



# Stepping Stones

A Realms of Edeos Adventure

Written by: Andy Schiller

Playtested at GatorCon 2011  
Westminster, CO

If you are playing a character in this adventure,  
**DO NOT READ THIS** unless you want to spoil  
all the surprises, and take all the discovery out of  
your game.

Original Edeos Concept by:  
Josh Robillard and Andy Schiller

This game can be played in one session (3-4  
hours). It is a great way to introduce new party  
members to each other, and makes an excellent  
story seed for an ongoing campaign.

[www.RealmsOfEdeos.com](http://www.RealmsOfEdeos.com)  
[www.DrakenStoneCastle.com](http://www.DrakenStoneCastle.com)

Stepping Stones, by Andy Schiller;  
an LFR adventure for D&D 4E or Pathfinder  
for a group of 4-6 PCs, levels 7-10 (H3)

Synopsis: The PCs explore a ruined castle on an earthmote, floating in the sky, and confront the mad dwarf who built it. Where is his sister, for whom this castle was built? Find her, and the dwarven mason rewards the PCs extended life; fail, and the PCs lives become much, much shorter!

Throughout the adventure, the sister keeps appearing before the party in ghostly form. She haunts the castle, and is very annoying. She always appears with a different robe or cape, is fussing about her appearance, and keeps asking if she's pretty.

Read or paraphrase the following:

You stand before the Duke of Sarpadia. He sits upon a throne made from the bones of many slain enemies, polished to a glossy finish. He addresses you in a booming voice:

“The reputation of your band of adventurers cannot be challenged. The stories of your exploits have travelled the realm, and your names are known to be honorable and true. That is why I have summoned you here.”

The duke claps his hands. Several advisors in long blue robes emerge.

“These are my closest and most trusted Royal Mages. They will teleport you to Drakenstone Castle. Once there, you must find the mad dwarf RustyKnuckles. He is not only the Prince and Builder of Drakenstone Castle, he was once the best architect in the realm. His older sister, Brelia, once ruled the castle that he

built for her. But now he has been driven insane by the death of his sister, the Princess, who's ghost haunts the cursed place. You must find a way to put his sister's spirit to rest, so that the dwarf can return to his senses.

Castle Drakenstone used to be a part of my kingdom, but now in its place lies only a crater. The Spell Plague has literally scooped the mountain out of the ground and set it afloat above Sarpadia. It now drifts a mile in the sky on an earthmote.

By stepping into this magic circle, you will be teleported to an identical circle in the castle's courtyard. When you are finished with your mission, simply step back onto that circle, and you will be teleported back here. Be warned; the magic that energizes the circles will only function for eight hours, and then it will fade. You have that much time to complete your quest and return to the circle, otherwise you will be stuck there permanently.

If asked, the King will reveal more information:

“An force unknown to us has corrupted the Temple of Moradin inside the castle, and we have lost contact with all who reside there. A contingent of my best warriors has been dispatched there, but did not return. In fact, we were witness to their demise...”

The King nods to one of his Blue Robed advisors. He walks over to a towering statue of Moradin, and touches a pool of water at the statue's feet. The pool glitters, and an image appears on the surface. It appears to be a temple to the Dwarven god of goodness and light. However, it is obviously ransacked. Candela-

bras are smashed, urns tipped over, and the altar has been defaced with menacing symbols. The bodies of several of the King's soldiers lay dead on the floor. And most horrifying, a pool of blood lays at the foot of the altar.

Just when you've seen all this, a skeletal hand smothers the image, and the pool goes dark.

"We believe that an evil force has interrupted the Princess's funeral, and her spirit cannot find rest until the ritual is complete. Rid the Castle of that ghost, and you will not only gain my gratitude, but you regain for our Kingdom a great architect, and a control of a strategic stronghold.

Remember, your mission involves **SUBDUING** the dwarf, not killing him. He may not listen to reason, so use discretion and do not harm him."

The King then gestures to one of his Blue Robed advisors. The mage opens a locked chest, revealing a stash of coins. "This will be your reward, should you succeed."

