

CLAN ROCKHALL



Symbol: A tall mountain flanked by two smaller mountains. The left mountain bears the symbol of an axe and shield. The right mountain bears the symbol of a hammer and anvil. The central mountain shows a stone walkway leading to a granite keep.

Background and Goals: The ancient and noble Clan of Rockhall has a long history in Verbobonc. Over five-hundred years ago, the noble clan inadvertently released an ancient evil buried deep beneath the Lortmil Mountains and were driven into exile. In the flight, the knowledge of the way back to their homeland was lost.

In CY 595, with the aid of adventurers, the Clan rediscovered the lost way home. In a fierce and epic battle, Thuldon, Thane of Rockhall, led the Clan to drive the invaders from their midst. Since then, they have returned to their great city of Ulthak-Nor and reestablished relations with the neighboring regions. Recently, envoys from Prince Coronod of Ulek have arrived asking for help in their reclamation of their lands to the orkish horde of Turrosh Mak in the Pomarj. And so the forge fires of Ulthak-Nor burn bright as the dwarves prepare to mark to the aid of their kin.

Members: Members of Clan Rockhall are a prideful clan, having overcome incredible adversity to reclaim that which was taken from them. They tend to be steadfast and loyal with their allies, and unrelenting against those who are their enemies. Dwarves of Rockhall tend toward lawful alignments, however this is not a requirement to join. Those that reach the rank of Steward are eligible to join certain groups within the Clan (see **Membership Options**).

Type: Tribe (Racial)

Scale: 10 (regional [Verbobonc])

Affiliation Score Criteria: Membership in Clan Rockhall is only open to dwarves that are residents of Verbobonc. An exception is granted to those individuals that had their souls reformed by Moradin during the reclamation of Ulthak-Nor (see VER5-03: *Minions of Shadow and Fire*).

Criterion	Modifier
Character level	+1/level
Possesses dwarven racial substitution levels or levels in a prestige class with a racial requirement of Dwarf	+2/level
Plays a Verbobonc regional adventure or a Velverdyva Trade Route metaregional adventure as a member of Clan Rockhall	+ ½ per round
Plays an adventure that directly involves Clan Rockhall or lists Clan Rockhall as a metaorganization focus. ⁽¹⁾	+1/round
5 or more ranks in an Associated skill.	+2/skill
Possesses an 'Item of Rockhall' ⁽²⁾	+3/item
Has Disfavor or Dishonor with Clan Rockhall, or brings dishonor to Clan Rockhall ⁽³⁾	-5

Notes:

1. Overlaps (does not stack with) the bonus for playing Verbobonc regional adventures/VTF metaregional adventures.
2. An "Item of Rockhall" is an object that includes Rockhall in its name. Examples include *Shield of Rockhall*, *Coin of Rockhall*, and *Mithral Cloak of Rockhall*. Also included is *Replica of Worm Slayer*.
3. The penalty is doubled if incurred a second time. On the third occurrence, you are banished permanently from Clan Rockhall and any metaorganization that has membership in Clan Rockhall as a prerequisite.

Titles, Benefits and Duties: Members of Clan Rockhall are expected to represent the interests of their Clan wherever they may be. This includes assisting other members of Clan Rockhall in their endeavors. As a dwarf gains rank within Clan Rockhall, demand for their services rises, and their ability to exercise influence within the Clan increases. You cannot use any benefit if it would result in demotion to a lower tier.

All benefits are only available during regional adventures set in Verbobonc.

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Score 3 or lower **Title: Benefits and Duties** (benefits and duties are cumulative)
No Affiliation.

4-14 **Dwarf of Rockhall:** You have been accepted into Clan Rockhall. Membership in this ancient and honorable clan comes with a number of benefits:

- **Associated Skills:** The following list of skills are associated with Clan Rockhall: Craft [Choice of one: _____], Knowledge [Architecture and Engineering], Knowledge [Dungeoneering], and Knowledge [History]. You receive a +1 circumstance bonus with your Associated skills.
- **Clan Provisions:** You receive a 10% discount when purchasing dwarven equipment from the *Player's Handbook* or *Races of Stone*.
- **Lifestyle:** You receive free Adventure Lifestyle [Standard] during any Verbobonc regional adventure.
- **Racial Substitution Levels:** You receive access to the following racial substitution levels: dwarven fighter^{RS} (all levels), dwarven sorcerer^{RS} (all levels)

Upon gaining this rank, you spend 4 TU. Furthermore, you may spend no more than 44 TU adventuring in regions outside of Verbobonc.

15-25 **Steward of Rockhall:** Your skills and deeds have accorded you a higher place of honor within Clan Rockhall, and Thuldon looks to you for advice on matters related to the safety of the Clan, and you receive the following benefits.

- **Alternate Class Features:** You may spend 1 Affiliation point to gain access to one of the following class features:
 Elusive Attack^{PH2} Stalwart Sorcerer^{PH2}. You may do this multiple times, each time spending 1 Affiliation point to choose a different class feature.
- **Associated Skills:** Your circumstance bonus increases to +2.
- **Clan Provisions:** Your discount increases to 20%
- **Demand for Services:** Clan Rockhall is well known for the quality of its goods and services. Accordingly, they are in high demand. You receive a +1 circumstance bonus to rolls for Benefits from Nonadventuring Activity and for any Transaction Checks made as part of a Verbobonc Business Opportunity (see the regional documentation: *Verbobonc Town Project: Player's Guide and Sourcebook*). The Transaction check must be made using an **Associated Skill**.
- **Influence:** You may use your affiliation in Clan Rockhall as influence with this metaorganization. Spending 3 Affiliation points earns you 1 standard Influence point with Clan Rockhall. You can likewise convert Influence Points into Affiliation points using the same ration in reverse.

