opens the door behind the cleric statue. Characters examining the puzzle that make a successful Search check (DC 15) find the three figures in the carving are missing distinctive items that prevent them from being complete. The warrior with dwarven plate etched with the images of glacial worms is missing his weapon's handle. The weapon appears to be an axe of some sort. The dwarven figure standing over a fallen dwarven warrior with a raised outline of his hands as he reaches to the fallen dwarf has no holy symbol. The female dwarf holds her arm up to deflect a blow to the dwarf aiding the fallen. She should have a shield on her arm. The scale is about 1 inch = 1 foot.

In order to solve this puzzle the characters need only to place a coin or some metal object of similar size where the shield is missing and put some slender piece of wood where the axe handle is missing (either a bolt or arrow shaft or anything else the party can devise). When these two are filled the slot on the bottom of the holy symbol on the statue's neck opens and a much smaller replica will fall to the ground with enough noise for the characters to hear it. It can then be placed in the last empty spot. The holy symbol cannot be removed from around the statues' neck in any other way. Once the miniature holy symbol is placed in the slot, the statue slowly slides away from the doorway on the sliding plates with a loud grinding noise.

ENCOUNTER 10: LIVING AND DEATH QUARTERS

As you enter through the doorway that the statue was guarding, you are standing in a 25-foot long by 5-foot wide hallway. Your light shows a small chamber ahead.

If Astar is still with the party at this point, he is very reluctant to go any further. In fact, he is downright frightened.

The characters are not the first to find this chamber. About two centuries ago, Lamette Deathstalker, a Necromancer and cleric of Wee Jas, took refuge from the harsh winter in the cave. Lamette fell in love with the ideas of Obon and decided to place a guardian here to protect Obon's tomb.

A *detect magic* spell reveals the presence of magic in the first round. On the third round of concentration, a successful Spellcraft check (DC 17) detects a faint Illusion on a rock in the center of the floor under the archway leading into the main room.

At APL 2 and 4, there is a glyph in the center of the room that has an aura of Evocation magic which is noticed if the caster makes a successful Spellcraft check (DC 18). A *glyph of warding* in the entryway releases a *desecrate* spell cast at 5th level if any living creature enters the main chamber of the tomb.

If any character passes through the archway into the room, even if invisible, a *magic mouth* spell on a rock in the middle of the archway floor speaks, "Who dares to disturb the rest of Obon Rockbreaker?" At this point, the undead guardians in the room feel the life presence of anyone that enters, and attack, seeking to preserve the life words of Obon Rockbreaker.

At APL 6 and 8 the guardian of the tomb killed Lamette. Lamette's being was tied so that he became the guardian of the tomb. Lamette does not rest until the Obon Rockbreaker's brethren come and take his words back to the clan so that the clan can regain their homeland.

If there is a dwarf among the characters, Lamette speaks to him or her, attempting to ascertain the dwarf's intentions. If the dwarf can convince Lamette that he or she intends to restore the words of Obon Rockbreaker to the dwarves then Lamette allows the characters to pass. This requires a successful Diplomacy check (DC 20) to accomplish. No small feat for a dwarf.

This requires a successful Diplomacy check (DC15) to accomplish. No small feat for a dwarf.

Likewise, if there is no dwarf in the party, a single adventurer may attempt to convince Lamette that they are friends of Rockhall intending to carry the words of Obon Rockbreaker back to his clan. A successful Diplomacy check (DC25) allows the party to convince Lamette of their honorable intentions.

The possession of the Shield of Rockhall grants a +5 circumstance bonus to this check and possession of a Coin of Rockhall grants a +2 circumstance bonus. Either or both the shield and coin must belong to the character making the Diplomacy check.

In either case, if the dwarf or non-dwarf character succeeds, Lamette escorts them into the tomb, so they may retrieve the works. If the characters fail to convince Lamette, or if there are no dwarves, and no shield of Rockhall, then Lamette lays in wait for the characters and attacks them. Likewise, if more than one character attempts to enter the tomb, Lamette attacks the characters.

Obon Rockbreaker's coffin is tightly secured and requires a Strength (DC 28) check to break open or Open Locks (DC 25) check to open without damaging the coffin. The coffin bears the symbols of Clan Rockhall and other dwarven markings and is made of stone hardness 8, hp 60.

