

THE MONASTERY OF THE MARBLE PALM AT A GLANCE

On the ocean's shore, the monolith known as Alrakkham's Glory—a 50-foot-tall hand carved from a single piece of blue marble—rises from the dunes reaching towards the heavens as if it grasp at the passing clouds. Despite being older than recorded history, the salt-encrusted hand shows little sign of weathering or damage.

The blue marble is foreign to this region with some noting it is similar to marble found in the mountains of the distant south. Who could move such a massive piece of stone thousands of miles? Even more strangely, the marble is resistant to most magic, and only enchanted weapons can damage the monolith.

Centuries ago, a forgotten mason carved out the interior of the hand to create living spaces that a variety of hermits, eccentrics and strange beings have since occupied. Those who have lived inside Alrakkham's Glory have noted many bizarre phenomena. At night the veins in the marble appear to pulse in an almost rhythmic fashion. Earthquakes around the monolithic hand are common and often create cracks in the hand that repair themselves after a fortnight or so. Residents of Alrakkham's glory claim they can hear deep groans in the night, sometimes when no wind is blowing.

The current residents of Alrakkham's Glory are a group of monks who study the mysteries of the marble hand and its unique effects on their ki powers. Led by Ilker Magarian, the Eldest Brother, the monks continue to perfect their unique martial art form.

DEMOGRAPHICS

Ruler Ilker Magarian, the Eldest Brother
Population 3 (1 human, 1 elf, 1 halfling)
Alignments NG, LN, N
Languages Common, Elven, Halfling

LORE

A PC making a Knowledge (geography) or Knowledge (local) may know some information about the Monastery of the Marble hand. A successful check reveals all the information revealed by a lesser check.

DC 15: Alrakkham's Glory is thousands of years old and predates even the elven empires. Alrakkham's Glory has had countless inhabitants over the centuries.

DC 20: The monolith is named after Alrakkahm, a powerful wizard who died nearly 200 years ago. He was known for his mastery of the various hand spells such as *interposing hand*, *grasping hand* and so on.

DC 25: The monolith was originally solid, but centuries ago a master mason carved out the rooms that now honeycomb its interior.

NOTABLE FOLK

Currently, only the three Monks of the Marble Hand inhabit Alrakkham's Glory.

Ilker Magarian (LG male old human monk [Monk of the Marble Palm] 15) Ilker is the founder and leader of this small monastery.

Farelya (LG female elf monk [Monk of the Marble Palm] 4) Farelya is Ilker's favoured student but lacks Yobin's talent.

Yobin Kegsbottom (LN male halfling fighter 2/monk [Monk of the Marble Palm] 5) Yobin is a naturally talented monk who is growing to despise Farelya.

NOTABLE LOCATIONS

Most of the Monastery of the Marble Hand comprises locations of little interest to adventurers. A few locations, however, are notable:

1. **Common Room:** The monks welcome their guests and share meals here.
2. **Kitchen:** This well-appointed kitchen is perfect for preparing the monks' simple meals.
3. **Store Room:** The monks store their provisions here.
4. **Empty Room:** A small room with a ladder connecting the separate levels.
5. **Farelya's Room:** Farelya resides here.
6. **Training Hall:** The monks use this area to train and perfect their skills.
7. **Ilkir's Room:** Ilkir sleeps in this modestly appointed room.
8. **Scroll Library:** Ilkir stores the scrolls and manuals that detail the secrets of his new martial art.
9. **Empty Room:** A small room with a ladder connecting the separate levels.
10. **Meditation Chamber:** This room in the thumb of the hand serves as a meditation chamber.
11. **Yobin's Room:** Yobin claims this large room for himself.
12. **Storage Room:** The monks store some possessions here.
13. **Empty Room:** A small room with only a ladder leading up to Alrakkham's Library.
14. **Alrakkham's Library:** Accessed through a secret door, Alrakkham's library holds all of the ancient wizard's spellbooks.
15. **Tea Room:** Here, Ilkir and his disciples can share tea.

MARKETPLACE

Alrakkham's Glory has no marketplace and the monks have little wealth. The monks are friendly and offer to share their home and meals with the travellers so long as they are friendly and respectful. The monks are willing to trade some of the trinkets they've discovered for exotic foods or wine.

EVENTS

While the PCs are at The Monastery of the Marble Hand, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Farelya's and Yobin's animosity towards each other finally reaches the boiling point. Yobin attacks Farelya and if not stopped these fearsome monks try to kill each other.
2	The rival monks of the Path of the West Wind arrive and threaten Ilkir. They demand Ilkir hand over Alrakkham's Glory to them.
3	Admiring one of the PCs skill in combat, Ilkir offers to train him or her as a Monk of the Marble Hand. The training will take several years.
4	A powerful earthquake strikes the region and causes the monolith's little finger to fall off. Several days later it starts to grow back.
5	Pulses of light following the veins in the marble are a common nightly occurrence in Alrakkham's Glory, but this night, they radiate outward from a single point.
6	One of the PCs dreams of the monolith. The enormous hand crushes them to powder, but when the wind blows the powder away, a perfectly cut diamond is revealed.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the Monastery of the Marble Hand and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1*	The Marble Hand is the only part of a mountain-sized stone golem that remains exposed above the surface.
2	After his death, Alrakkham's spellbooks were never recovered. They remain hidden in the monolith to this day.
3	Ilkir the Eldest Brother is taking on new disciples. All you have to do is prove yourself worthy.
4*	Alrakkham's ghost still haunts the monolith and is the reason for the strange phenomena.
5*	Anyone who lives in Alrakkham's Glory for a year and a day can never leave again, but gains unbelievable powers.
6	Weapons made by mortal hands cannot damage Alrakkham's Glory.

*False rumour