Upon gaining this rank, you spend 6 TU. Furthermore, you may spend no more than 40 TU adventuring in regions outside of Verbobonc.

26+ **Elder of Rockhall:** Your devotion to Clan Rockhall has been noticed and you are made an Elder of Rockhall, and you receive the following benefits:

- **Associated Skills:** Your circumstance bonus increases to +4.
- **Clan Provisions:** Your discount increases to 30%
- **Demand for Services:** Your circumstance bonus increases to +2. Additionally, you can spend 2 Affiliation points (or 1 Influence Point with Clan Rockhall) to increase this bonus by +1 (to a max of +4).
- **Influence:** You may spend two (2) Affiliation points to earn one (1) standard Influence point with Clan Rockhall.

Upon gaining this rank, you spend 8 TU. Furthermore, you may spend no more than 36 TU adventuring in regions outside of Verbobonc.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization. Membership must be renewed annually at the beginning of each calendar year. Keep all previous certificates of membership along with this one so an accurate account of your membership can be verified.

Signature of DM

RPGA Number

Date



CLAN ROCKHALL

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MEMBERSHIP OPTIONS

Members that reach the rank of Steward can join one of the special groups within Clan Rockhall. You gain special privileges by doing so, but you also take on additional responsibilities. If your Affiliation score drops below 15, you are kicked out of the special group.

Earthwardens of Rockhall

The Earthwardens of Clan Rockhall are a select group of warriors trained to use the powers of Earth in conjunction with the faith of Moradin for the defense and protection of dwarves. These elemental warriors stand as bastions of safety and shelter against the hordes that inhabit the Lortmil Mountains.

To join the Earthwardens of Rockhall, prospective members must have a base attack bonus of +7 or greater, 5 or more skill ranks in Knowledge [The Planes], and you must worship a Dwarven deity. Furthermore, you must spend 6 influence points with Clan Rockhall and 20 TU upon acceptance into the Earthwardens.

Members of the Earthwardens receive the following benefits during any Verbobonc regional adventure.

- ❖ **Associated Skills:** You may add the following to your list of Associated Skills: Concentration, Listen, Spot, and Survival. Each time you gain a level, you must place at least one (1) skill point into one of your Associated Skills.
- ❖ **Elemental Warrior:** You receive access to the Elemental Warrior ^{PH} prestige class, with the restriction that you must select Elemental Earth as your chosen Elemental Plane. You must take your first level in Elemental Warrior upon attaining your next character level. Furthermore, you may not choose to gain levels in any other class or prestige class until you have taken all 5 levels in Elemental Warrior. Earthwardens receive 2 Affiliation Points each time they gain a level in Elemental Warrior.
- ❖ **Leaders of Rockhall:** Earthwardens add their Associated Skill bonus to their Leadership score for purposes of determining number and levels of followers and cohorts.
- ❖ **Lifestyle:** You receive free Adventure Lifestyle [Rich] during any Verbobonc regional adventure.
- ❖ **Stonehold:** Should you move to a town in the Verbobonc Town Project that is in the Lortmil Mountains, you are provided with a special residence to serve as your base of operations. This residence belongs to Clan Rockhall and is lost should you leave the metaorganization. You do not need to pay any annual taxes on the residence. This residence is treated as a Residence (Manse) except where noted in the description (see the Earthwarden Stonehold certificate for more information).

In return for these benefits, you may spend no more than 26 TU adventuring outside of Verbobonc. Furthermore, your membership is consider "for life". If you leave Clan Rockhall for any reason, you immediately forfeit all affiliation points, influence points, favors, and rewards from Clan Rockhall (include those that appear on ARs) and you suffer a -10 circumstance penalty to all dealings with Clan Rockhall.

Mithral Guard

The Mithral Guard is an elite dwarven unit of warriors and protectors dedicated to the defense of Clan Rockhall and the dwarven nation. Formed by Thuldon Rockspitter, the Mithral Guard is versed in team tactics, underground combat, and strives against any invader that would threaten Ulthak-Nor or Clan Rockhall. When danger threatens the clan—it is the Mithral Guard that serves as the first line of defense and a bulwark against the incursion, with members putting themselves directly in harm's way so that others may escape. They are devoted members of Clan Rockhall that have proven themselves dedicated to the defense of the dwarven nation. Their specialized training teaches them how to draw strength from the very stone beneath their feet. The Mithral Guard spends much of their time patrolling the tunnels around Ulthak-Nor, vigilant against both the hated illithid invaders, and the ever-increasing threat of Blackthorn and the Pomarj.

Membership in the Mithral Guard is only open to those lawful-good dwarves that have received a personal invitation from Thuldon Rockspitter to join. For that reason, information on their benefits, requirements, and abilities is not listed here. If you are fortunate enough to receive an invitation to join this elite group, you will receive a separate certificate which details this information.