Any positive energy channeled in an attempt to turn the guardian triggers a secret door on the opposite wall to

open. This reveals what used to be a barracks for the dwarven companions of Obon Rockbreaker. A *glyph of warding* releases an *animate dead* spell on the dwarven skeletons resting here. At APL 4 and higher, the dwarven bodies were dried and preserved, and channeling positive energies causes a *greater glyph of warding* to set off a *create undead* spell. This creates ghouls

The switch on the bottom of the undead guardian's casket can also open the secret door. This requires a successful Search check (DC 15) and triggers the *glyph of warding* with the *animate dead* spell.

APL 2 (EL 4)

➤ **Ghouls (2):** hp 15, 13; see *Monster Manual*.

➤ **Skeletons (6):** hp 6, 6, 6, 6, 6; see *Monster Manual*.

Tactics: The ghoul clamors out of the coffin and attacks the closest character. Lamette prepared a glyph that releases a *desecrate* spell in the center of the room effecting the ghoul. The glyph is set off by any living being stepping foot in the room.

APL 4 (EL 7)

➤ **Wraith:** hp 32; see *Monster Manual*.

➤ **Ghouls (6):** hp 20, 18, 15, 15, 14 13; see *Monster Manual*.

Tactics: The wraith floats out of the coffin and reaches for a touch attack on the closest character, inflicting his incorporeal touch. If seriously threatened, the wraith passes in and out of the walls to the workroom, barracks and Obon's quarters in an attempt to keep the party confused and off balance. Lamette prepared a glyph that releases a *desecrate* spell in the center of the room effecting the wraith. The glyph is set off by any living being stepping foot in the room.

APL 6 (EL 10)

➤ **Lamette Deathstalker:** Male human Clr3/Nec2 (Ghost); hp 54; see Appendix 1: NPCs.

➤ **Ghouls (4):** hp 24, 22, 20, 18, 15, 13; see *Monster Manual*.

Tactics: Lamette waits until the party enters before manifesting, hoping to lull the party into a false sense of security and then frightens or forces them out. He first manifests using *frightful moan* in an attempt to scare characters from the tomb. Lamette has not had intruders in a long time and if forced to fight does so with his full capability to protect the sanctity of the tomb. He summons creatures and manifests as needed to cast spells or attack using his light mace. The mace is a +1 ghost touch weapon, so an ethereal copy of it manifests with him and causes damage. If the dwarven warriors are animated, they generally assist in combating any characters within the chamber.

APL 8 (EL 12)

➤ **Lamette Deathstalker:** Male human Clr5/Nec2 (Ghost); hp 54; see Appendix 1: NPCs.

➤ **Ghasts (4):** hp 36, 34, 32, 30; see *Monster Manual*.

Tactics: Lamette waits until the party enters before manifesting, hoping to lull the party into a false sense of security and then frightens or forces them out. He first manifests using *frightful moan* in an attempt to scare characters from the tomb. Lamette has not had intruders in a long time and if forced to fight does so with his full capability to protect the sanctity of the tomb. He summons creatures and manifests as needed to cast spells or attack using his light mace. The mace is a +1 ghost touch weapon, so an ethereal copy of it manifests with him and causes damage. If the dwarven warriors are animated, they generally assist in combating any characters within the chamber.

The coffin to the right side of the room contains Lamette's gold ring with large ruby setting (value 500 gp) and gold necklace with a symbol of Wee Jas (250 gp). These items are only present at APLs 6 and 8. However, at all APLs, there is a black iron box containing an iron rod etched with strange symbols inlaid with silver.

The other sarcophagus contains the well-preserved remains of Obon Rockbreaker. Obon lived during the early times of humans coming to the lands of the dwarves and never learned their tongue. Only characters that speak dwarven have a chance to communicate with Obon and then only with an intelligence (DC 15) check, required to understand his old dialect. Obon reveals nothing about Clan Rockhall except in code and his information is well out of date. Members of Clan Rockhall have a bonus +2 to their Intelligence check for this purpose. Also, members of Clan Rockhall that openly display or state their lineage back to Obon's time are received as a brother and given what information is possible in coded speak.

The other two rooms were once a workshop and Obon Rockbreaker's living quarters. In the living quarters, the characters can find two dust-covered books. One is Obon's personal diary. The other is a tome bearing the symbol of Rockhall. The diary is written in dwarven but is very confusing to even those who can read ancient dwarven as it is written in code and protected by magic against deciphering the code. The last page of the diary (Player Handout 1) is the only page decipherable as it is written in Ancient Dwarven and broken Elf. The tome seems to be a minor history of ancient clan Rockhall and shows a picture of the entrance to Granite Hall. The work of art in the cave's entrance chamber seems to be an exact scale replica of Granite Hall's main entrance. In Obon's living quarters rests an iron chest containing 300 gold pieces of an ancient dwarven mint, a masterwork dwarven urgrosh with the dwarven smith's marking of Clan Rockhall, masterwork dwarven full plate armor with the Rockhall crest on the chest plate, the Tome of Rockhall mentioned above, and the personal diary of Obon Rockbreaker mentioned above.

