Rumors About the Stoneheart Mountain Dungeon

The following rumors can be heard about the Burial Halls (or the "Stoneheart Mountain Dungeon," as it is commonly called) in Bard's Gate or any city near where you locate the dungeon. Some rumors are general and can be obtained by simple inquiry at common locations such as taverns or inns. Others are specific and can only be found by consulting specific persons, sages, experts or by using appropriate spells. All rumors list a Gather Information check DC and specific rumors are marked as "specific." Some rumors also list a Bardic Knowledge check DC, where appropriate.

1. (DC 8) "Thyr? Muir? What good do dead gods do me? Can they fill my purse? Can the shod my horse? They can't even protect their own temples!"
2. (DC 10) "They say that the paladins of Muir left a storehouse of weapons hidden under their shrine in that valley.
3. (DC 10) "I heard from a band of dwarves who were deep in their cups in the inn tell a story of their lost companion who was killed by a strange insect thing. They said they fled and left his body behind—as well as his magical throwing axe."

4. (DC 10) "A band of rogues traveled to the burial halls, or so they said. I heard that the entranceway is covered in strange runes."
5. (DC 10) "Rangers say that the crystal lake is now polluted and foul."
6. (DC 12) "I'm not sure about the place. I've heard tell that a wizard and his legion of demons moved into the dungeon some years ago and destroyed the remaining priests."
7. (DC 12, specific) "Yes my son, you have heard correctly. It is true that a great collection of holy tomes and tracts are stored beneath the shrine of Thyr."
8. (DC 12) "Hah! Those priests say that Abysthor was on some holy mission. I heard he never even went to the dungeon at all. He was old and frail. He was no adventurer!"
9. (DC 12) "I wouldn't head that way, friend. The local villages have been raided by gnolls. You'd never even reach those halls."
10. (DC 14, specific) "Thyr and Muir are no longer. Though we don't usually think of it, deities die as do we mortals. Look to their church! It is in shambles! Their priests have no power! Those gods, though once mighty, have fallen."
11. (DC 14) "I've heard tell from a company of elves that they went to the halls and found them empty. Bodies of orcs lie strewn about, as if killed by dwarves. They found a secret trap door and descended into a series of tombs. There they found a shadowy creature, but killed it with their magic weapons."
12. (DC 14) "I heard that several months ago a group of priests set out for the halls and

never returned."

13. (DC 14) "The entrance to the dungeon is in a wood filled with spiders. Beware their foul bite!"

14. (DC 14) "Bah! I've been to those halls. Beset by foul skeletons, we were. They shrieked like the ones from the famed dungeon of Rappan Athuk. My priest couldn't defeat them. They ate our halfling. I destroyed one, but it took all my strength. I'm no novice, boy. Those creatures were of an evil I never want to meet again! Mark my words!"

15. (DC 14) "I was forced to leave my friends behind. We encountered these strange things with many tentacles. My friends fell all around me. I am ashamed, but I have my life. I wish you luck if you head into that death trap, friend!"

16. (DC 14) "A group of adventurers came through here a few weeks back. Said they were headed to the halls. Only one of them came back. He had no memory of where he had been or what happened to his comrades. He had a strange rune painted on his forehead. I wasn't about to touch it."

17. (DC 16) "They say that several great priests are buried in those halls—even Flail the Great! Imagine that! Hard to believe, but so it is said."

18. (DC 16) "Some say a dragon lives in the nearby mines. Perhaps you should loot that lair rather than waste your time picking the bones of dead priests."

19. (DC 16, specific) "The first level is the main burial hall. It contains a wondrous fountain known as the fountain of the ancients—a great holy relic."

20. (DC 18) "Let me tell you lads, I've BEEN there. And never shall I go back. But let me tell you this. Once you enter the halls, keep your eye open for a secret door on the left wall. It leads down to the caves below.

21. (DC 18) "I heard wizards speak of a fell sorcerer who lives in the caves beneath the halls. They say he teaches magic—rune magic. But his price is steep indeed!"

22. (DC 20, specific) "The fountain of the

ancients is no longer. It has been defiled and is now the font of bones—a foul artifact of evil."

23. (DC 20) "They say that a great dwarf warrior, renowned for wielding a wicked magical axe, met his end in the caves below those halls."

24. (DC 20) "Eric the paladin is entombed in those halls. They say his magic lance is buried with him."

25. (DC 20) "The stone of Tircople—a piece of the altar of the ancient temple—is said to be in the dungeon, guarded by fierce creatures and fell magic."

26. (DC 22) "Legends tell of a statue in the caves beneath the halls that holds the power of all the Stoneheart Mountains. Beware the word it will speak!"

©2002, Necromancer Games, Inc.