If asked, more information:

"The bronze door to the castle is magically sealed, and cannot be opened by any mortal means. You'll have to find another way into the lower levels of the keep. Perhaps the well that feeds the fountain will provide an avenue of access to the lower levels..." One of the advisors hands you a map.

If the PCs step onto the teleportation circle, read or paraphrase the following:

"Scintillating light shimmers all around you. You blink your eyes, and your surroundings suddenly change. You are now standing in the courtyard of a castle. Looking beyond the outer walls, the ter-

rain of the entire realm sprawls into the distance. Your clothing flaps in the gusting wind. Clouds surround the building on all sides.

A huge fountain, filled with sickly green water, is at the center of the enclosure. Gently sloping stairs lead to a huge bronze door, which is obviously the keep's only entrance."

When the PCs being moving toward the fountain, read or paraphrase the following:

"A long tentacle splashes out from the slimy green liquid in the fountain. It coils around \_\_\_\_\_'s foot, and starts dragging her toward the water..."

Encounter 1: Septopus in the Fountain

Easy; Encounter Level 9, 2,000 XP

Level 9 Solo Brute: Septopus 2,000 XP

Hard; Encounter Level 12, 3,500 XP

Level 12 Solo Brute: Septopus 3,500 XP

When the monster is defeated, water drains out of the fountain, revealing a secret door.

After defeating the monster, and after finding the trapdoor in the fountain, read or paraphrase the following:

"You open the wooden door, to find the shaft of a dank well. It is circular, pitch black, and descends down into the darkness..."

At this point the party may choose to go down the well as a group, if so, proceed to skill challenge 1. If the party splits up, and one or several of the PCs go down the well while the rest wait near the fountain, treat the tunnel as an individual

skill challenge for each party member. In this case, any PC failing the roll will lose a healing surge as they fall. The falling PC will also take 5 points of damage upon landing,

As your party climbs down the well, it soon becomes more treacherous. The slick stone grants little footing, and water runs down all surfaces through hairline cracks.

Skill Challenge 1, Location, Dungeon Level 1. 8 successes before 4 failures. Lose a healing surge for each failure. Failing the Skill Challenge means the party is washed up into the next room, and the dwarf and his guards get a surprise round. Passing the Skill Challenge means the party climbs down safely, and they get to ready themselves for the next encounter.

If the party fails the Skill Challenge, read or paraphrase the following:

“You fall into the darkness. Landing with a thud at the bottom of the well, you are immediately attacked by suits of armor.”

Encounter 2: You meet the mad dwarf, and orders the animated suits of armor to attack you. He then becomes your prisoner, and leads you to the ritual to free his sister by leading you to the library where a successful skill challenge will help you find it. He has a super-long extended life, and is obsessive about “finishing” the castle, and just keeps adding on to it. He thinks that if he can finish it, his sister will be free. You find out that the ritual to put his sister to rest was interrupted when the castle was torn from the ground.

Encounter 2: Summoned Guardians

Easy; Encounter Level 9, 2,000 XP  
4 Level 10 Armor Guardians, 500 XP each

Hard; Encounter Level 12, 3,500 XP  
7 Level 10 Armor Guardians, 500 XP each

Skill Challenge: Loot the Library. There is a sign on the door in dwarven. It says that anyone entering the library is subject to an 8 minute time limit, after which you cannot enter the library for another year. You must find the correct ritual to put his sister to rest. You may also search for hints and tips that help you with the ritual. You’ve got to have 8 successes before 4 failures to find the ritual. There is potential to find other things that will help you later, if you roll high enough. 8 successes=You locate the ritual in a dusty, dog eared book. 4 failures = time runs out and you’re ejected from the library in a huge gust of wind.

When the PCs enter the library, read or paraphrase the following:

“You push open the creaking iron doors, and a gust of stale, warm, dusty air emerges. It smells musty, as if this room has not been visited for a very long time. As you cross the threshold into the library, a huge clock face dings, and begins ticking. It seems to be counting backwards very quickly. The library is huge and unkempt, as if stacks of books were thrown about randomly. Piles of books lie in the corners, as if tossed there by a tornado. Shelves are arranged in rows forming aisles, and each is labeled by subject in dwarven.”