ENCOUNTER 11: IT AIN'T OVER UNTIL WE DECIDE IT IS

Returning to Quavaero, the party has time to rest for the evening. If they stay more than one day, the thorp is attacked by the pack hunting for their lost brethren. Otherwise, while traveling between Quavaero and Fortress Hagthar, the returning characters are traveling with the rising sun to their backs and wind blowing in their faces. They descend into the main valley past Quavaero, and observant characters can Spot (DC 16) a hunting pack of wolf-like creatures with an upright creature following about 200 feet away. The hunting pack has not spotted the party at this point and is examining the remains of the combat from Encounter 6.

The characters can choose to hide until the hunting party passes, hide and ambush (opposed Hide versus Spot checks with the hunting party for surprise) or return to Quavaero to set a defense.

If the party chooses to hide and allow the hunting party to pass, only receive 1/2 experience if they later defeat the creatures with the assistance of the villagers. Characters that choose to hide and ambush, or charge the hunting party in direct combat, receive full experience for the encounter. Characters that let the hunting party pass with no intent whatsoever to engage them in combat, receive no experience for this encounter.

APL 2 (EL 2)

☛ **Wolf:** hp 20; see *Monster Manual*.

☛ **Orc:** hp 8; see *Monster Manual*.

APL 4 (EL 6)

☛ **Worgs (3):** hp 30, 30, 30; see *Monster Manual*.

☛ **Ogre:** hp 26; see *Monster Manual*.

APL 6 (EL 8)

☛ **Winter Wolves (2):** hp 51, 51; see *Monster Manual*.

☛ **Ettin:** hp 65; see *Monster Manual*.

APL 8 (EL 10)

☛ **Winter Wolves (2):** hp 51, 51; see *Monster Manual*.

☛ **Frost Giant:** hp 133; see *Monster Manual*.

CONCLUSION

The characters return to Asbury Forge

Upon hearing the characters story and receiving the tomes, Thuldon thanks the characters and invite them to a dinner feast in celebration of another victory for Clan Rockhall. Any excuse for a dwarf to drink is good.

At the feast that evening Thuldon lets the characters know that the diary is written in the code of dwarven

royalty and that confirms it's authenticity. Thuldon gifts the character that handed him the tomes with a duplicate tome of the History of Clan Rockhall written in dwarven. Each character gains one influence point with the Clan of Rockhall. Upon petition, Clan Rockhall grants a service as provided in the text of the *'Wayfayer's Guide to Verbobonc - Death and Heroic Deeds'* section.

The characters return to Rockhall (only those who have played 'Knocking on the Keep' have this option):

Upon hearing the characters story and receiving both of the tomes, Thornblade Rockspitter, the clan elder of Rockhall, claims that the feast, already in progress, is in honor of the characters and their returning of the dwarven relics. Thornblade reveals nothing to the characters of the diary, as he does not look through it until after they leave.

The day after the feast, Thornblade gifts the character that handed him the tomes with a duplicate tome of the History of Clan Rockhall written in dwarven. Each character gains one influence point with the Clan of Rockhall. Upon petition, Clan Rockhall grants a service as provided in the text of the *'Wayfayer's Guide to Verbobonc - Death and Heroic Deeds'* section.

The characters keep (or sell) the books and go their merry little way

Tales of the characters story eventually reach the ears of Thuldon and Clan Rockhall. Characters gain infamy with Clan Rockhall. This comes into play in future modules in this and possibly other plot lines. Some penalties for infamy are outlined in the Clan Rockhall text of the *'Wayfayer's Guide to Verbobonc - Death and Heroic Deeds'* section.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value to each character.

Encounter 5: A Breath of Mountain Air

Defeat the wolf or wolf-like creatures.

APL 2	0 XP
APL 4	0 XP
APL 6	150 XP
APL 8	210 XP

Encounter 6: Mountain's Pass

Defeat the wolf-like creatures.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 10: Living and Death Quarters

Defeat the undead.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Encounter 11: It Ain't Over until we Decide it is

Defeat the wolf-like creature and its companion.

