

# SHARDSFALL QUEST™

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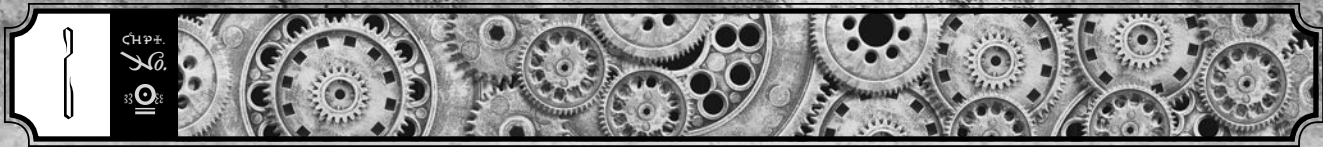
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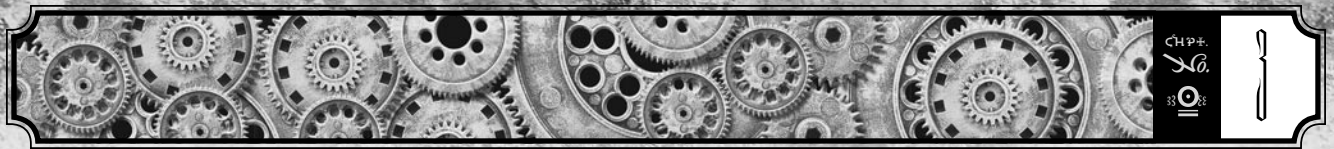
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# INTRODUCTION

**T**HUNDERING STEAM-POWERED WALKERS LUMBER ACROSS THE PLAINS, BATTLING PREDATORY DRAGONS TO PROTECT THE FEARFUL HUMANS WHO DWELL WITHIN THEIR STEEL-CASED SKINS. AT NIGHT THE SHATTERED MOON RISES, RAINING A HAIL OF DEADLY DEBRIS UPON THE SURFACE. STURDY CITY-MECHS BATTEN DOWN THEIR HATCHES, CLIFFSIDE DWELLERS RETREAT TO SAFETY UNDER THE ROCK, AND WORM FARMERS SLINK INTO THE TUNNELS OF THEIR CHARGES, FOR NO ONE WANTS TO BE OUT IN THE OPEN WHEN THE METEORITES START TO FALL. YET SOME METEORITES HOLD THE SECRETS OF THE MOON AND ITS ALIEN CIVILIZATIONS — AND PERHAPS THE KEY TO ENDING THE LUNAR SCOURGE THAT GRIPS HIGHPOINT. WHEN THE SUN RISES AGAIN, EXPLORERS CRAWL FROM THEIR HOLES AND SCOUR THE SURFACE FOR WHATEVER VALUABLE LUNAR SHARDS MIGHT HAVE FALLEN THE NIGHT BEFORE....

**T**he **Shardsfall Quest** is an introductory adventure for **DragonMech**. It gives the characters a tour of the world, its major political factions, its history and its denizens and dangers. Along the way, the characters face combat, diplomacy, and puzzles. In the end, they become citizens of the prominent city-mech Nedderpik (see Chapter 7 of **DragonMech**), make friends and enemies, and are directed to the city of Edge to continue their quest, although they are positioned to pursue adventure in almost any direction. To play this adventure, you will need a copy of **DragonMech**, as well as the core d20 books (*Player's Handbook*, *DMG* and *MM*).

**The Shardsfall Quest** is designed for beginning characters of 1st level. By the end of the adventure, the characters will have accrued enough experience to be approximately 3rd level, depending on the number of characters. The adventuring party should have between 4 and 6 members, with at least one strong fighter, one coglayer or steam-

borg, and one arcane spellcaster. A rogue and cleric will also come in handy at times, as will a bard with strong diplomacy skills. A mech jockey is not necessary, but at least one character should have several ranks in the Mech Pilot skill.

## ADVENTURE SUMMARY

**T**he **Shardsfall Quest** has four major episodes. The adventure is a cross-country jaunt of sorts, sending the characters in pursuit of the parts of a lunar relic. The relic was in a temple carved into the very bedrock of the moon, which shattered in the lunar rain and fell to earth in the form of several meteorites, each of which landed many miles from the others. With each episode, the characters

encounter one of the factions of the **DragonMech** world: first the Stenian Confederacy, then denizens of the gear forests, then the Legion, and lastly the Irontooth Clans.

The adventure proceeds thus:

While traveling, the characters come across a recently fallen meteorite that cracked open upon landing, revealing a network of passages inside. It turns out they are the remains of a ruined temple to the lunar god Seroficitacitacit. In exploring the ruins, the characters find a strange glowing globe. As they emerge from the meteorite, they are stopped by a Stenian Confederacy mech patrol. The Stenians have come to destroy the temple in case it houses any lunar creatures.

The Stenian soldiers clear the characters for lunar influence, then make a proposition. The Stenian Confederacy has learned that this is only one piece of a larger meteorite that broke into two parts when it entered the planet's atmosphere. The second section has fallen to the east, in the territory of the Legion. The Stenian Confederacy wants to find it and cleanse it of lunar creatures, but the Stenians can't risk sparking a war by sending military mechs into enemy territory. They offer to send the characters in a non-military mech to destroy the second temple in Legion territory. In return, the characters gain temporary use of the mech and will receive citizenship on the city-mech Nedderpik when they return.

The characters journey to the city-mech to get their loaner mech. While there, they are secretly recruited by cogling stowaways to help defeat a threat to the city-mech's engines. Then they move on

into Legion territory.

While there, they deal with several minor mech skirmishes before finally reaching the temple. Destroying it won't be easy, however, because human refugees have moved into the tunnels for protection