You must decide which section you are searching:

Bards get +2 to all rolls in this skill encounter, due to the nature of finding hidden lore.

Any PC that speaks Dwarven can make a simple d20 roll and add their INT mod.

Dwarven Language: 18 Success!!!

Thievery: 18 Success!!!

Perception: 18 Success!!!

Arcana: 18 Success!!!

History: 18 Success!!!

Religion: 18 Success!!!

Dungeoneering: 18 (Although this does not result in a success, you grant a +2 to the next check. Dungeoneering can only be used once during this skill encounter.)

in addition to a success, a single high roll in any category also grants:

Roll of 20 or more: You locate an additional ritual for a magic circle keeping undead at bay.

Roll of 22: You now have the ability to have two people do the ritual instead of 1 (speed ritual).

Roll of 25: You read of a special candle that keeps the skeletons at bay for the first 2 rounds.

Roll of 30: You find a special incantation that shortens the ritual. It now takes only 6 successes before 3 failures.

Ritual: 10 minute cast. component cost: 100 gp. Magic Circle. You create a 9X9 magic circle. Unintelligent undead will stumble into this circle blindly, while intelligent undead within 2 squares of the circle recognize its power and may decide not to enter. Undead who enter are at -2 to all rolls; attack, damage, skills, saves, etc. Also, all spells and effects with the keyword Necromancy are at -2.

Speed Ritual: You can partner with another ritual caster to perform a ritual in half the time.

A successful search or thievery check in the library will reveal the candle.

If you fail it, every party member loses a healing surge, and the Dwarf can go in and find it by himself.

Encounter 3: You encounter the sister, and you have to put her to rest by doing a ritual (sprinkling her ashes) that takes 4 rounds. If you get hit, you gotta start over!!!

To put the sister to rest: stand in the magic circle, and use a pinch of the dust from the urn. Skill challenge: you need 8 successes before 4 failures. One or two people can do this ritual, so if 2 people, it can be done in 4 rounds.

Encounter 3: Skeletons n' Zombies

Easy; Encounter Level 9, 2,000 XP

Skill Challenge: 500 XP

Skeleton Swarm: 250 Xp

Skeleton Rager: 250 Xp

2 Zombies: 500 XP each, 1,000 XP total

Hard; Encounter Level 12, 3,500 XP

Skill Challenge: 500 XP

Bone Golem: 1,000 XP

Skeleton Swarm: 250

Skeleton Rager: 250

3 Zombies: 500 XP each, 1,500 total

Insert here the dead bodies of the King's Warriors, men and dwarves, wearing the blue plate mail famous for the King's army.

These corpses animate, and that's who you fight!

Upon beginning the ritual, read or paraphrase the following:

“The bones littering the floor of the chamber slowly begin to move. As they coalesce into four distinct groups. Each undead creature bears a huge femur in its hands, which it swings around . One of the skeletons speaks in a voice like nails on a chalkboard: ‘never mind the fighters, attack those spellcasters!!! ‘ The skeleton then points directly at \_\_\_\_\_ (insert name of party's spellcasters here).”

Upon entering this anteroom, you see a central altar, with rows of benches. The benches are considered difficult terrain. The moment you begin the ritual, roll initiative. It is assumed that the PC who begins the ritual will make a roll to see if he succeeds when it is his turn.

Strange: a huge statue of the Dwarf god is blindfolded. PC's who remove the blindfold do not notice anything immediately, but receive an increased reward when the adventure is over. This is because the Dwarves can then peer into the temple.

This is strange; four urns appear to be brand new, and not of Dwarvish design. They are copper, and have this symbol on the front. They are placed at equal distances around the altar:

The sister shrieks and warns you not to approach the urns! She cries, those are evil!

Arcana 16: These have a spell cast upon them.

Arcana 20: You sense necromantic aura,

foreign to this temple.

Arcana 25: These urns were placed here by an evil malign force. Something will happen if the altar is touched.

A PC can decide to dump out the urns and scatter the bones, or try to destroy the bones. The urns are solid metal and cannot be destroyed. A smart PC will carry the urns to the edge of the castle and throw them off the edge.