APL 2	30 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP

Discretionary Roleplaying Rewards

APL 2	30 XP
APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	540 XP
APL 6	900 XP
APL 8	1,200 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasurer.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (that is, not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold piece each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer*, or similar spell to determine what the item does, and how to activate it. Other times they may attempt to use the item blindly. If the magic item is

consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 6: Mountain's Pass

Fight and defeat the creatures attacking the Dragon Disciple Shannus. Two sets of treasure are given, one if Shannus survives, and the other if he dies.

Shannus Survives:

APL 2: L: 0 gp; C: 90 gp; M: 0
APL 4: L: 0 gp; C: 90 gp; M: 0
APL 6: L: 0 gp; C: 90 gp; M: 0
APL 8: L: 0 gp; C: 90 gp; M: 0

Shannus Dies:

APL 2: L: 10 gp; C: 100 gp; M: *cloak of resistance +1* (Value 150 gp per character); *ring of warmth* (Value 315 gp per character).

APL 4: L: 10 gp; C: 100 gp; M: *cloak of resistance +1* (Value 150 gp per character); *ring of warmth* (Value 315 gp per character).

APL 6: L: 10 gp; C: 100 gp; M: *cloak of resistance +1* (Value 150 gp per character); *ring of warmth* (Value 315 gp per character).

APL 8: L: 10 gp; C: 100 gp; M: *cloak of resistance +1* (Value 150 gp per character); *ring of warmth* (Value 315 gp per character).

Shannus offers his trust and knowledge to train one of the adventurers in the ways of a Dragon Disciple. (0 gp, -, -, unusual, non-tradable)

Encounter 10: Living and Death Quarters

Defeat the undead and search the coffins.

APL 2: L: 230 gp; C: 0 gp; M: 0
APL 4: L: 230 gp; C: 0 gp; M: 0
APL 6: L: 230 gp; C: 150 gp; M: <i>+1 ghost touch light mace</i> (Value 1245 gp per character).
APL 8: L: 230 gp; C: 150 gp; M: <i>+1 ghost touch light mace</i> (Value 1245 gp per character).

Black Iron Box

(Value – gp, iron, 3 lbs, rare, tradable) This black iron box contains an iron rod etched with unknown symbols inlaid with silver.

Conclusion

Characters return the tomes and give directions to the keep, to either the Clan of Rockhall or Thuldor.

Book of Rockhall

(Value 100 gp, leather binding, 10 lbs., rare, tradable)
The Book of Rockhall is a History of the Clan of Rockhall, chronicling year 62 through 92 CY. The text covers the last 30 years of battle with the deep evil of Granite Keep. Minions of dark shadow and fire, and deep dwelling evil races are described in epic battles. The remaining entries of the tome are dedicated to the complex magic that was placed on the granite door that locks away these fowls dwellers in the beloved City of Ulthak-Nor. The pages on the magic of the granite doors are not complete but serve as a partial clue as to how they are opened. The tome is written in dwarven and is 18 in. wide by 30 in. tall by 18 in. thick with course paper that bears the passage of time because it is treated with *oil of timelessness*. The binding is course leather worked with symbols of the dwarven families of Granite Hall. The tome radiates magic.

Note: The Book of Rockhall is only gifted to the character of the party that presents both tomes to either Thuldor or Thornblade of Rockhall. If two characters each hand over one tome, the character handing over the tome that contains the history of Clan Rockhall is awarded the *Book of Rockhall*

Total Possible Treasure

Shannus Lives

- APL 2: 300 gp
- APL 4: 320 gp
- APL 6: 1,000 gp
- APL 8: 1,700 gp

Total Possible Treasure

Shannus Dies

- APL 2: 300 gp
- APL 4: 600 gp
- APL 6: 1000 gp
- APL 8: 1,700 gp

Influence and Favors

Saving Shannus

Characters that aid Shannus allowing him to survive the hunting pack are able to purchase a *rod of silence, lesser* (*Tome of Blood: a Guidebook to Wizards and Sorcerers*) for 5,400 gp to any character able to benefit from this item. (Frequency Region)

Returning the Books

Each character gains one influence point with the Clan of Rockhall. Upon petition, Clan Rockhall grants a service as provided in the text of the '*Wayfarer's Guide to Verbobonc - Death and Heroic Deeds*' section.

Characters that return both tomes to Clan Rockhall are able to purchase armor or shields with the enhancement Called (*Defenders of the Faithful: a Guidebook to Clerics and Paladins*) as +1 enhancement bonus to any metal shield or armor from which the character is able to benefit. (Frequency Region)

Not Returning the Books

Characters that do not return the tomes to either Clan Thuldor or Clan Rockhall gain infamy with Clan Rockhall. Some penalties for infamy are outlined in the Clan Rockhall text of the '*Wayfarer's Guide to Verbobonc - Death and Heroic Deeds*' section.

APPENDIX I: NPCS

ENCOUNTER 2: SEARCHING FOR QUAVAERO

➤ **Rukar**: Male dwarf Drd3/Rgr2; CR 5; Medium-size humanoid (dwarf); HD 3d8+2d10+21; hp 52; Init +2; Spd 15 ft.; AC 15 (touch 12, flatfooted 13); Atk +4 melee (1d6+2/18-20, scimitar) and +4 melee (1d4+2/19-20, dagger) or +6 ranged (1d4+2/19-20, dagger); SQ Darkvision 60 ft., stonecunning, +2 racial bonus on saving throws against poison, spells, and spell-like effects, +1 racial bonus to attack rolls against orcs and goblinoids, +4 dodge bonus against giants, favored enemy (shapechangers), nature sense, animal companion, woodland stride, trackless step; AL CN; SV Fort +9, Ref +3, Will +5; Str 14, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Animal Empathy +6, Handle Animal +6, Heal +6, Knowledge (nature) +8, Wilderness Lore +8; Toughness (x2), Track.

Possessions: silvered scimitar, silvered dagger, hide armor, 12 gp.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 – cure minor wounds (2), know direction, resistance; 1st – cure light wounds, detect snares and pits, entangle; 2nd – barkskin, tree shape.

ENCOUNTER 6: MOUNTAIN'S PASS

➤ **Shannus**: Male elf Sor6/Dragon Disciple* (Brass); CR 11; Large humanoid (elf); HD 6d4+3d6+2d8+22; hp 65; Init +6; Spd 30 ft.; AC 13 (touch 11, flat-footed 11); Atk +7 melee (1d8+2, bite) and +5 melee (1d6+1, 2 claws) or +7/+2 ranged (1d8/x3, longbow); SA Spells, breath weapon – line of fire (1d6), Reflex save (DC 17) for half damage (1/day); SQ Immunity to magic sleep spells and effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, proficient with long sword and all bows; AL CG; SV Fort +9, Ref +6, Will +10; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 18.

Skills and Feats: Concentration +12, Diplomacy +5, Knowledge (arcane) +10, Listen +6, Search +6, Speak Languages (Common, Elven, Draconic), Spellcraft +10, Spot +8; Combat Casting, Combat Reflexes, Improved Initiative, Multiattack*.

Possessions: cloak of resistance +1, ring of warmth, travelers outfit, winter blanket, backpack, composite longbow, quiver with 20 arrows, gold necklace with bronze dragon inscribed with an elven symbol (Value 450 gp) and 50 gp.

Spells Known (6/7/7/7; base DC = 14 + spell level): 0 – daze, detect magic, disrupt undead, flare, prestidigitation, ray of frost, read magic; 1st – lesser fire orb*, mage armor, magic missile, shield; 2nd – eagle's splendor*, flaming sphere; 3rd – fireball.

Note: Shannus has the following spells up and running: eagle's splendor (+4), mage armor, and shield. Eagle's

splendor increases his spell DCs to (base DC = 16 + spell level). His spells remaining after the running battle are 4/2/2/1.

*See Appendix 2: New Rules.

ENCOUNTER 10: LIVING AND DEATH QUARTERS

APL 6

➤ **Lamette Deathstalker**: Male human Clr3/Nec2 (Ghost); CR 7; Medium-size undead (incorporeal); HD 5d12; hp 40; Init +2; Spd Fly 30 ft. (perfect); AC 14 (touch 14, flat-footed 14); Atk +6 melee (1d6+1, +1 ghost touch light mace); SA Spells, rebuke undead, manifestation, frightful moan, horrific appearance, telekinesis; SQ Summon familiar, undead, incorporeal, rejuvenation, turn resistance +4; AL LE; SV Fort +3, Ref +3, Will +8; Str 14, Dex 14, Con -, Int 15, Wis 15, Cha 18.

Skills and Feats: Concentration +8, Diplomacy +10, Heal +7, Hide +10, Knowledge (arcana) +5, Knowledge (religion) +5, Knowledge (undead) +6, Listen +10, Scry +7, Search +10, Speak Languages (Common, Draconic, Dwarven), Spellcraft +8, Spot +10; Combat Casting, Greater Spell Focus (Necromancy)*, Scribe Scroll, Spell Focus (Necromancy).

Possessions: +1 ghost touch light mace, pouch (found on his dead corpse) with 4 mithral pieces, 25 pp, 45 gp.

Necromancy Spells Prepared (4/3; base DC = 12 + spell level, 16 + spell level for Necromancy spells): 0 – arcane mark, ghost sound, open/close, prestidigitation; 1st – charm person, ray of enfeeblement, shield.

Cleric Spells Prepared (4/3+1/2+1; base DC = 12 + spell level, 16 + spell level for Necromancy spells): 0 – detect magic, light, read magic, resistance; 1st – cause fear*, detect chaos, detect good, random action; 2nd – death knell*, desecrate, summon monster II (fiendish wolf).

*Domain spell. *Domains*: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance (see page 10).

*See Appendix 2: New Rules.

APL 8

☛ **Lamette Deathstalker**: Male human Clr5/Nec2 (Ghost); CR 9; Medium-size undead (incorporeal); HD 7d12; hp 54; Init +2; Spd Fly 30 ft. (perfect); AC 14 (touch 14, flat-footed 14); Atk +8 melee (1d6+1, +1 ghost touch light mace); SA Spells, rebuke undead, manifestation, frightful moan, horrific appearance,

telekinesis; SQ Summon familiar, undead, incorporeal, rejuvenation, turn resistance +4; AL LE; SV Fort +4, Ref +3, Will +9; Str 14, Dex 14, Con -, Int 15, Wis 15, Cha 18.

Skills and Feats: Concentration +10, Diplomacy +10, Heal +9, Hide +10, Knowledge (arcana) +7, Knowledge (religion) +7, Knowledge (undead) +8, Listen +10, Scry +7, Search +10, Speak Languages (Common, Draconic, Dwarven), Spellcraft +8, Spot +10; Combat Casting, Greater Spell Focus (Necromancy)*, Scribe Scroll, Spell Focus (Necromancy), Weapon Focus (light mace).

Possessions: +1 ghost touch light mace, pouch (found on his dead corpse) with 4 mithral pieces, 25 pp, 45 gp.

Necromancy Spells Prepared (4/3; base DC = 12 + spell level, 16 + spell level for Necromancy spells): 0 – arcane mark, ghost sound, open/close, prestidigitation; 1st – charm person, ray of enfeeblement, shield.

Cleric Spells Prepared (5/4+1/3+1/1+1; base DC = 12 + spell level, 16 + spell level for Necromancy spells): 0 – detect magic, light, read magic, resistance (2); 1st – cause fear*, cause fear, detect chaos, detect good, random action; 2nd – death knell*, desecrate, hold person, summon monster II (fiendish wolf); 3rd – dispel magic*, summon monster III (fiendish gorilla).

*Domain spell. *Domains*: Death (You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.); Magic (Use scrolls, wands, and other devices with spell completion or spell trigger activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack).

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be -affected by the same ghost's horrific appearance for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance (see page 10).

*See Appendix 2: New Rules.

APPENDIX 2: NEW RULES

ALCHEMIST'S ARROW AS PRESENTED IN *SWORD AND FIST*

Marvels of craftsmanship, each alchemist's arrow carries a deadly load of alchemist's fire in its hollow shaft. When a target is struck the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites on contact with air, dealing 1d4 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

Alchemist's arrow (1): Cost 75 gp; Damage, Critical, and Range are per arrow type; Weight 1/5 lb.

EAGLE'S SPLENDOR AS PRESENTED IN *TOME AND BLOOD*

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V,S,M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bard who receive *eagle's splendor* do not gain extra spells, but the DCs for their spells increase.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

LESSER FIRE ORB AS PRESENTED IN *TOME AND BLOOD*

Evocation [Fire]

Level: Sor/Wiz 1

Components: V,S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed at a ranged touch attack to hit your target.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

MULTI-ATTACK [GENERAL] AS PRESENTED IN *MASTERS OF THE WILD*

You are adept at using all your natural weapons at once.

Prerequisite: Access to a form that has three or more natural weapons, either naturally or through shapechanging.

Benefit: Your secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, your secondary natural attacks suffer a -5 penalty.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

DRAGON DISCIPLE [PRESTIGE CLASS] AS PRESENTED IN *TOME AND BLOOD*

A dragon disciple is different. He always suspected, but the flying dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in comparison. Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost...draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as a promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: Special (see below).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1 st	+0	+2	+0	+2	Hit Die increase (d6), +1 natural armor	1
2 nd	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3 rd	+2	+3	+1	+3	Breath weapon (1/3)	None
4 th	+3	+4	+1	+4	Hit Die increase (d8), ability boost (Str +2)	1
5 th	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6 th	+4	+5	+2	+5	Hit Die increase (d10)	1
7 th	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8 th	+6	+6	+2	+6	+3 natural armor	1
9 th	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10 th	+7	+7	+3	+7	Dragon apotheosis	None

Requirements

To qualify to become a dragon disciple, a character must fulfill all the following criteria.

Race: Any nondragon (cannot already be a half-dragon).

Knowledge (Arcana): 8 ranks.

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon type when taking the first level of this prestige class, subject to the DM's approval.

Class Skills

The dragon disciple's class (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied, it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6th level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3–8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

Claws and Bite: At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite attacks, whichever are greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Ability Boost: As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3–8. These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below). Regardless of its strength, the breath weapon can be used only once per day. Use all rules for dragon breath (see the Dragon entry in the *Monster Manual*) except as specified here.

Dragon Variety	Breath Weapon	3 rd Level	7 th Level	10 th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Light of lightning	2d8	4d8	6d8	18
Green	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of fire	2d10	4d10	6d10	19
White	Cone of cold	1d6	2d6	3d6	16
Brass	Line of fire	1d6	2d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

*A line is always 5 ft. high, 5 ft. wide, and 60 ft. long.

**A cone is always 30 ft. long.

Enlargement: At 5th level, the dragon disciple's size increases one step, from Small to Medium-size or from Medium-size to Large. (A character already of size Large or larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a –1 size modifier to his base attack bonus and Armor Class.

Wings: At 9th level, dragon disciples of size Large and above grow wings. They can now fly at their normal speed (average maneuverability). Smaller creatures have wings only if they already possessed them.

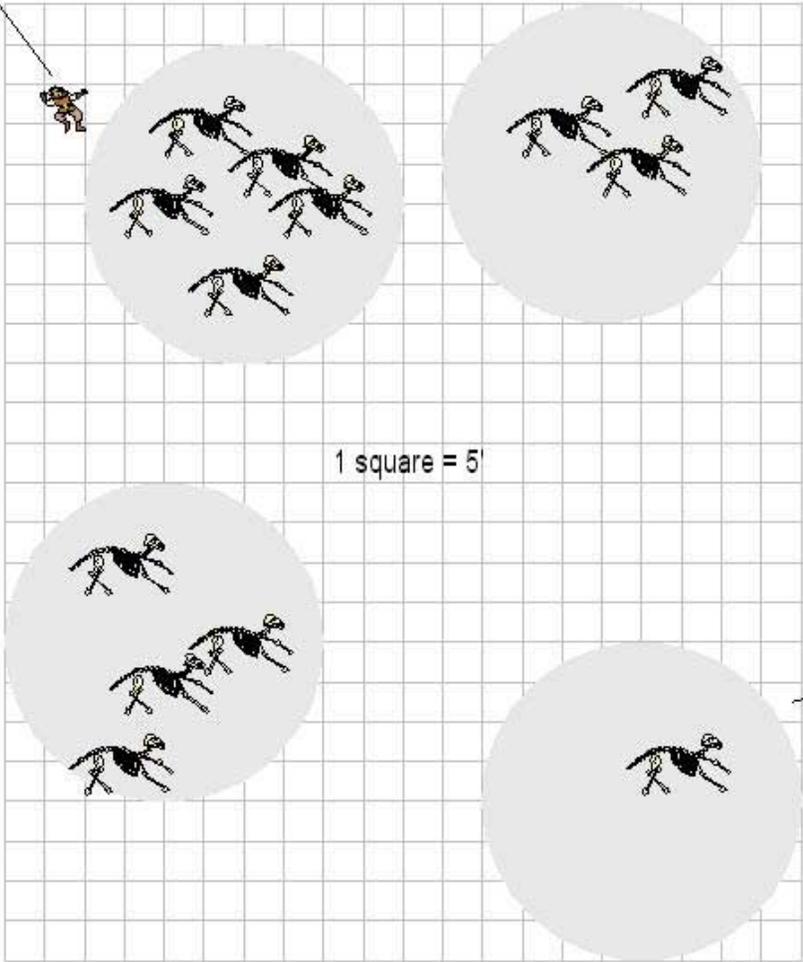
Dragon Apotheosis: At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

PLAYER HANDOUT 1: JOURNAL OF OBON ROCKBREAKER

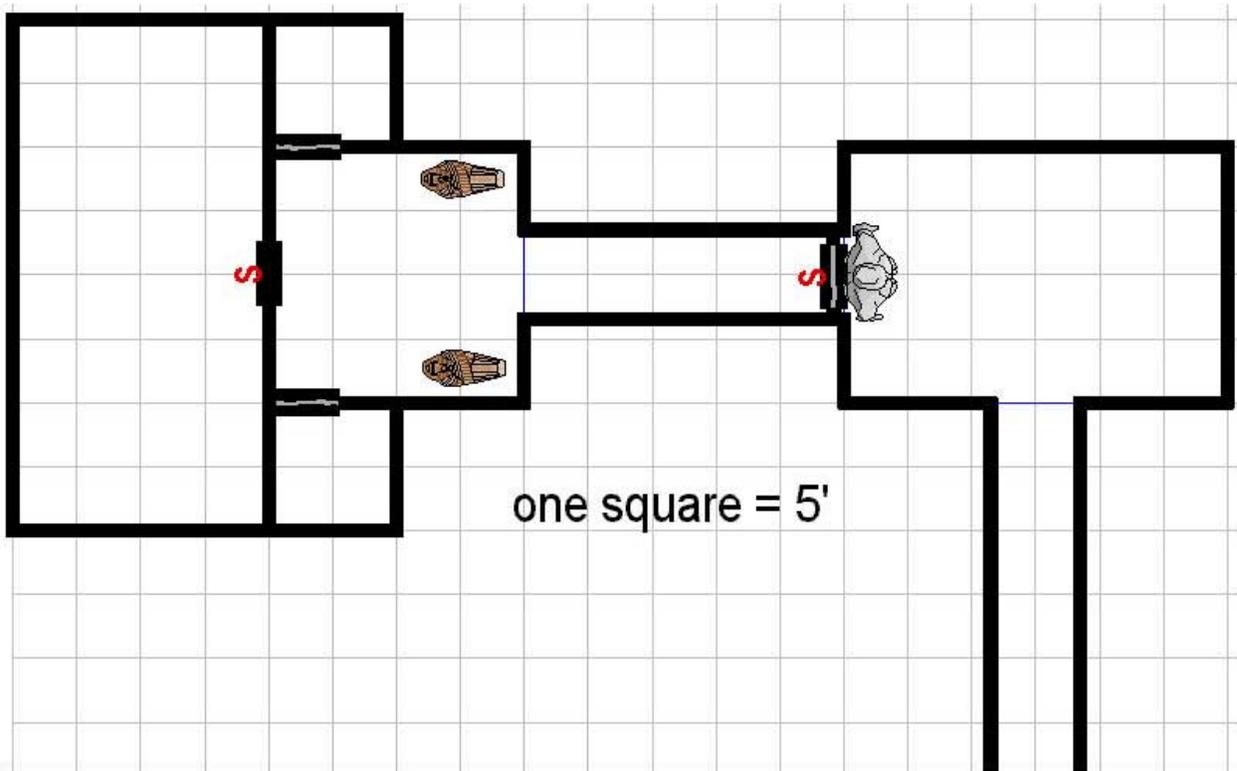
HERE ENDS THE JOURNAL OF OBON ROCKBREAKER. OUR SELF-IMPOSED TASKS OF MAKING THIS DIARY AND REPLICATING THE ENTRANCE TO GRANITE HALL ARE COMPLETE. THE OTHERS HAVE PASSED AND I AM NEARLY FINISHED MAKING THE STONE BED THAT I WILL LAY IN FOR ETERNITY. I BEG OF MORADIN THAT THE DWARVES OF CLAN ROCKHALL HAVE SURVIVED AND THAT THIS VITAL INFORMATION WILL RETURN TO THEM SOME DAY. MY TASKS ARE DONE, MY TIME IS NEARLY PAST AND NOW I LAY DOWN TO REST WITH THOSE OF MY CLAN WHO STOKE THE FIRES OF MORADIN'S FORGE. LONG LIVE CLAN ROCKHALL!

DM HANDOUT 1: SHANNUS COMBAT LAYOUT

Shannus and canines



DM Handout 2: Map Granite Hall



CRITICAL EVENTS SUMMARY

What APL did the Party play? _____

Did Thoma survive? _____

Did Rukar survive? _____

Did Shannus survive? _____

Did the party come to Shannus' aid? _____

Did Astar survive? _____

Were the books recovered from Obon's living quarters? _____

If no...

Was the undead guardian destroyed? _____

If yes...

Were the books returned to Thuldon? _____

Were the books returned to Rockhall? _____

Were the books sold? _____

Were the books kept? _____

Were there any player deaths? _____

If yes...

Please list character Death(s):

	Player Name	Character Name	Class/Level	Encounter(s)
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____
6.	_____	_____	_____	_____

ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.